

DUNGEONOLOGY: THE EXPEDITION

Welcome to Rocca Civetta, an enchanting region of the Italian hinterland, which is home to one of the most bizarre universities that the human mind has ever conceived.

Here, the chair of Dungeonology deals with studying the structure and organization of different cultures, above all the most atypical and strange ones... not to mention mythical! Recently, this faculty has lost its professor and the rector is looking for a valid replacement. You are the ideal candidate for this job!

Set in the Renaissance world of Nova Aetas, Dungeonology will guide you to the discovery of many different civilizations in order to learn their habits and customs. But be careful: the people you meet will not always be happy with your intrusions!

The object of the game is to guide your Scholars in the exploration of a Dungeon, collecting as much information as possible regarding the people who live there. All the information gained provides points to the Scholars that need to be reach by the end of their exploration. Each Scholar will strive to have a greater number than their opponents, hoping to be able to successfully present their thesis on the clan they studied.

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GAME COMPONENTS

1. Scholar Models (4)
2. Laetus Boss Model
3. Boss Card
4. Scholar Cards (4)
5. Zone Tiles (18)
6. Starting Zone (1)
7. Clan Cards (3)
8. Trick Cards (105)
9. Note Boards (4)
10. Civilization Information Cubes (Green 20)
11. Militia Information Cubes (Red 15)
12. Worship Information Cubes (Blue 13)
13. Riches Information Cubes (Yellow 10)
14. Caste Information Cubes (Purple 6)
15. University (Bag)
16. Jinx Cards (15)
17. Intern Cards (10)
18. Randomizer Deck (16)
19. Alert Cards (3)
20. Panic Cards (3)
21. Campus Board
22. Stun Tokens (14)
23. Knowledge Tokens (4)
24. Secret Passage Tokens X (6)
25. Teleportation Tokens (3)
26. Stop (Trap) Tokens (3)
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28. Ambush (Trap) Tokens (3)
29. Stair Tokens (9)
30. Wall Tokens (18)
31. Student Models (40 Gray)
32. Omega Student Models (5 Red)

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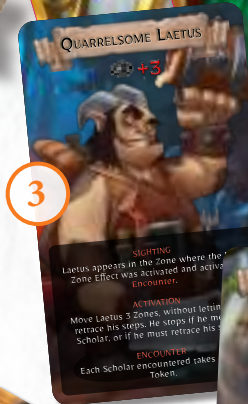
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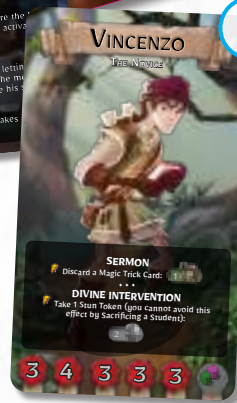
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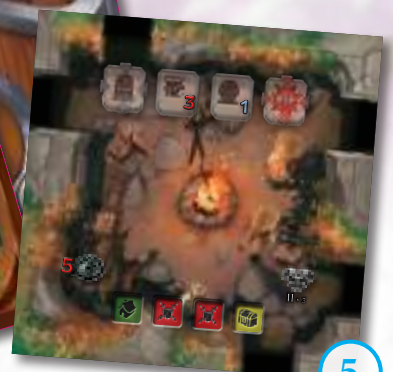
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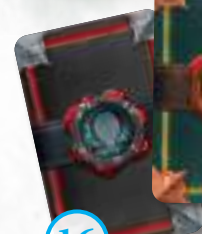
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GAME SETUP

To start a game of Dungeonology, follow these steps in order. Take into consideration the points regarding the **Advanced Rules** (indicated in orange) only when you are comfortable with the basic rules of the game, inserting the ones into your play that you think are best suited to your group's play style.

- A. Each player takes a Note Board (9) and sets the Study Bonus (the wheel numbered at top right) to 0.
- B. Each player randomly chooses or draws a Scholar Card (4) and places it on their Note Board.
- C. Each player takes from the Reserve a number of Students (31) equal to the value of your Scholar's Initial Students.
- D. Shuffle the Randomizer Deck (18) and draw a card to determine the first player (see the Randomizer Deck box).
- E. Shuffle the deck of Trick Cards (8) and deal as many cards in turn order (for example, in a four-player game, 1 card to the first player, 2 to the second, 3 to the third and 4 to the fourth player).
- F. Place the Campus board (21) on the table.
- G. **Advanced Rule:** if you use the **Boss** advanced rule (see page 17), select a Boss card (3), choose one of the two profiles on it, and place it with the chosen profile facing up next to the Campus.
- H. Select an Alert Card (19) from those available and place it on the Campus, choosing the difficulty of the game from Introductory, Easy, Medium and Hard. Optionally, it is also possible to choose a **Player Level** (see page 8) for more challenging games.
- I. **Advanced rule:** if you use the **Maximum Alert** advanced rule (see page 19), a Panic Card (20) must be selected without looking at it and placed face-down under the Alert Card.
- J. Draw a Clan Card (7) from those available and place it face-down on the Campus without revealing it.
- K. Shuffle the deck of Jinx Cards (16) and place the deck on the table.
- L. **Advanced rule:** if you use the **Main Effects** advanced rule (see page 20), shuffle the Intern deck (17) and place the deck on the table.
- M. Place the Starting Zone (6) in the center of the table and place the Scholar Models on it.
- N. Create 3 stacks of Zones (5) dividing them according to the design on the back, shuffling each stack individually, and place them face-down on the table.
- O. Put in the University (15) the number of Students (31) multiplied by the number of players, plus an Omega Student (32) as indicated on the Alert Card (19).
- P. The first player takes her turn.



RANDOMIZER DECK

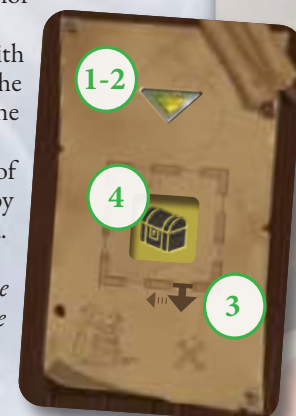
When a game element must be chosen randomly, the effect or rule that requires it will indicate "Randomize".

The Randomizing player shuffles the Randomizer Deck and draws cards, one at a time, until he gets a result applicable to the situation.

A Randomizer card indicates:

1. **A target Scholar:** the color of the triangle is matched to the triangle in the upper right corner of each of the Scholar Note Boards. The Scholar who owns the Note Board with the triangle of the same color drawn becomes the target of the effect that the Randomization has requested.
2. **Direction:** if an effect requests to Randomize a direction, it is determined by the direction the triangle points to. In this case the color of the triangle is irrelevant.
3. **Passage:** if an effect requests to Randomize a Passage with respect to a Zone, this is determined by the arrow in the central drawing of the map. If that step does not exist, the first available clockwise Passage is selected.
4. **Information:** if an effect requests to Randomize a type of Information (or Information Cube), this is determined by the information indicated in the center of the drawn card.

Designer's Note: For convenience, it is recommended that the Randomizer is managed by the same player throughout the duration of the game.



RESERVE

All materials not in play go to the Reserve. Some game effects may refer to it, for example by indicating: "place a component (cards, cubes, Students, etc ...) from the game to the Reserve".



BASIC INFORMATION

Before starting a game of Dungeonology, you need to become familiar with a few materials and elements of the game, specifically:

- **Object of the game**
- **Starting Zone**
- **Note Board and Scholar Card**
- **Exalted Scholars**
- **Stun and Knowledge tokens**
- **Students**
- **Omega Students, Jinx Cards, Alert Card and University**

Once you understand how these game materials work, you will be ready to start the first round of the game by following the rules indicated on the following pages.

OBJECT OF THE GAME

In Dungeonology, each player controls a Scholar from the University of Rocca Civetta while **exploring a dungeon**, in an attempt to discover the secrets of the dwellers who live there.

The Scholar will not want to disturb the dungeon dwellers, but will need to collect information about them, represented by **Information Cubes**, and by moving stealthily in the various zones making up their habitat. In this mission, the Scholar will be helped by the **Students** of the university, prepared even for the extreme sacrifice, helping their mentor Scholar collect important information. Unfortunately, hidden among the Students is a nest of advocates of the evil **Omega Congregation** who will try to ruin the Scholar's exploration by alerting the dungeon dwellers. And if that is not enough, other university Scholars will compete in gathering information in a not very sporting way.

The aim of a game of Dungeonology is to earn more points than the other players in the following ways:

- **Earn Information Cubes** by collecting them while exploring the Zones making up the Dungeon. Collecting enough Information Cubes also allows Scholars to earn Stars.
- **Submit the Thesis** when you have enough Information Cubes and at least two Stars.
- **Avoid the jinxes** that will be given to Scholars by the Omega Students.

STARTING ZONE

All Scholars start the game from this Zone, which can be distinguished from others by a different back and for the owl symbol on the front. The Starting Zone is part of Level I (see page 10).

This Zone is a **safe Zone**, the Scholars inside it do not need to fear anything.

When a Scholar is in this Zone they:

- Cannot be the subject of game effects.
- Cannot be targeted (not even by a Boss).
- Cannot be selected for Randomizations.
- Cannot be affected by Trick Cards.
- Cannot play Trick Cards.
- Can only carry out the **Exploration** action (see page 10).



NOTE BOARD AND SCHOLAR CARD

The Note Board and the Scholar Card are the main tools the players use to interact with the game and keep track of their accumulated points. On them are:

- Scholar's name and title.**
- Scholar's Skills:** each Skill can be activated as many times as you like during their turn; if it is preceded by the icon it can also be activated during the other players' turn.
- Initial Students:** the number of Students that the Scholar takes from the Reserve at the beginning of the game. When replenished, Students are always taken from the Reserve, when the Scholar performs the Rest Action.
- Hand Value:** in the End of Turn Phase, if a player has a number of Trick Cards in her hand less than this value, she draws from the deck until she has that number in hand. There is no limit to the number of Trick Cards a player may have in their hand.
- Speed:** during their turn, a Scholar has this number of Speed points available to explore the Dungeon (see page 10).
- Intelligence:** the maximum number of Information Cubes the Scholar can attempt to gain during a single Study Action (see page 13).
- Stamina:** when a Scholar has a number of Stun Tokens equal to this value, at the beginning of her next turn she will be forced to execute the Rest Activity (see page 9).
- Knowledge Combo:** if at any time, even for a single moment, the Scholar has this combination of Information Cubes on his Note Board, he immediately gains one Knowledge Token and places it on the Knowledge Slot (I).
- Knowledge Slot:** a Scholar who obtains the Knowledge Token places it here.
- Table of Information Cubes:** the Information Cubes gained by the Scholar are placed in these slotted columns, always respecting the color indicated under the column (the green cubes in the first column, the red cubes in the second, etc...), and starting from the bottom. Each column indicates the points granted by Information Cubes placed in it; the first visible number starting from the bottom



indicates the points scored by the column. Under each column, the individual value is shown for each Information Cube.

- K. Stars:** when a Scholar reaches one of the Stars shown to the left of the column with an Information Cube, she also gains that Star. A Scholar has a Star as long as there is an Information Cube next to it; if the Information Cube is lost by the Scholar, she also loses that Star. The number of Stars in the player's possession affects some aspects of the game such as the Submitting the Thesis Activity (see page 9) or the Exalted Scholar's rule (see below). ***Attention:** the Stars can be silver or gold and bordered by different colors; these details are only used in the game's expansions. In the base game, all Stars are considered equal.*
- L. Scholar's Color:** when a game effect requires you to choose a random Scholar, this triangle color identifies the chosen Scholar (see Randomizer Deck, p. 5).
- M. Study Bonus:** arrows to the left of the columns are gained and lost just like the Stars. Each time a Scholar earns an Arrow, they increase their Study Bonus (indicated on the Note Board wheel) by one. Likewise, when he loses an Arrow, he reduces it by one. The Study Bonus makes the Study Action easier (see page 13).

EXALTED SCHOLARS



When a Scholar earns a Star, all Scholars who have fewer Stars than her become **Exalted** (if they are not already). Their Scholar cards are flipped over and their players use the new values and Skills shown on this side. An Exalted Scholar remains in this state until she becomes the Scholar (or one of Scholars) who has the most Stars.



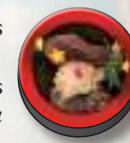
STUN AND KNOWLEDGE TOKENS



Stun Tokens represent the Scholar's fatigue accumulated during exploration, while the Knowledge Token indicates the fact that the Scholar has discovered the identity of the Clan that lives in the Dungeon. These tokens are the most commonly earned by Scholars during the game.

Stun Tokens

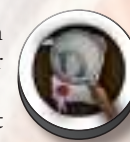
1. The moment a Scholar gets a Stun Token, he can Sacrifice one of his Students to avoid getting it.
2. A Scholar can have a maximum number of Stun Tokens equal to his Stamina (*you cannot go beyond this limit in any way, not even using a Skill that gives Stun Tokens, such as Vincenzo's "Divine Intervention"*).
3. A Scholar who has Stun Tokens equal to their Stamina value continues to play normally this turn. Nonetheless, he cannot use any game effects that require him to obtain additional Stun Tokens for activation (*for example, Valerio's "Headbutt" skill*).
4. If at the **beginning of their turn** a Scholar has Stun Tokens equal to their Stamina value, that Scholar must perform the Rest Action.
5. If at any time a Scholar has a number of Stun Tokens higher than their Stamina value, discard any excess.



Knowledge Token

The Knowledge Token can be obtained in two ways during the game: complete the **Knowledge Combo** indicated on your Scholar Card, or the first time you perform the **Submit the Thesis** Action.

- A Scholar who has earned this token can freely examine the Clan Card for the rest of the game (being careful not to reveal it to other players).
- Once gained, the Knowledge Token can no longer be lost for the rest of the game.
- If all Scholars participating in the game obtain the Knowledge Token, the Clan Card can be publicly revealed.



STUDENTS

◆ ◆ ◆

The arrival of Students from the University, as well as giving support to Scholars, also marks the pace of the game.

Many game effects will require Scholars to draw Students from the **University** (the Bag); these Effects are indicated on the icon to the right.



A game effect preceded by this icon indicates that the Scholar must:

- Draw the indicated number of Students from the University (or all of those in the University if there are fewer than the indicated number inside the bag).
- Place all the gray Students drawn into the free spaces of the Bonfire; if all spaces of the Bonfire are filled, the drawn Student must be placed in the Reserve.
- If an **Omega Student** (red colored) was drawn, follow the rules of next paragraph.



OMEGA STUDENTS, JINX CARDS, ALERT CARDS AND THE UNIVERSITY

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The evil Students of the Omega Fraternity will attempt to sabotage the Scholar's work by alerting the dungeon dwellers against them.

When an **Omega Student** is drawn, proceed as follows:

- Place the Omega Student in the top free space on the Alert Card. If there are no free places to place the Omega Student, the game enters its final phase (see "End of Game" p. 16).
- Remove all the Students present at the Campus Bonfire and put them in the Reserve.
- The Scholar who has drawn the Omega Student draws a **Jinx Card** from its deck and places it face down in front of him (he will reveal it during the next End of Turn Phase, either his own or another player's, see page 15).



When an Omega Student is placed on the Alert Card, the following game effects are activated, which must be resolved before continuing the current turn:

- A. **Alert Bonus:** this value is added to the Alert Value of all Dungeon Zones for the rest of the game; use only the highest number activated by the lowest Omega Student.
- B. **Replenish the University:** these two columns indicate the number of Students to be recovered from the Reserve and added in the University. The first column indicates a number of gray Students, multiplied by the number of players participating in the game. If there are not enough Students in the Reserve to reach this number, all those available are entered in the University. The second column indicates the number of Omega Students in the University to be placed, along with the others.

OMEGA CONGREGATION

Rocca Civetta hosts many student brotherhoods and sisterhoods; among these, the most ambitious and influential is the Omega Congregation!

The students of this congregation are led by a mysterious Grand Master who aims to control the chair of Dungeonology and the entire University.

The Omega Students who hinder Scholars on their expeditions belong to this congregation; these annoying guys will also appear in future expansions, to oppose our heroes.



PLAYER LEVELS

The four Alert Cards allow you to select a "Dungeon" difficulty and provides an indication of game duration in minutes per player.

The number of players is also used to multiply the number of Students who must be entered into the University at the start of the game and every time an Omega Student is placed on the Alert Card.

After the players have gained more experience, at point H of the Game Setup, they will also be able to choose a **Player Level** (among those listed below) to make the exploration of the Dungeon more difficult by increasing the probability of the arrival of Omega Students.

- **Students:** use the instructions on the Alert Card.
- **Scholars:** reduce the number of players by 1 for all calculations of the Alert Card.
- **Professors (3+ players):** reduce the number of players by 2 for all calculations of the Alert Card.
- **Rectors (4+ players):** reduce the number of players by 3 for all calculations of the Alert Card.



GAME TURN

CHOOSE AN ACTIVITY!

On your turn, you can perform one, and only one, of these three Activities:

- **Rest:** the Scholar can return to the Starting Zone to recover from the fatigue of the expedition. If you have Stun Tokens equal to your Stamina, you must take this action.
- **Submit the Thesis:** the Scholar returns to the Starting Zone attempting to deliver the Thesis.
- **Explore:** the Scholar explores the dungeon trying to unravel the secrets of the inhabitants. If you start your turn in the Starting Zone you **must** perform this action.

REST



You can choose to perform this Action, but, **if you have Stun Tokens equal to your Stamina, you must perform this activity.**

When taking a rest follow these steps:

- Move your Scholar to the Starting Zone.
- Discard all Stun Tokens in your possession.
- Discard a Jinx Card in your possession.
- If you have fewer Students than your Starting Student value, take some from the Reserve (if available) until you have a number equal to this value.
- Discard any number of Trick Cards (optional).
- Draw Trick Cards until you have a number equal to your Hand value.
- Your turn ends.

SUBMIT THE THESIS



You must have at least **2 Stars** to carry out this Action. When you decide to Submit the Thesis, follow these points:

- Move your Scholar to the Starting Zone.
- Consult the **Clan Card** (see box) being careful not to reveal it to other players; obtain the Knowledge token if you don't already have it.
- Count the points on your Note Board, applying the Modifiers (C) indicated on the Card Clan (A); do not add or subtract bonus points (PTs) from different sources from the Note Board in this calculation, such as those indicated on the Intern Cards or Jinx Cards.

At this point two things can happen:

SUCCESS!

You have a score equal to or greater than the Thesis Target Score (B) indicated in the Clan Card.

Congratulations, you have delivered your Thesis to the University of Rocca Civetta! Proceed to the following points:

- Reveal the Clan Card to everyone and place it face up on the Campus.
- Add bonus points from sources other than the Note Board to your score, such as the Intern Cards. Subtract penalties from Jinx Cards in your possession.

- Add to your score the bonus points for whoever delivered the Thesis first: **10 for the first, 7 for the second, 5 for the third and 3 for the fourth.**
- Announce your final score to other players.
- Remove your Scholar from the game: she no longer participates in the game, and she no longer is taken into account for any game effects.
- Your turn and your game end.
- Refer to the paragraph "End of Game" (p. 16) and apply what is indicated.



FAILURE!

You have a score lower than the Thesis Target Score (B) indicated on the Clan Card.

You are a donkey! You annoyed the whole academic college of Rocca Civetta with your carelessness. With your cap in your hands you go back to studying.

Follow these points:

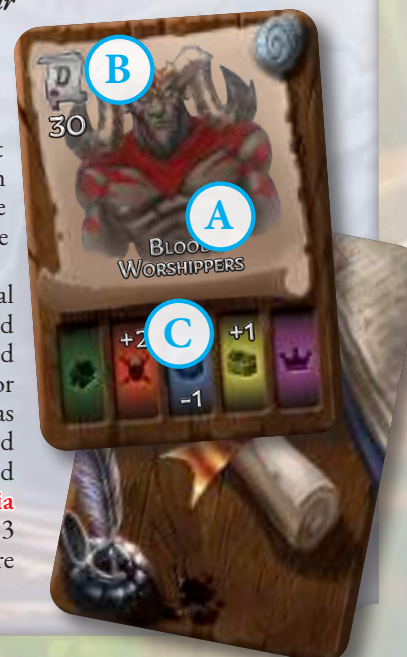
- Put the Clan Card back on the Campus, face down if it was covered when you took it.
- Draw a Jinx Card and reveal it immediately.
- Place in Reserve the most valuable Information Cube on your Note Board (Caste cube first, then, Riches, Worship, Militia and finally Civilization).
- Your turn ends.

CLAN CARD

Scholars explore the Dungeon knowing the race of its inhabitants (The Fauns), but not the Clan they belong to. It will be vital for their research to learn as much as possible about the Clan before their opponents do.

A Clan Card contains these elements:

- Name of the Clan.**
- Thesis Target Score:** a Scholar must have reached this value (derived from the Information Cubes) on your Note Board in order to successfully Submit the Thesis.
- Score Modifiers:** each individual Information Cube on the Note Board of a Scholar may have its value modified as shown by these Modifiers. If, for example, the Scholar's Note Board has 4 **Militia** Cubes (red, 3 points each) and the Clan Card in the game are the Blood Worshippers (Militia +2), each **Militia** Cube will have a final value of 5 points (3 + 2 for each) allowing the player to score 20 points instead of 12.



EXPLORATION



Venture into the depths of the Dungeon, reveal its Zones and reveal the secrets of the villagers by obtaining valuable Information Cubes!

If you start your turn in the Starting Zone, you must do this Activity.

This activity is divided into three phases to be played in sequence:

1. Movement Phase
2. Action Phase
3. End of Turn Phase

During this Activity, except in the End of Turn Phase, you can play your Cards Trick (see page 13). Your opponents can do it too, but they can only use the Effects indicated by the icon . There is no limit to the number of Trick Cards that you can play as long as you respect the rules of the Effects you want to activate.

1. MOVEMENT PHASE



Your Scholar has a Speed value in points that you can “spend” during this phase to move around the Dungeon and reveal new Zones. You can spend a Speed point on:

- Move to an adjacent and linked Zone from the one you are in.
- Draw a Zone from the stack of the Floor level you are currently in (I, II or III). Place it Adjacent and Linked to the Zone you are in and move immediately inside it (see box Placing Zones and Stairs, page 11).

At any time during this phase, or when you have no more Speed points to spend, you can move on to the **Action Phase**.

You can earn additional Speed points by playing Exploration Trick Cards (see page 12).

After the Movement Phase is over, you can no longer move your Scholar by utilizing the Speed points of the Scholar Card, but **you can use other Game Effects** (such as that of the Exploration Trick Cards) **to move during other Phases**.



INFORMATION CUBES



Zone Effects: a Zone may contain Zone Effects that modify the rules within it, or are activated when a Scholar enters it. If you do not use the **Boss** and **Danger Zones** advanced rules (see pages 17 and 18), the only Zone Effect to take into account is the **Stairs** Effect (see box Placing Zones and Stairs, p. 11).

DUNGEON ZONES

The Zones represent the various environments of the Dungeon. The following describes what you will find in them:

- A. **Spaces (for Information Cubes):** these slots are where you initially place the Information Cubes of the indicated color.
- B. **Alert Value:** the value the Scholars must equal or exceed during a Stealth Test to collect cubes with a Study Action.
- C. **Passage:** each Zone can have from 1 to 8 Passages.
- D. **Zone Effects:** used with the **Dangerous Zones** advanced rule, only consider the **Stairs** Effect if you do not use this rule.
- E. **Dungeon icon:** this icon indicates the clan type living in this Dungeon for these Zones (Fauns) and allows you to identify the **Panic Cards** (see p. 19) compatible with it.
- F. **Floor and Number:** the Roman numeral indicates the Floor level of the Dungeon (I, II or III) and therefore the pile it belongs to, also recognizable from the back of the tile. The Arabic number simply identifies the individual tile.
- G. **Doors:** doors obstruct the **entrance** to a Zone (restricted Exit). Such Passages are considered Blocked for Scholars who do not have at least one Information Cube of the same color as the door. If the door has two different colors, the Scholar must have at least an Information Cube of both colors to use the Passage.





PLACING ZONES AND STAIRS

Rules you encounter can refer to these terms to identify a particular portion of the Dungeon or the status of a Zone compared to the others:

- **Zone:** a single tile.
- **Adjacent Zones:** two Zones that touch on one side, but do not necessarily have Passages in common that link them.
- **Linked Zones:** two adjacent Zones that have one or two Passages between them that link them.
- **Floor:** all Adjacent and Linked Zones belonging to the same floor, I, II or III (see box Zones of the Dungeon, F).
- **Area:** a group of Adjacent Zones in its entirety, regardless of Clan type of the Zones that compose it (the Dungeon of the Fauns consists of a single Area, this changes in the game's expansions).

When you need to place a new Zone on the table:

- Draw a Zone from the top of the pile of the same Floor as the Zone you are in and place it Adjacent and Linked to your Zone. If the Zones cannot be Linked (usually due to lack of matching Passages), place the Zone you just drew to the bottom of the stack and draw another. If you can't find a Zone in the stack that can be Linked, the Scholar does not move from their Zone (the Speed point is still spent).
- Place the indicated Information Cubes in the Spaces of the Zone.
- Move into it immediately, unless you are blocked by a **Door** (G, the Speed point is still spent). If you entered and the **Stairs** Effect is present, activate it (if the **Dangerous Zone** advanced rule is used, activate the other Effects in sequence starting from left to right, see p. 18).

If the Stairs Effect is present, and you are the first to enter a Zone:

- Choose a stack of Zones on a Floor level above or below the Floor of the Zone containing the Stairs Effect (Floor I: pile II / Floor II: pile I or III / Floor III: pile II).
- Draw a Zone from the top of the chosen pile and place it Adjacent and Linked to your Zone.
- Place the Stairs Marker on all Passages linking this zone and the New.
- Place a Wall Token on all other Passages to previously placed Zones if those Zones are of different Floor levels that would have needed Stairs to connect them.



EXAMPLE: STAIRS

- Rebecca is located in Zone "I-3"; spends one Speed point, draws and places the Zone "I-2" and moves inside.
- She checks the Zone Effects, and must activate the **Stairs** Effect, so Rebecca reveals a Zone from the Floor level II stack, drawing "II-2", and connects it as she prefers to the Zone she is in.
- She places the **Stair Token** to mark the available Floor Passage.
- She must place a **Wall Token** to block the Passage to the previously placed "I-3" Zone.



EXAMPLE: PLACING A NEW ZONE



To better understand the mechanics of the Action Phase, it is good to familiarize yourself with the icons of the game Effects and with the Auxiliary Effects of Action Cards. The N indicated in the Effects Icons below represents the number associated with the effect (different according to the card in which it appears).



ICON EFFECTS

- GOOD**
- Gain N Students from the Campus Bonfire.
 - Get N Speed points.
 - Draw N Trick Cards.
- DANGER**
- Draw N Students from the University, then place them in the Bonfire area of the Campus (see page 8).
- BAD**
- Sacrifice N Students you own and put them in Reserve.
 - Gain N Stun Tokens (see p. 7).
 - Discard or make opponent discard N Trick Cards.
- STEALTH**
- Add N to a Stealth Value during a Stealth Test.
 - Add N to an Alert Value during a Stealth Test.
 - Divination, see “Spell” on the right.
- TIMING**
- The Effect preceded by this icon can be played even if it is not your turn.
 - The Effect preceded by this icon can be played at any time as a response to the effect of another Trick card just played by an opponent. This effect is resolved before all other played effects.

AUXILIARY EFFECTS

Exploration 1: play in your Movement Phase or Action Phase to get 1 Speed point.

Exploration 2: play in your Movement Phase or Action Phase to get 2 Speed points.

Exploration 3: play in your Movement Phase or Action Phase; draw 1 Student and place it at the Bonfire, then get 3 Speed points.

Subterfuge 1: play during a Stealth Test (yours or an opponent’s) to increase the Scholar’s Stealth Value or the Alert Value of a Zone by 1.

Subterfuge 2: like Subterfuge 1 but increases the Values by 2; increases the number of Students drawn by 1.

Subterfuge 3: same as Subterfuge 2 but increases the Values by 3.

Spell 1 (Divination 1): play during a Stealth Test (yours or an opponent). Reveal the first Trick Card from the deck, add its Value Bonus to the Scholar’s Stealth Value or the Zone’s Alert Value.

Spell 2 (Divination 2): play during a Stealth Test (yours or an opponent). Draw 1 Student and place it at the Bonfire, then reveal the first two Trick Cards from the deck, add the highest Bonus Value among them to the Scholar’s Stealth Value or the Zone’s Alert Value.

Spell 3 (Divination 3): same as Magic 2 but draw 2 Students and reveal 3 Trick Cards.

Notoriety 1: play during your Movement or Action Phase to get 1 Student, taking it from the Campus Bonfire, if available.

Notoriety 2: play during your Movement or Action Phase to get up to 2 Students, taking them from the Campus Bonfire, if available.

Notoriety 3: play during your Movement or Action Phase; draw 1 Student and place it at the Bonfire, then get 3 Students from the Campus Bonfire, if available.

Social 1: draw 1 Trick Card from the deck.

Social 2: sacrifice 1 Student, then draw 2 Trick Cards from the deck.

Social 3: sacrifice 1 Student, then draw 2 Trick Cards from the deck, or discard or have an opponent discard a Trick Card. You can play this Effect even during an opponent’s turn.

Fate 4/5: play during a Stealth Test (yours or an opponent’s) to Increase the Scholar’s Stealth Value by 4/5, first Draw 1 Student and place it at the Campus Bonfire.

Fate 4/5: play during a Stealth Test (yours or an opponent’s) to increase the Zone’s Alert Value by 4/5, first Draw 2 Students and place them at the Campus Bonfire.





TRICK CARDS

Trick Cards allow Scholars to interact in various ways with the Dungeons, Information Cubes and opponents. If the Deck of Trick Cards runs out, shuffle the discards and form the Deck again. Trick Cards contain these effects and information:

- Type:** there are 6 types of Trick Cards: Exploration, Subterfuge, Magic, Social, Fame and Fate. The Trick Card type causes its effects to apply to a certain part of the game. For example, Exploration cards allow Scholars to move more easily; also, some Scholars use a specific type of Trick Cards in their abilities, such as Rebecca with Magic cards.
- Bonus Value:** needed to declare your Stealth Value in a Stealth Test.
- Name and Main Effect:** to be taken into consideration only if you use the **Main Effects** advanced rule (see page 20).
- Auxiliary Effect:** one or two effects that allow you to manipulate the rules of the game to your advantage



Fate Trick Cards have no Main Effect, only one very high Bonus Value in the center, and two Auxiliary Effects.

2. ACTION PHASE



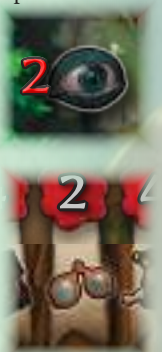
In this phase you can perform one (and only one) Action; choose from the following:

- Study:** you try to collect a certain number of Information Cubes from your current Zone by taking a Stealth Test (see Study - Stealth Test below).
- Espionage:** you try to steal an Information Cube from an opponent who is in your Zone or in an adjacent and linked Zone by taking a Stealth Test (see page 14 Espionage - Stealth Test).
- Main Effect of a Trick Card with an "Action" cost:** if you use the Advanced **Main Effects** rule, you can use the main effect of a Trick Card that requires an Action to be activated (see page 20).
- Action Zone Effect:** if you use the Advanced **Dangerous Zones** rule, you can use a Zone Effect that requires an Action (circular icons) to be used (see pg. 18).

Study - Stealth Test

When you attempt a Study Action to collect Information Cubes in your Zone, you must perform a Stealth Test against the Alert Value of that Zone to avoid being discovered by its inhabitants. Careful! Your opponents might try to get you discovered. Proceed as follows:

- Check the **Alert Value** of the Zone you are in and add to it the possible **Alert Bonus** indicated by the last Omega Student placed on the Alert Card (see page 8); this is the value that you must reach or exceed with your **Stealth Value**, which is currently equal to 0.
- Indicate **the number of Information Cubes** in your Zone you wish to collect, always **starting from the one furthest to the left**. You can indicate from 1 to a maximum number equal to your **Intelligence Value** (see page 6). These are the Cubes you will attempt to collect, based on how many you indicated. The Zone Alert Value will increase: +1 if you indicated 2; +3 if you indicated 3; +6 if you indicated 4; +10 if you indicated 5.
- Play as **many Trick Cards at the same time as desired from your Hand** (at least one), taking into consideration only their Bonus Value. Add up all the Bonus Values of the cards played and any **Study Bonus** indicated on the wheel of your Note Board (see page 6). The total obtained is your **Stealth Value**. Once declared, this value **cannot be changed any further from the Bonus Value of the Trick Cards**, but only from other game effects such as the Auxiliary Effects of Subterfuge, Fate and Magic Cards (see Auxiliary Effects, p. 12).
- Now, the player to your left can play as many Trick Cards as desired, provided that the Effects on the cards used are preceded by 🧙. She must play one card at a time, completely resolving the effect of a card before playing the next. The opponent will use these cards in an attempt to raise the Alert Value of the Zone you are in as much as possible (with the Auxiliary Effects of Subterfuge, Fate and Magic Cards). If she really loves you, she may try to help you by increasing your Stealth Value, but don't hope too much. When she declares that she has played all the cards she desires (or does not want to play any at all), it's up to the player to her left to do the same.
- Once the tour around the table is finished, it's up to you to have the last say. As your opponents did, you may play as many Trick Cards as desired using their Auxiliary Effects to increase your Stealth Value.



At this point two things can happen:

SUCCESS or FAILURE

(see next page)

SUCCESS!

Your Stealth Value is equal to or greater than the Zone Alert Value!

Congratulations, you have collected information about the dungeon dwellers without alerting them and dodging the tricks of your opponents. Collect the Information Cubes you indicated in point 2 of the Stealth Test and place them on your Note Board, each in the column of its color from bottom to top.

FAILURE!

Your Stealth Value is less than the Zone Alert Value!

It went wrong, the dungeon dwellers discovered you and pummeled you with blows. Get a **Stun Token** (see page 7) and you must immediately draw a **Student from the University** and place it at the Campus Bonfire (hoping it is not an Omega Student, in which case, see page 8).



Espionage – Stealth Test

When you attempt an Espionage Action to steal an Information Cube from an opponent, you must take a Stealth Test against your opponent's Alert Rating. But your target's Students will defend his studies at the cost of their lives. Proceed as follows:

1. First, you must **Sacrifice a Student!** This brave soul will sacrifice herself by distracting your opponent, hopefully giving you enough time to steal his research.
2. Choose a **single Information Cube** present on the target Scholar's Note Board. You may only target an opponent in the **same Zone** as you or an **Adjacent and Linked Zone**. This is the Cube you will try to steal.
3. Determine the target's **Alert Value** by adding the **value in points of the selected Information Cube** to the **number of Students** the target has. This is the value you must reach or exceed with your Stealth Value, which begins at 0.



4. Play as **many Trick Cards** as you want from your **Hand**, playing all chosen cards at once (at least one), taking into consideration only their **Bonus Value**. Add all the Bonus values of the cards played. The total is your **Stealth Rating**; and once declared, this value **can no longer be modified by the Bonus Value of Trick Cards**, but only from other game effects such as Auxiliary Effects of Subterfuge, Fate and Magic Cards (see Auxiliary Effects, p. 12).
5. Now, the target Scholar plays as many Trick Cards as he desires, provided that the Effects used are preceded by ⚡. The target needs to play one card at a time, completely resolving the effect of a card before playing the next. He will play these cards in an attempt to raise his Alert Value as much as possible (with the Auxiliary Effects of Subterfuge, Fate and Magic Cards).

EXAMPLE: STUDY



Sofia wishes to **Collect an Information Cube** in Zone "I-3". To do so she must attempt a Study Action.

She needs to reach a Stealth Rating of **4** or more, as this Zone has an Alert Value of **3**, and the Alert Card has reached a Penalty to the Study of **+1** (the last Omega Student was placed next to +1). Sofia could Collect two Information Cubes thanks to her Intelligence of 2, but the Alert Value would increase by 1 to 5, and she doesn't feel that brave.



Zone Alert + Study Penalty

1. Sofia plays 3 Trick Cards, adding their Bonus Values and thus declaring a Stealth Value of **4**.



2. Another Scholar plays an Auxiliary Effect of a Subterfuge Card which increases the Alert Value to **6**.

3. The other Scholars don't play cards and now Sofia has one last chance to succeed in her Stealth Test, so she plays the Auxiliary Effect of a Spell card: **Divination**, which allows her to draw a Trick Card from the deck and add the Bonus Value to her Stealth Value. She draw a 2, reaching a Stealth Value of **6**.



4. Her Stealth Test is **SUCCESSFUL**, so she **collects the Civilization** Information Cube (the first to the left in the Zone), and places it in the first available space in the **Civilization** Column on her Note Board. Covering the number 0 of the column with this cube, Sofia earns the points corresponding to the last visible value of the column, i.e. 2.

- When the target declares that he has played all the cards he wanted to play (or if he does not want to play any), it's up to you to do the same.
- Repeat steps 5 and 6 until both the target and you declare that you don't want to play any additional Trick Cards. **During this test, only the two involved Scholars, without exception, may play Trick Cards.**

At this point two things can happen:
SUCCESS or FAILURE

SUCCESS!

Your Stealth Value is equal to or greater than the opponent's Alert Value!

Congratulations, you stole the information from your opponent. Collect the Information Cube you indicated in step 2 of the Stealth Test and place it on your Note Board, in the lowest available space in the column matching its color.

FAILURE!

Your Stealth Value is lower than the opponent's Alert Value!

It went wrong, your opponent found you and his Students pummel you with blows. Get a **Stun Token** (see page 7) and you must immediately draw a **Student from the University** and place it at the Campus Bonfire (hoping it is not an Omega Student, in which case, see p. 8).

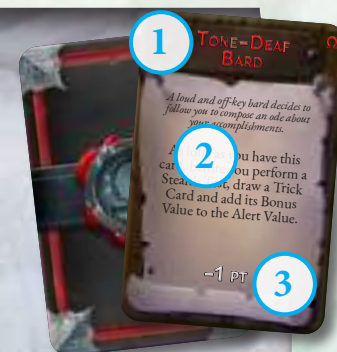


JINX CARDS

Jinx Cards represent unfortunate situations Scholars can encounter. Usually, they are caused by being caught by an Omega Student from the University. A Jinx Card is made up of:

- Name.**
- Effect:** A penalty that will affect the Scholar for the remainder of the game, unless the card can be removed during the Rest Phase.
- Penalty to the score at the end of the game.**

Important: Jinx Cards are always drawn face down and are revealed during the active player's next End of Turn Phase.



3. END OF TURN PHASE



Arrange your notes, take stock of your Students, and come up with new tricks to hinder your opponents!

Your turn is ending, but before moving on to the next player, you have a little paperwork to attend to. Remember that **no one can play Trick Cards** at this stage. Proceed by following these steps:

- If you don't use the **Main Effects** advanced rule (see page 20), draw one **Student from the University** and place it at the Campus Bonfire (hoping it is not an Omega Student, in which case, see p. 8).
- Each player who has face down cards reveals them one at a time and apply their effects.
- Draw Trick Cards until you reach your Hand limit.
- Your turn ends.

ROGUE

- When you perform an ESPIONAGE Action:
- Don't Sacrifice a Student.
 - The Target Scholar's Students don't raise their Alert Value.
 - After you have generated your Stealth Value:



EXAMPLE: ESPIONAGE

Sofia wants to steal a **Militia Information Cube** from Valerio. To do this, she executes an Espionage Action. She therefore needs to reach a Stealth Value of at least **3**, as this is the Point Value of the **Militia** Information Cube. Sofia, thanks to her "Rogue" Skill, can ignore all of Valerio's Students during an Espionage Action.

- Sofia plays 2 Trick Cards, adding their Bonus Values, thus achieving a Stealth Value equal to 2.

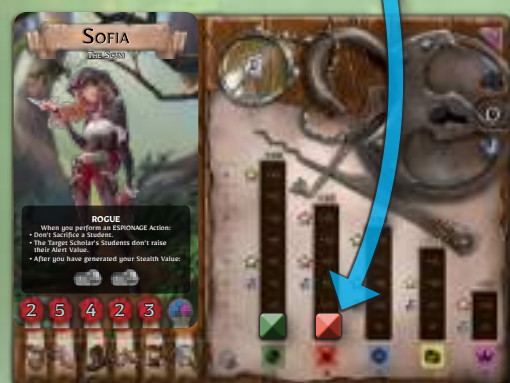


- Thanks to her "Rogue" skill, she performs a Divination 1 twice, drawing the excellent Fate Card with a Bonus Value of 5, and a second Trick Card with a Bonus Value of 1, reaching a Stealth Value of **8**.



- Valerio could respond by playing Trick Cards himself, but against such a high result he decides not to respond!

Since her Stealth Test is a **Success**, Sofia **steals** the red Information Cube which is higher up on the relative column of Valerio's Note Board. She then places it in the first available space of the **Militia** column on her Note Board. By covering the number 0 in the column with the Cube, Sofia earns the points corresponding to the last value visible in the column, i.e. 3. By adding these points to the 2 provided by the **Civilization** Information Cube already on her Note Board, this brings her to a total of 5 points.



END OF GAME

We are running out of time! The Dungeon has been explored, its inhabitants scrutinized and studied, the clan discovered and the theses are ready (more or less). The winner will soon be discovered.

Warning: if you use the **Maximum Alert** advanced rule, use the End Game rules on p. 19.

The game enters its final phase, or ends, due to one of these three events:

- **The first Thesis is successfully Submitted:** the game continues for all Scholars who have not yet successfully Submitted the Thesis. In each new turn of the player who first Submitted the Thesis, this player takes an Omega Student from the Reserve or, if not available, takes it from the University. The player places the Omega Student on an empty space of the Alert Card; if there are no free spaces on the Alert Card, the last turn of the game begins, then, you move on to Game Scoring.
- **An Omega Student is drawn and there are no more free places to place it on the Alert Card:** the game ends at the beginning of the next turn of the current player, then, we move on to Game Scoring.
- **There are no more Information Cubes available in the Dungeon and no new Zones can be placed:** the game ends immediately, and you move on to Game Scoring.

Clan Card Modifiers must be added or subtracted for each individual Information Cube. Then, the modifiers of other cards such as Jinx and Intern Cards are added and subtracted.



GAME SCORING



Only those Scholars who successfully Submit the Thesis participate in the end game scoring, the others have lost regardless of the points accumulated and do not compete for victory. If no one managed to successfully Submit the Thesis during the game, the university will still be satisfied; all players will be able to participate in the scoring.

Each player calculates the points obtained as follows:

- Add the points of the **Information Cubes** on your Note Board; the total obtained from each column is indicated by the number visible above the cubes placed inside it.
- Apply the Modifiers indicated in the **Clan Card** for each individual Information Cube in your possession.
- The first Scholar who has Submitted the Thesis gets **10 bonus points**, the **second 7**, the **third 5** and the **fourth 3**.
- Add bonuses from **Intern Cards** (only if using the **Main Effects** advanced rule) and any other sources (found in game expansions).
- Subtract the penalties from the **Jinx Cards**.

Draw up the ranking and declare the winner!

In the event of a **tie**, follow these criteria for all those tied to determine a winner (in this order):

1. Whoever Submitted the Thesis first wins.
2. Whoever has the most Students wins.
3. The youngest player wins.

STOP! You don't need to read any further for your first *Dungeonology* games. Once you are familiar with the game, you can use the *Advanced Rules* in the next chapter.

ADVANCED RULES

You are back in one piece from your first expeditions, and now you think it's time to raise the difficulty bar, huh?

Great, if you are familiar with the basic rules of the game, you can test your skills as a dungeon explorer by adding a few more advanced rules presented in this chapter.

Be careful, though; if you are playing your first few games don't use these rules, as the Dungeons will become extremely more hostile places!

In this chapter, four advanced rules are presented to make the game deeper and more complex; the game group is free to use one, some or all of them by agreeing to it before the start of the game. The advanced rules shown below are:

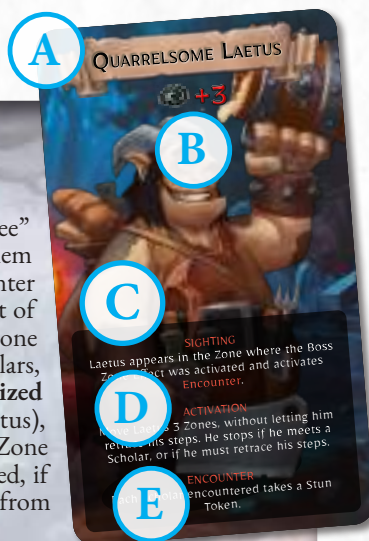
- **Boss:** no Dungeon is worthy of the name without a Boss to face inside. The Boss will appear early in the game and then hunt down the Scholars, trying to drive them out of his domain.
- **Dangerous Zones:** each Dungeon Zone will have positive and negative effects that will allow Scholars to exploit them for their own purposes, or will put the most unwary in bad trouble. Secret passages, traps, teleporters and makeshift camps are just some of the things the Scholars will face during their explorations.
- **Maximum Alert:** Omega Students will not simply end games. With the introduction of the very dangerous Panic Cards, when the inhabitants of the Dungeon are alerted, they will set in motion apocalyptic events that will lead to a finale with a bang!
- **Main Effects:** make the most of Trick Cards by introducing a multitude of new effects into the game. Each Main Effect allows Scholars incredible moves, capable of reversing any situation. These rules introduce a very technical aspect to the game, and are therefore recommended for experienced players.



BOSS VIEW AND STARTING ZONE

Boss View: when activated, the Boss does not “see” the Scholars in his Starting Zone, does not take them into consideration and does not generate an Encounter (see below). If during the Activation the movement of the Boss leads him to exit and then re-enter the Zone from which he started, then, he will “see” the Scholars, generating an Encounter. In the case of **Randomized movements** (as for the Activation of Drunk Laetus), if a Scholar is selected who is in the same Boss Zone (and therefore he does not “see”), he must be moved, if possible, in a way to leave and re-enter the Zone from which he started, so as to “see” the Scholar.

Starting Zone: a Boss can enter the Starting Zone, but, as this is a safe area for Scholars (see page 6), Encounters are not generated, and, as usual, Randomizations (even if generated by the Boss Card) do not take Scholars into account.



BOSS

ADVANCED RULE

Using these rules, a Boss, a terrible and dangerous enemy, will appear in the Dungeon hunting the Scholars (see Game Setup, page 5, point G). In the basic game box there is the Boss Laetus, and his card shows his “Quarrelsome” and “Drunk” profiles. In the game expansions there are many other Bosses that can be used during a game of Dungeonology.

ZONE EFFECT: BOSS



This effect is activated when a Scholar enters a Zone that contains them for time during a given turn. In fact, **during the same turn, the Boss Effect can only be activated once.** Remember that Zone Effects must always be activated starting from the leftmost one and proceeding to the right; the Boss Effect is always the one furthest to the right and is always activated last in the Zones they are in. When the Boss Effect is activated, the game stops momentarily and one of the following options must be resolved:

- **If the Boss Model is not in the Dungeon:** resolve the “Sighting” Effect (C) shown on the Boss Card.
- **If the Boss Model is in the Dungeon:** resolve the “Activation” Effect (D) shown on the Boss Card.

THE BOSS



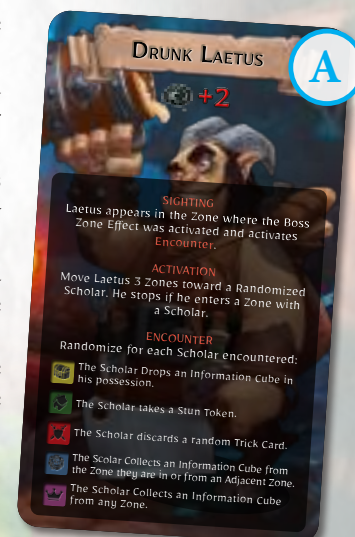
Each Boss Card contains the following information:

- Boss Name and Profiles:** the Boss Card includes two profiles; you can choose or determine at random which one to use during the game (see Game Setup).
- Alert Modifier:** the presence of a Boss increases the Alert Value of the Zone it occupies by the indicated number.
- Sighting:** this Effect allows the Boss to appear in the Dungeon (see above).
- Activation:** this Effect allows the Boss to interact with the Scholars and the Dungeon (see Boss View and Starting Zone box).
- Encounter:** when the Boss enters a Zone containing one or more Scholars, this effect is activated on each of those present (in turn order). **Warning:** this does not happen if, conversely, a scholar enters the zone with the Boss.

Boss Movement

When a Scholar must move a Boss, he must follow these guidelines:

- If the Boss must make a choice not covered by his card or by the rules, the player activating him will choose for him.
- A Boss does not reveal new Zones by moving, unless specified on its card. It only moves among those already placed.
- Whenever possible, the Boss always moves in such a way as to generate as many interactions with the game and the Scholars as possible.
- If you use the **Dangerous Zones** advanced rule, the Boss can use the **Secret Passage** Effect to move more easily towards his targets.
- A Boss always ignores Doors.



DANGEROUS ZONES

ADVANCED RULE

Using these rules each Zone will contain one or more Zone Effects that will drastically change the way Scholars explore the Dungeon. Before entering a Zone, a Scholar needs to evaluate the positive and negative effects it contains, and decide whether to continue or change path. Furthermore, every time a Scholar places a new Zone, being forced to enter it (see page 10), he will need to take a leap of faith hoping not to run into negative effects.

ZONE EFFECTS



The icons shown at the top of the Zones are the Zone Effects. When a Scholar enters a Zone she must check the Effects it contains and see if any of them are activated, starting in order from the left to right. Based on the shape of their icon, these effects follow different activation rules:

- **Passive Effects:** the Effects found within a **square icon** without arrows on the sides are passive, and are activated in specific cases indicated in their description.
- **Incoming Effects:** effects showing four converging arrows must be resolved when a Scholar enters that Zone and must always be resolved in order **from left to right**. Also part of these effects are the **Stairs** Effect, used regardless of this Advanced rule (see page 11), and the **Boss** effect, used only with the Advanced **Boss** rule (see page 17).
- **Outgoing Effects:** these Effects with the circular icon show four diverging arrows, they affect a Scholar who leaves this Zone or allows her to take advantage of special movement while exiting it.
- **Action Zone Effect:** these Effects are found within circular icons without arrows. They can be activated in the Action Phase of the current Scholar as an Action (see page 13).
- **Colored Effects:** effects icons may have a background color. These icons affect and / or can only be activated by Scholars who have at least one Information Cube on their Note Board of the same color as the icon.

EXAMPLE: ZONE EFFECTS ACTIVATION

Sofia enters a Zone containing 3 Zone Effects, and must activate them starting from left to right.

- The first, with four red converging arrows, is an **Entry Effect**, which is activated every time a Scholar enters the Zone. The Effect is **Ambush 1**: Sofia puts one of her Students in the Reserve, if she doesn't have one, she gets a Stun Token.
- After resolving the first Effect, Sofia checks the second; **Danger 2**, a **Passive Effect** that will activate only in certain conditions, in this case if a Scholar fails a Stealth Test in this Zone.
- Sofia then moves on to the third Effect, another **Entry Effect**; it deals with the **Boss Effect**! If the Advanced **Boss** rule is used in the game, Sofia must activate the fearsome Boss (see page 17).



Good Luck N / Bad Luck N: a Scholar who performs a Stealth Test in this Zone, after generating their Stealth Value, must reveal N Trick Cards from the deck, (see page 13) and:

- If the number is **Blue**, adds the highest Bonus Value of any cards drawn to their Stealth Value.
- If the number is **Red**, adds the highest Bonus Value among the the cards drawn to the Alert Value of this Zone.



Danger N: a Scholar who fails the Stealth Test in this Zone (see pages 13 and 14), must draw N Students from the University (instead of 1 as usual).



Ambush N: when a Scholar enters this Zone, he gains N Stun Tokens



Stop: when a Scholar enters this Zone all remaining Speed points are lost. Can get new Speed points using the Auxiliary Effect of the Exploration Trick Cards (see page 12).



Toll N: the Scholar entering this Zone must drop N Information Cubes of your choice, moving them from your Note Board to the gaps as far to the left in this Zone as possible (without consideration of colors shown in this Zone). If there are not enough empty spaces in this Zone, place them in an Adjacent and Linked Zone; if this is not possible, they are placed in Reserve.



Stairs: see pg. 11.



Boss: see pg. 17.



Bivouac - ACTION: carry out these steps in order:

- Discard all Stun Tokens in your possession.
- Discard a Jinx Card in your possession.
- If you have fewer Students than your Initial Student value, take Students from the Reserve (if available) up to a number equal to this value.
- Discard any number of Trick Cards (optional).
- Draw Trick Cards until you have a number equal to your Hand Value.

In the Faun Dungeon, this Effect appears with a yellow or green background (see Colored Effects).



Secret Passage: a Scholar in this Zone can spend a Speed point during the Movement Phase to move into a Zone already placed that shows a Secret Passage Effect having the same letter.

MAXIMUM ALERT

ADVANCED RULE

Using these rules, a Panic Card will be put into play (see Game Setup, p. 5, point I), which will drastically change the end game rules, making the last turns of each game always different and insanely dangerous!

SELECTING THE PANIC CARD



During step **I** of the Game Setup, a player must build a deck of Panic Cards following these criteria:

- All Panic Cards without Dungeon or Boss requirements can be inserted into the deck (such as “Darkness” present in the basic game box).
- Panic Cards that show the same icon as the Dungeon (**B**) in use in the game can be inserted into the deck (attention, some expansions require you to include only these cards in the deck).
- If you use the Advanced **Boss** rule, Panic Cards that show the name of the Boss (**C**) in use in the game as a requirement can be inserted into the deck (note, some expansions require you to only include these cards in the deck).

Once the deck has been built, draw a Panic Card without looking at it, place it under the Alert Card as indicated on p. 5, and continue with the game setup.

PANIC CARD

A Panic Card contains this information:

- Name.**
- Dungeon Requirement:** indicates that the card can be included in the Panic Deck only in games where the Dungeon with the same symbol is used.
- Boss Requirement:** indicates that the card can be included in the Panic Deck only in games where the indicated Boss is used.
- Instructions for filling the University:** when the card is revealed, these instructions are used to fill the University bag.
- Maximum Alert Effects:** these additional rules will put a spoke in the wheel for Scholars who are still in the Dungeon and end the game soon.
- Alert Modifier:** this modifier is applied to the Alert Value of all Zones in the Dungeon.



MAXIMUM ALERT



These rules replace those of the “End of Game” paragraph (page 16).

The Maximum Alert is a game state that is triggered when one of the following events occurs:

- **The first Thesis is successfully submitted.**
- **An Omega Student is drawn and there are no more free places for it on the Alert Card.**

When one of the two events occurs, proceed as follows:

- Remove the Alert Card from the game, put all Omega Students in the Reserve.
- Reveal the Panic Card.
- Completely empty the University by placing all the Students contained there in the Reserve.
- Follow the instructions to fill the University (D) described in the Panic Card.
- Follow point-by-point the new rules reported in the Panic Card (E), which will affect the game until it ends. If one of the rules on the card asks each player to do something at the beginning of her turn, the players who control Scholars who have already Submitted the Thesis must do so also.

The following additional rules come into effect during the Maximum Alert, regardless of the Panic Card revealed:

- **Exploration only:** it is not possible to choose the Activities “Submitting the Thesis” and “Rest” as you action. Only the “Exploration” action remains available.
- **Stun:** Stun Tokens can no longer be discarded for any reason. A Scholar who has Stun Tokens equal to his Stamina Value still plays the “Exploration” action during his turn.
- **Omega Infinity:** the infinity sign above the Omega Student in point D of the Panic Card indicates that when the Omega Student is drawn from the University, whoever selected it draws a Jinx Card (following the normal rules, see page 15) and then puts the Omega Student back in the Bag.
- **No Zone:** it is not possible to place new Zones in any way.
- **No Information Cubes:** it is not possible to place new Information Cubes in the Zones from the Reserve in any way.
- **Forced Thesis:** if a Scholar ends her turn within the Starting Zone, she immediately performs the “Submit the Thesis” action. Regardless of its outcome, her game ends and the Scholar is removed from the game.

The Game Ends if...

When one of these events occurs, the game ends immediately and you move on to Game Scoring (p. 16):

- **There are no more Information Cubes available in the Dungeon.**
- **The Omega Student is drawn from the University and the bag is empty before having to put the Student back in.**
- **All Scholars who are still in the Dungeon are unable to play.**
- **All Scholars Submitted the Thesis.**

MAIN EFFECTS

ADVANCED RULE

The Main Effects of the Trick Cards allow the Scholars who use them wisely to do the unthinkable. These effects are texts shown in the center of each Trick Card, and they bring to the game a tactical and complexity level recommended for experienced players. Using this advanced rule, it is advisable to use the **Student Player Level** (see page 8).

PLAY A MAIN EFFECT



Using this rule, the Main Effects of the Trick Cards become available, which can be used in place of the Auxiliary Effect or Bonus Value when playing the card. When using this rule the following must be kept in mind:

- There is no limit to the Effects of cards a player can use during his turn (or that of the others if the Effects are Instant, see below), as long as he can meet the Costs (D) of the Effects and respect the Timings (B) of the same.
- Once the Main Effect of a card has been played, it is not possible to play new Trick Cards, or activate Scholar Skills, until the Effect played is completely resolved. The only exception to this rule are Effects with Reaction Timing (see below).
- A Trick Card can only be used for one of its Effects (Bonus Value, Main Effect or Auxiliary Effect), then, it is discarded.
- During a Stealth Test it is possible to use the Main Effects of your cards, respecting the rules that indicate when each player can play her cards during the test (see page 13).
- If two players want to play a Trick Card at the same time, the current player has Priority, and then the others in turn order starting with her. For more precise information on Priority, see the box.

In order to use a Main Effect you need to follow these steps:

1. Check if the Effect is an ACTION (F).
2. Check the Timing of the Effect (B).
3. Declare the Effect.
4. Pay the Cost of the Effect (D).
5. Resolve the Main Effect (E).

1. Check if the Effect is an Action

If the text of the effect (E) is preceded by the word **ACTION** (F), the effect can only be played in the player's Action Phase and will constitute his turn Action. This Effect will therefore replace any Scholar Study or Espionage Action. Only one Main Effect with the word Action can be played during your turn, except in rare cases such as the Exalted version of Sofia.



MAIN EFFECT

A Main Effect is made up of these elements:

- Name of the Effect.**
- Timing:** indicates whether the Effect can be played only in one's own turn, even in that of the opponents, or only in response to another Main Effect.
- Flavor Text.**
- Cost:** this cost must be paid to activate the effect, before it is activated.
- Effect:** effect produced by the card.
- Action:** this Effect requires the character's Action to be used.
- Additional cost or other:** to be paid after the resolution of the other Effects.

2. Check the Timing of the Effect

The Timing of an Effect indicates the moments in the game in which the Effect can be played, there are three:

- **Standard:** an Effect that doesn't show Timing icons can be played during the Movement Phase and Action Phase of your turn.
- **Instant:** can be played during the Movement Phase and Action Phase of your turn or your opponents' turn.
- **Reaction:** it can be played at any time, but only in response to an Effect just declared (point 3) by an opponent. The Reaction Effect occurs before the declared Effect, usually by cancelling it. An opponent will therefore not have to pay the costs of the effect (point 4) if this is canceled. It is possible to use a Reaction in response to another Reaction.

When a player wants to play a Main Effect, if she respects the Timing limitations, she can declare it by going to step 3.

3. Declare the Effect

The player who plays the Effect places the card on the table so that everyone can see it. If no opponent declares that they want to play a Reaction, the player can go to step 4.

4. Pay the Cost of the Effect

If the Effect requires a Cost, this must be paid before it can be resolved. The Cost is indicated by icons of various kinds (see page 12). If there are more icons in the Cost, all the costs indicated must be paid. If, on the other hand, the Cost indicates different icons separated by a / symbol, it is possible to choose which of the Costs to pay. Once the Cost has been paid, the effect is resolved in point 5. If for any reason the cost cannot be paid, the Trick Card is discarded with no effect.



Draw 2 Students from the University and place them at the Campus Bonfire **and** get a Stun Token.

Sacrifice your Student by placing it in Reserve **or** Draw a Student from the University and place it at the Campus Bonfire.

5. Resolve the Effect

The text of the Main Effect gives all the information needed to solve it. These must be read and performed from right to left and from top to bottom. Some Effects may contain Additional Costs or Effects icons (G) explained on p. 12.

PRIORITY

When you have doubts about who has the right to first use a Trick Card or a Scholar's Skill, especially if two players simultaneously declare that they want to do so, it is good to follow the Priority rule explained below.

During a Stealth Test: use the rules described on p. 13 and 14 to check who is entitled to play Trick Cards.

Outside a Stealth Test: the current player always has Priority, and may decide to play Trick or Skill Cards first. He has the option of playing 1 Trick Card (if possible) or activating a Skill. Once the current player plays one of these (or declares that he does not want to play one), the next player in turn order (the one to his left) gets Priority and can play 1 Trick Card or activate an Ability (which have Instant Timing ⚡), followed by the next player in turn order. This cycle continues until no player wants to play any more cards.

The effect of each individual card or ability must be resolved before a new card or ability can be played.

Effects with Reaction Timing ⚡ are beyond Priority, and can be played at any time, generally affecting the last Trick Card played and whose effects have not yet been resolved (see page 12).

***Designer's Note:** Priority is a rule for experienced players. To easily decide which player is first entitled to play a Trick Card or Skill, it is sufficient for the players not currently involved to ask the current player (and those to her right) if they can do so. The current player (and in order those to her left) will decide whether to let them do it or whether to play a Trick Card or a Skill before she can do the same.*

INTERN CARDS

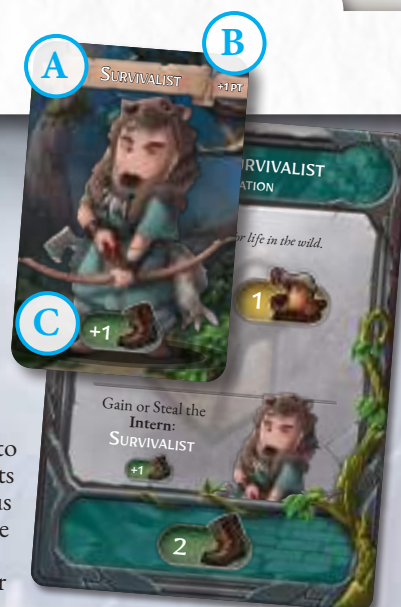
The Intern Cards represent improved versions of the Students. Some Trick Cards allow Scholars to obtain an Intern. When a Scholar plays one of these cards he will get the corresponding Intern Card. An Intern Card is made up of:

- A. Name.
- B. End of Game Bonus Points (PT).
- C. Effect.

When a Scholar acquires an Intern Card, they keep it next to their Note Board. As long as she is the owner, the player gets the benefits indicated by the effect, as well as getting bonus points at the end of the game (not useful for discussing the Thesis, see page 9).

Scholars must, however, pay attention to the loyalty of their Interns! In fact, there is only one copy of each Intern Card.

The first Scholar to play the relevant Trick Card will get the Intern as described above. If during the game other Scholars play the same Trick Card, they will steal the Intern from the current owner.



PROTECTED INFORMATION CUBES



The colored shields on some Intern Cards indicate that the Information Cubes of that color in the Scholar's possession are **Protected**. When a Protected Information Cube is the target of an effect that would cause the Scholar who owns it to Lose (see Lose), he may **decide** not to lose it. Protection cannot be used to reverse effects that would cause an Information Cube to be Given to another Scholar.



ZONE EFFECT TOKENS

Using some Trick Cards, it is possible to place in the Dungeon Zones some Tokens that indicate new Zone Effects present in them.

As for the Stairs Effect, the Zone Effects represented by these tokens are taken into account even if the **Dangerous Zones** advanced rule is not used. Keep in mind the general operation of Zone Effects to use these tokens (see page 18).



Secret Passage Marker: this marker adds the *Secret Passage* Zone Effect X to the Zone for the rest of the game (see page 12).



Teleport Token: this token adds the *Teleport* Zone Effect to the Zone for the rest of the game.

Teleport - ACTION: the Scholar moves to any placed Dungeon Zone. The Scholar must have at least one Worship Information Cube to use this Effect.



Trap Token: adds a hidden Effect to the Zone. It is always placed covered showing the face with the trap icon, and always to the left of all other Zone Effects (it is always the first to activate).

The first Scholar to enter a Zone containing this marker must flip it over, suffer the indicated effects, and then place it in Reserve. The Zone Effects hidden under this marker can be "Ambush", "Stop", and "Toll" (see page 12).



CROSSOVER

Thanks to the *Dungeonology: the Expedition* Kickstarter campaign, special additional materials have been produced for the *Sine Tempore* and *Black Rose Wars* games. This page contains the rules for utilizing these materials in their respective games

SINE TEMPORE

Crono's Crown

This new equipment for *Sine Tempore* will allow psionic members of the Genesis crew to manipulate time itself. This Equipment Card is added to those available to be built by players. The materials required to create the Crono's Crown are indicated on the back of the card.



Yocca

Yocca joins the Pets that can be used as companions by the heroes of the Genesis.

The *Sine Tempore* Pets rules can be downloaded from the Ludusmagnusstudio.com website, or by using the QR-Code on this page.



Basilisk

The Forgotten Spell "Petrifier" is added to the Forgotten Spells deck. One of its effects allows you to summon the Basilisk as an Evocation under your control; its stats are shown on its Evocation Card.

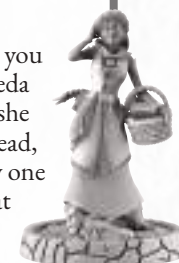
Use the Basilisk miniature supplied with this box to represent him in the Lodge.



Scholar Andromeda

The Scholar Andromeda Evocation Card allows you to summon an alternative version of the Andromeda Evocation. When a Mage summons Andromeda, she may choose to summon Scholar Andromeda instead, whose stats are listed on her Evocation Card. Only one Scholar Andromeda can be present in the Lodge at

a time. Use the Andromeda miniature provided with this box to represent her in the Lodge.



Nina the Manticore

Nina the Manticore is a pet summoned by Mages as a trusted and powerful ally. The rules of the *Black Rose Wars* Pets can be downloaded from the Ludusmagnusstudio.com website, or using the QR-Code on this page. To use the Manticore in a *Black Rose Wars* game, you need the **Manticore miniature**, its **Pet Card (A)** and the **Pet Activation token (B)**, the seven **Egg miniatures**, one **white cube** and six **black cubes** supplied with this box (see page 24). Use the following rules to include it in the game.

Setup: once the game setup is finished, before starting the game, the player with the Crown prepares the 7 Eggs by inserting 1 white cube and 6 black cubes into the others. Once ready, mix the Eggs, then choose two colors of Rooms. Place six of the Eggs on the rooms of those colors (one per Room), and place the last one in the Room of the Black Rose.

Summon the Manticore: unlike the other Pets, the Manticore is not summoned from its Room, but through the Eggs scattered around the Lodge. When a Wizard activates a Room containing an Egg he can, instead of activating the Room, open the Egg. If he finds a black cube he gets 1PP and discards the Egg. If he finds the White Cube, he gets the Manticore and discards the Egg; when this happens, follow the directions described in the *Black Rose Wars* Pet rules. If the Manticore is defeated, the player with the Crown removes all Eggs from the Lodge, and performs the Setup again (see above).



ROCCA CIVETTA

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The University opens its doors to reveal the knowledge kept in its ancient libraries. Join one of the Student Societies and, led by charismatic leaders, enjoy a year of carefree campus life, dedicating yourself to your favorite studies. Explore the surroundings by studying the fauna, or enter the underground inhabited by strange monstrous species. Perhaps you will be daring explorers enough to find the entrances to the mysterious supernatural caves deep in the region, from which even the most experienced dungeonologist, the famous Enrico Giovanni, has not returned. The legends of Bosco Beone say that divine entities from other times and other realities live in these remote places. Will you be the one to reveal their secrets?

The rules for using the additional materials present in the Rocca Civetta box are collected in the following pages. These materials expand the game by adding many new elements and variations to Dungeonology games.

The rules for using each new element are presented in independent chapters; based on the color of the flag containing the chapter title, the rules can be:

- **Standard:** rules for items that can be added to all Dungeonology games.
- **Advanced:** optional rules that can be used to make the game experience more profound and competitive.
- **Dependents:** optional rules whose use requires you to also use certain Advanced Rules (indicated in the description of each dependent rule) during the game.

STANDARD

ADVANCED

DEPENDENTS

In the final part of the manual there are the rules to play in Solitaire, challenging the terrible Boss Omega, and to play in Dungeonology Campaign Mode which, in 12 consecutive scenarios, reveals the secrets of the University of Rocca Civetta and the characters that gravitate around it.

The first scenarios of the Campaign Mode are ideal for introducing the game to new players, taking into consideration only the most basic rules of the game.

NEW COMPONENTS

1. Scholar Models (7)
2. Boss Models (9)
3. Egg Models (7)
4. Tentacle Models (7)
5. Pet Models (2)
6. Iota Student Models (6)
7. Phi Student Models (3)
8. Zeta Student Models (3)
9. Lambda Student Models (3)
10. Boss Cards (12)
11. Scholar Cards (7)
12. Level IV Zones (6)
13. Crypt Trap Zone (1)
14. Catacomb Trap Zone (1)
15. Camp Z Zone (1)
16. Marconiglio's Den Zone (1)
17. Thermal Bath Zone (1)
18. Lair of Charybdis Megazone (1)
19. Clan Cards (12)
20. Trick Cards (46)
21. Student Society Cards (4)
22. Intern Cards (10)
23. Jinx Cards (8)
24. Pet Cards (2)
25. Research Cards (12)
26. Backpack Card (1)
27. Panic Cards (5)
28. Omega Action Cards (21)
29. Tome of Secrets Cards (2)
30. Idol Trap (1)
31. Bridge Trap (1)
32. Pillar Trap (1)
33. Snake Pit Trap Token (1)
34. Fool's Token (1)
35. Winter Campus Skin (1)
36. False Information Cubes (10)
37. Universal Information Cubes (10)
38. Hot Water Token (12)
39. Star Tokens (48)
40. Downloadable Summary Cards (scan QR-Code)





STAR TOKENS

These markers represent the Stars on the Scholar's Note Boards. They are used to clearly keep track of how many and which Stars each Scholar has, and, consequently, which Scholars become Exalted, and which ones are entitled to Submit the Thesis. When a Scholar reaches a Star on their Note Board, they take the Token that represents that specific Star (silver or gold, with the border of the specific color) and place it clearly visible in front of their Note Board. When a Scholar loses a Star, she discards the relevant token.

NEW SCHOLARS

In this box there are many new Scholars of Rocca Civetta who will join the expeditions of Rebecca, Valerio, Sofia and Vincenzo.

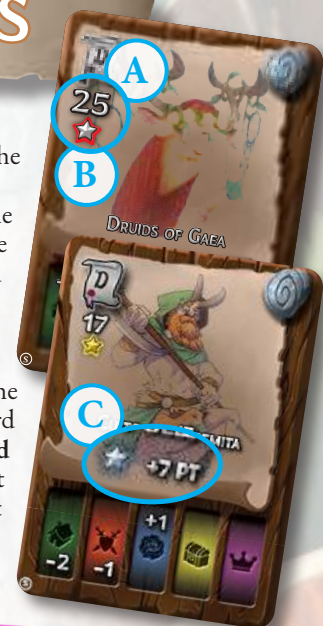
Sara the explorer, Caterina the alchemist, Claudio the hunter, Andromeda the gynoid, Onamor the gravedigger, Ingrid the Valkyrie and Enrico the archaeologist can all be chosen as Scholars by players during the Game Setup, bringing many new skills to the game to thwart your opponents' plans and become the next Dungeonology Professor.

NEW CLAN CARDS

The Clan Cards included in this expansion are added to those of the base game and used in all Dungeonology games.

Unlike the Clan Cards of the basic game, when performing the **Submit the Thesis** Action with one of these cards, in order to be Successful, in addition to having reached the point value indicated as in the standard rules of the game (A), it is also necessary to have reached the requirement of the **Stars of the indicated color** (B), paying attention to whether the required star is silver or gold.

During the End Game Scoring, if the Scholar has reached all the Stars with colored borders shown under the name of the card (present only in some of them), he gets the **bonus points indicated** (C). These points must be added last in the calculation and are not taken into consideration for reaching the value indicated in point A to successfully Submit the Thesis.



NEW BOSSES

DEPENDENTS RULE

Many new Bosses are in this box, ready to hinder the Scholars of Rocca Civetta. To bring them into the game you need to use the **Boss** advanced rule. Capagrezza, the Basilisk, Shadow Lord, Tree Frog, Jukas and Omega can be chosen by players as the Boss of the game, adding dangerous new mechanics to the game. Many of these Bosses feature two profiles, one on each side of their card, and can be used in either version, such as Laetus in the game's base box.

ALCHEMY CARDS

The Alchemy Trick Cards allow you to manipulate the elements and transform them by changing their form and helping Scholars to always have what they need.

To use Alchemy Cards in Dungeonology games follow these Game Setup steps first:

- Add the 18 Alchemy Trick Cards to the deck.
- Add 2 Fate Trick Cards with the number 4 (supplied with this expansion) to the deck.
- Add a Fate Trick Card with the number 5 (supplied with this expansion) to the deck.

INTERN CARDS

DEPENDENTS RULE

The Intern Trick Cards allow you to call upon the best Interns of Rocca Civetta, such as the Cerusico, the sentient stone Wikiantir or the powerful Fool!

To use Intern Cards in Dungeonology games follow these steps before the Game Setup:

- Add the 18 Intern Trick Cards to the deck.
- Add 2 Fate Trick Cards with the number 4 (provided with this expansion) to the deck.
- Add a Fate Trick Card with the number 5 (provided with this expansion) to the deck.
- The **Main Effects** advanced rule must be used during the game.

SPRIGGAN CARDS

DEPENDENTS RULE

The Spriggan, the mischievous dweller of the woods, can be the best ally or the worst misfortune for the Scholar who invokes his help.

To use Spriggan Cards in Dungeonology games follow these steps before the Game Setup:

- Add the 4 Spriggan Trick Cards to the deck
- The **Main Effects** advanced rule must be used during the game.

ADD 2 OR MORE TYPES TO THE DECK

If at least two Types of Trick Cards are added to the deck used during the game (Alchemists and Interns provided with this expansion, and / or other Types provided with other expansions in the game), the Scholar Skills that require you to *discard a certain Type of Trick Card* to work (like Rebecca's "Arcane Quest"), they also work by discarding Fate Trick Cards.



AUXILIARY EFFECTS

Alchemy 1: during your Movement Phase or Action Phase, discard 1 Trick Card from your Hand, then, Draw 2 Trick Cards from the Deck.

Alchemy 2: during your Movement Phase or Action Phase, discard 2 Trick Cards from your Hand, then, Draw 3 Trick Cards from the Deck.

Alchemy 3: during your Movement Phase or Action Phase, Draw 2 Trick Cards from the Deck.



AUXILIARY EFFECT

Specialists: play during your own Stealth Test. Add a bonus equal to the number of Interns you have to your Stealth Value.



The Spriggan Trick Card contains only one Main Effect: a Bonus Value of 8 that you can use to declare your Stealth Value.

The Scholar who uses it takes the Spriggan Intern Card from the Intern deck or from the Scholar who currently owns it.



NEW ZONES

DEPENDENTS RULE

Only the most intrepid explorers will be able to find the passages to reach the recesses of the subsoil, where fabled places are hidden, and in which information of incredible value and true divine secrets, can be found!

Level IV Zones

To use Level IV Zones in a Dungeonology game, the **Dangerous Zones** advanced rule must also be used.

The Level IV Zones expand the dungeons of your games by adding a level to your explorations. These Zones follow the rules of the Zones of the base game. Their stack is shuffled and placed next to each other during the Game Setup, and can be reached by revealing Floor III Zones that contain the Stairs Effect.

Unlike other Zones, Level IV Zones contain only **False Information Cubes** (black) and **Universal Information Cubes** (white, see page 28).

These Zones are well protected from ancient dangers or hard-to-pass doors, and some of them contain new Zone Effects to summon the powerful Yocca and Manticore Pets.

Special Zones

The “Marconiglio’s Den”, “Crypt”, “Catacombs”, and “Lair of Charybdis” Zones are linked to some **Bosses** supplied with this expansion and come into play exclusively by playing a game in Big Boss mode with one of them (see page . 29). “Camp Z”, on the other hand, is exploited by the student “Caterina”. These Zones are recognizable thanks to the face of the Boss or Scholar who uses them, placed on the back of the Zone.

New Zone Effects



Engage Familiar - ACTION:

Engage the Pet depicted in the icon, as long as it is not Linked, by paying its Engagement Cost (see the Pet paragraph).



Bucket:

A Scholar entering this Zone can Discard up to 2 Trick Cards to get that many Hot Water Tokens if available. A Scholar cannot have more than 2 Hot Water Tokens.



Hecatombs:

When a Scholar enters this Zone, she Sacrifices all of her Students.



Mandatory Passage:

Once this Zone is linked to two other Zones, it cannot be linked to new Zones by exiting it or otherwise.

If the positioning of the Zones leads to connecting other Passages of this Zone (in addition to those of the first two linked), Wall Tokens must be placed on them to indicate that the Passage is unusable.

PETS

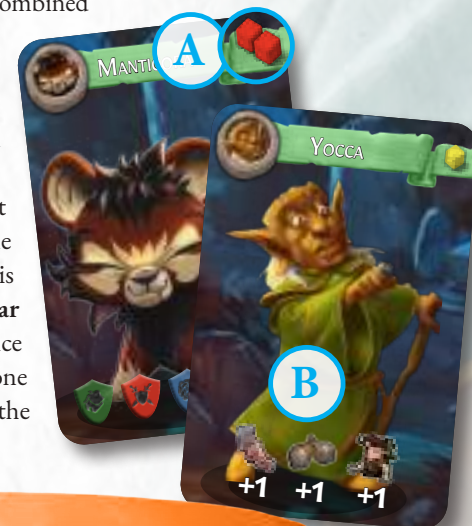
DEPENDENTS RULE

To use Pets in a game of Dungeonology, the **Dangerous Zones** advanced rule must also be used and **Level IV Zones** in play.

Pets are powerful allies that can be hired by Scholars by paying their Engagement Cost (A), which requires them to put a certain number and type of Information Cubes in Reserve from their Note Board.

At the start of the game, the Models and Pet Cards are placed in the Reserve. When a Scholar uses the **Engage Familiar** Zone Effect combined with a specific Pet, he takes its Model (wherever it is as long as it is not Linked to another Scholar), Linking it to his own, and takes its card where the bonuses it grants are indicated as long as the Model remain attached (B).

If a Scholar who owns a Pet performs the Rest Activity, the Pet releases, leaving its Model in the Zone it is in, while its card is placed in Reserve. This Zone counts as if it contained the **Engage Familiar** Zone Effect related to that Pet. It follows that once released, the Pet can be Engaged both from the Zone containing the Engage Familiar Effect and from the Zone in which its Model is located.



RESEARCH CARDS

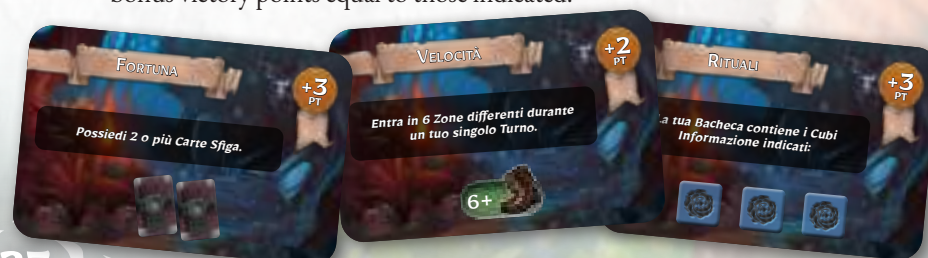
ADVANCED RULE

The university needs some specific knowledge that only you, promising dungeonology Scholars, can get through your field studies. Help Rocca Civetta. On the Campus Note Board you will find the brand new Research!

Research Cards contain missions to complete during the game. Each Quest completed by a Scholar allows them to earn bonus victory points at the end of the game.

To use Research in a Dungeonology game, proceed as follows:

- **Setup:** during Game Setup, draw three Research Cards and place them face up near the Campus for all to see.
- **Complete a Quest:** at any time during their turn, but only once per turn, a Scholar can designate a single Quest Card they meet the requirements for and take the card for themselves.
- **New Research:** each time a Research is completed and its card is taken by a Scholar, a new Research Card is drawn from the deck to replace it, becoming available to all.
- **End of Game:** during Scoring, all completed Research Cards grant the owner bonus victory points equal to those indicated.



STUDENT SOCIETIES

ADVANCED RULE

At the University of Rocca Civetta, Students and Scholars gather in Student "Societies" specialized in the most diverse fields. Under their own color and their own letter of the Greek alphabet, the Students of a society come together thanks to their passions that push them to excel in areas such as sports, socializing or even esoteric and mysterious subjects such as reading the stars.

Four new Student Societies are introduced in this expansion, joining the vile Omega Fraternity presented in the base game.

- The **Phi**, dressed in purple, are a mysterious society who have devoted themselves to the teachings of a mysterious traveler, through whom they have developed occult mental powers.
- The **Zetas**, dressed in black, are expert alchemists, capable of transmuting matter and energy.
- The **Iotas**, who dress in celestial blue, are a lost society whose members vanished into thin air in an expedition to the Arctic lands many years ago; now they are back with the ability to manipulate temperature and freeze their opponents!
- Green-clad **Lambdas** are expert hunters, and can help Scholars survive the most extreme expeditions (these Students use the Trap Token rules explained on page 21).

To use the Student Societies you must first decide which of them to include in the game. There is no limit to the number of Societies that can be used at the same time, but, if there are some Bosses or Scholars in the game, some of the Societies cannot be used, their Student Society Cards will be placed in the box and will not be available:


- **Freddo (Boss)**: if he is the Boss of the game, the Iota Society is not available.
- **Jukas (Boss)**: if he is the Boss of the game, the Phi Society is used in the game, but the three Phi Students are not entered in the University during Game Setup (see Jukas Boss card).
- **Caterina (Scholar)**: if she participates in the game, the Zeta Society is not available.
- **Claudio (Scholar)**: if he participates in the game, the Lambda Society is not available.

To enter the Societies in the game, follow these steps:

- Select the Societies to be used from those available, take their Student Society Cards and place them on the table visible to all players.
- Put 3 Students per Society in Reserve and leave the others in the box.
- During Game Setup, enter a **Student for each Society** among those in the Reserve at the University; these replace an equivalent number of standard Students.
- Each time the University is replenished with the Students indicated on the Alert Card, first insert a **Student for each Society** among those found in Reserve, always replacing an equal number of standard Students. If for any reason there are not enough to fill the University or are no longer available, complete the filling with the standard Students.

- When more than one Student must be placed at the Campus Bonfire, the current player chooses the order in which to place them.
- When the Students are picked up from the Campus Bonfire by a Scholar, they must take them starting from the **last one available** (the one furthest from the slot with the arrow).
- When a Scholar draws a Student belonging to a Society, they can choose to Sacrifice a standard Student in their possession to keep it for themselves instead of placing it at the Bonfire.

Each Student belonging to a Society works exactly like a standard Student, but each has one or more Effects. The effect of a Student can be activated by a Scholar who owns it by following what is indicated in his Student Society card (example, Sacrifice a Zeta Student to discard two Stun Tokens).

Student Effects can be activated by a Scholar on their turn or, if the symbol  is present in their description, even during their opponents' turns, following the Priority rules as if they were Effects of a Trick Card (see pg. 13)



FALSE INFORMATION

The **black cubes** featured in this expansion are a new type of information, **False Information**. These cubes are used by many elements in this manual, such as the Level IV Zones.

A **False Information Cube** follows the normal basic game rules for being picked up by Scholars, but once obtained, instead of being placed on their Note Board, it is placed in Reserve. This is because a False Information Cube has no value, and its presence in a Zone has the sole purpose of hindering the collection of the cubes to its right. If there are not enough False Information Cubes in Reserve when a Zone containing them is placed, the spaces in those cubes remain empty.

UNIVERSAL INFORMATION

The **white cubes** featured in this expansion are a new type of information, **Universal Information**. These cubes are used by many elements in this manual, such as the Level IV Zones. A **Universal Information Cube** follows the normal basic game rules for being collected by Scholars, but once obtained, it can be placed on its Note Board in any of the five columns. A Universal Information Cube (and its point value) counts as an Information Cube of the appropriate color for the column it is in as long as it is placed on a Note Board. If there are not enough Universal Information Cubes in Reserve when a Zone containing them is placed, the spaces of those cubes remain empty.

OMEGA AGAINST ALL

DEPENDENTS RULE

You can take advantage of the Omega Deck and the rules of Solitaire mode (p. 30) to include Omega and his deviousness in a normal game of Dungeonology. To best play a game using these rules it is good to use the following advanced rules during the game: **Boss** and **Main Effects**. Other advanced rules can be included in the game to modify the game experience to your liking.

To play a game in Omega Versus All mode, complete Game Setup by adding the following:

- Omega cannot be chosen as the boss of the game.
- Place the **Omega Boss Model** in the Starting Zone along with the Scholars.
- Omega does **NOT count as a Scholar** when the University is first filled and replenished during the game.
- Shuffle all the **Omega Cards** to create the **Omega Deck**.
- Select the right **Tome of Secrets** for the game based on the number of participating players: **Omega VS 2** for 2-player games, **Omega VS 3** for 3-player games, **Omega VS 4** for 4-player games. Keep the **Tome of Secrets** close at hand.

The game proceeds normally with the difference being that each player, after carrying out their chosen Action, performs an Omega Phase (see page 31) before the end of his turn.

You take advantage of all the rules to manage Omega and the Omega Deck explained in the Solo Play mode, with the following changes:

- **Target Scholar:** any effect of the Omega Cards that refers to a Scholar, always targets the current Scholar (the one who is performing the Omega Phase), for example for the Teleport movement effect.
- **Encounter and Black Star:** the Encounter effect (E) applies to each Scholar encountered by Omega. The Black Star effect (F) applies to each Scholar individually if they have more Stars than the Black Stars owned by Omega.
- **Star and Double Star:** these effects (G-H) are activated based on the Stars possessed by the current Scholar.
- **Sabotage:** this effect (I) is only performed to obstruct Espionage Actions that target Omega.

Game End: the game follows the normal rules (including the **Maximum Alert** advanced rule if used), unless Omega occupies all spaces of the Tome of Secrets with the Information Cubes obtained (see below).

Omega wins if:

- At the beginning of an Omega Phase, all spaces of the Tome of Secrets are occupied by Information Cubes up to the OMEGA symbol.
- The game ends and no Scholars have successfully Submitted the Thesis.



BIG BOSS

DEPENDENTS RULE

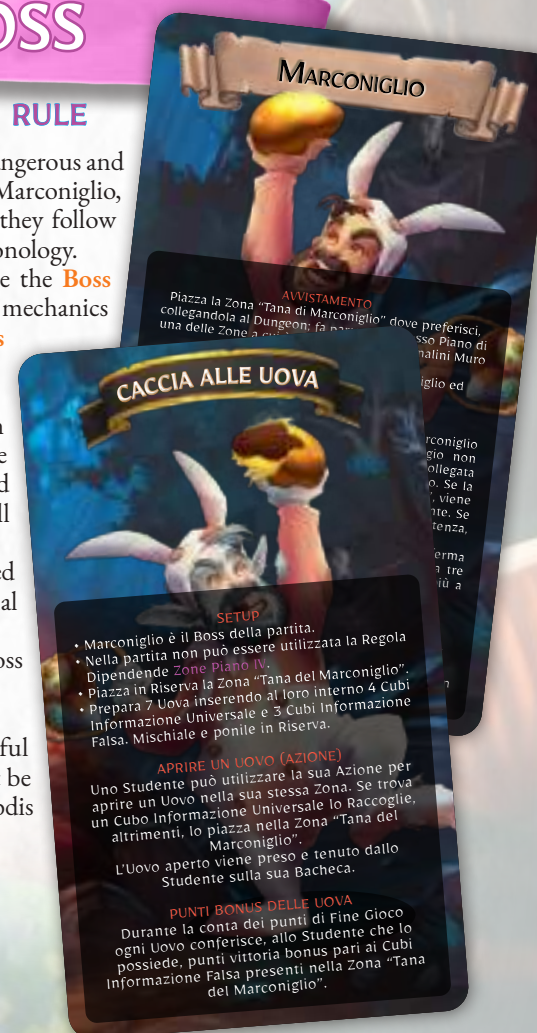
Some of the Bosses in this box are particularly dangerous and difficult to deal with. Freddo, Mamma Basilisco, Marconiglio, Enrico, Scilla and Cariddi are Big Bosses, and they follow special rules to be included in a game of Dungeonology. To bring them into the game you need to use the **Boss** advanced rule. As well, to make the most of the mechanics of some of them, it is good to use the **Dangerous Zones** advanced rule.

Each Big Boss has only one profile (A) on their Boss Card and is used in a specific game mode indicated on the back of their card and recognizable thanks to a black and gold scroll bearing their name (B).

Here are the rules of the mode to be considered throughout the game, as well as the additional rules for Game Setup.

To find all the materials listed in the Big Boss mode, please refer to the material list on p. 24.

Scylla and Charybdis are a particular and powerful Boss, and they have two Boss Cards; both must be used when deciding to include Scylla and Charybdis in the game.



SOLITARY

MODE

The rector sent you all alone to study a dungeon that she deems not very dangerous. You left full of hope and with the certainty of having the thesis in your pocket, but when you reached the study area a shiver ran down your spine seeing the banners of the Omega Fraternity soaring among the Campus tents. Your mission won't be that easy after all!

The machinations of the Omega Fraternity are represented by a deck of cards called the Omega Deck, whose cards will describe the actions carried out by the Omega Boss during the game. Omega will collect or steal Information Cubes by placing them on his Tome of Secrets; the more this is filled with cubes, the more powerful it becomes! To best play a Solitaire game of Dungeonology it is good to use the following advanced rules during the game: **Boss** and **Main Effects**. Other advanced rules can be included in the game to modify the game experience to your liking.

To play a game in Solitaire Mode, complete Game Setup by adding the following:

- Place the **Omega Boss Model** in the Starting Zone along with the Scholar.
- Omega **counts as a Scholar**, so 2 Scholars are always considered in the game when the University is filled for the first time and replenished during the game (it is recommended to play at Player Level: Student).
- Shuffle all the **Omega Cards** (D) to create the **Omega Deck**.
- Keep the **Tome of Secrets** (A) close at hand.
- Remove **Jinx Cards** from the game that do not have the Omega symbol. Ω
- The Player begins the game by drawing Trick Cards equal to her Hand value (instead of one).

Changes to the Rules

Substantial changes to the game rules must be made during the solo game:

Game Turn: the player takes her normal game turn. Once the chosen Activity has been completed, before her turn ends, she performs an Omega Phase (see below).

Submit the Thesis: in order to perform this Action you must have at least two Stars on your Note Board (as per standard rules), and have at least one Star more than the number of **Black Stars** (B) Omega has on the Tome of Secrets.

Game End: the game follows the normal rules, (including those of the **Maximum Alert** advanced rule if used), unless Omega fills all spaces of the Tome of Secrets with Information Cubes (see below).

The player wins only if he successfully Submits the Thesis, and loses if:

- At the beginning of an Omega Phase, all spaces of the Tome of Secrets are occupied by Information Cubes up to the OMEGA symbol (C).
- The game ends and the Scholar has not successfully Submitted the Thesis.

Managing Omega

Nobody knows who the head of the evil Omega Fraternity is, but everyone knows that he leads the Red Students to thwart the plans of the poor Scholars on duty! Omega is managed through the following rules:

Boss: Omega is not affected by the Boss.

Omega is a Scholar: Omega's Model is considered a Scholar and follows the same rules, and can be targeted by effects that target a Scholar. Nonetheless, the only Zone Effect that Omega activates is the Stairs Effect.

Trick Cards: Omega suffers the Main Effects of Trick Cards only if they have the Omega icon in the lower right corner.

Zones: if an Omega Card effect causes Omega to leave a Zone via an unlinked passage, it reveals new Zones as if he were a Scholar; the player will decide how to place the new Zone (and the Zones uncovered by the Stairs Effect).

Information Cubes: when Omega gets Information Cubes, he places them on the Tome of Secrets in order from the first space in the upper left to the last space in the lower right. Omega can Lose Information Cubes due to Scholar Trick Cards or Skills. If Omega is to Give or Drop an Information Cube of his choice, always Give or Drop the one with the lowest point value among those in his possession.

When a space on the Tome of Secrets becomes free, optimize the remaining Information Cubes to fill the spaces starting from the top left.

Espionage: when performing an Espionage Action against Omega, proceed by following these points:

- Calculate the Omega Alert value:
Point value of the target Information Cube
+ the Alert Modifier on the Alert Card
- The Scholar declares his Stealth Value by playing Trick Cards.
- Reveal an Omega Card and perform Sabotage (if any).
- The Scholar plays additional Trick Cards and determines whether he achieves a Success or a Failure.



OMEGA PHASE



The Omega Phase is played in addition to the player's turn after the End of Turn Phase. In the Omega Phase, the player draws a card from the Omega Action Deck and applies its effects from top to bottom. If the deck runs out, shuffle all discarded cards to reform it:

- A. **Student:** Omega draws the indicated number of Students from the University. If an Omega Student is drawn, the normal rules are followed, but the Scholar will get the Jinx Card (to be revealed, as usual, in the next End of Turn Phase).
- B. **Movement through Passages:** Omega moves through the Passages following the indicated patterns (using the rules of the Randomizer Deck in the game manual), but respecting the following rules:
 - **The Passage is not linked:** Omega reveals Zones from the suitable Stack until the player manages to place one, then enters it. If he cannot place a Zone from the suitable Stack (they are exhausted), Omega chooses the next clockwise Passage.
 - **The Passage is linked to a Zone containing Information Cubes or the Scholar:** Omega enters the Zone.
 - **The Passage is linked to a Zone that does not contain Information Cubes or Scholar:** Omega chooses the next clockwise Passage.
 - **If no new Zones can be linked and all Zones Omega can enter contain no Information Cubes or Scholars:** Omega uses Teleport (see below).
- C. **Teleport:** Omega is placed in the Scholar's Zone. Omega moves to a Zone containing the Information Cube of higher value than those in play if the Scholar is in the Starting Zone.
- D. **Effect:** during or after movement, Omega does what is written in this section, usually by collecting, eliminating or subtracting Information Cubes
- E. **Encounter:** Omega resolves this effect on the Scholar if he Encounters it during or at the end of his movement.
- F. **★ Black Star:** on the Tome of Secrets there are Black Stars, which Omega reaches every time he places an Information Cube on the indicated space. If the Scholar has fewer Stars than Omega's number of Black Stars, the Scholar becomes Exalted. If the Scholar is Exalted, Omega performs what is written in this section in addition to the Encounter Effect.
- G. **☆ Star:** if the Scholar has at least one more Star than Omega, the latter also performs what is written in this section.
- H. **☆☆ Double Star:** if the Scholar has at least two more Stars than Omega, the latter also performs what is written in this section.
- I. **Sabotage:** whenever the Scholar declares a Stealth Value (for a Study or Espionage Action), she must draw an Omega Card and perform the Sabotage Effect, if indicated. This effect consists of one or more Divinations, to be performed one after the other, aimed at increasing the Alert Value that the Scholar needs to beat with her Stealth Value.
- J. **Reaction:** if Omega is targeted by the Effect of a Trick Card, before applying its effects, a card from the Omega Action Deck must be revealed, and the effects listed under Reaction must be applied, if any.
- K. **Alert Bonus:** the Alert of the Zone in which Omega is located increases by the value indicated on the last drawn Omega Card.



CAMPAIGN

MODE

September 14XX, Rocca Civetta.

The rector, Magalli the Magnificent, during the opening ceremony of the university year, announces the death of yet another professor of Dungeonology, Enrico Giovanni, the well-known archaeologist.

Despite himself, he must communicate that the lessons of this important subject will be suspended until a worthy replacement is found, and for this he announces a call for tenders in which all the brave teachers who think they can replace the late professor will be able to participate.

During the academic year, the participating professors will be sent by the rector himself to carry out research into mysterious peoples and dangerous monsters whose habitats have been identified in previous years. For this reason, each teacher will select a team of promising Scholars who will explore these places on their behalf, in order to write a thesis on what they discover. But it will not be that easy: Scholars will need to study the habitats and creatures that populate them without disturbing them, in order to report information and facts not contaminated by external intervention.

The teacher who at the end of the year presents the best theses from his team of Scholars to the rector, will become the new professor of Dungeonology!

PREPARATION



To play in Campaign Mode, before playing the first scenario, do the following:

- Photocopy the Campaign Sheet on p. 33, or download it from the Ludusmagnusstudio.com website.
- In a campaign, the players represent the Teachers. Write the names of the players in the spaces provided (A). Each of these spaces has a colored triangle, necessary to determine which Teacher is selected in case of Randomizations; each teacher must always use the Note Board with the same colored triangle during the campaign.
- With all the players seated at the table, Randomize a Teacher.
- Take all available Scholar Cards (excluding Enrico's, which cannot be used in this mode).
- Starting with the Randomized Teacher, and continuing to the left, each player chooses a Scholar Card for himself. Proceed in this way until each Teacher has 2 Scholar Cards. This will be the Teacher's team for the campaign.
- Each Teacher chooses a name for their team and notes it on the Scholar Sheet (B).

THE CAMPAIGN



In Campaign Mode, Teachers will face 12 scenarios representing the 12 months of the academic year, starting from the first (September) and proceeding in order.

During Game Setup, the instructions given in the scenario that the group is about to play must be followed and, if indicated, it must be decided by mutual agreement which **optional advanced rules** to include in the game. Note that in some scenarios, if the **Maximum Alert** optional advanced rule is used, it is also shown which Panic Card is to be used. Furthermore, each Teacher must:

- Choose which of your Scholars will participate in the game.
- Mark that you have used it on the Campaign Sheet (C) to keep track of the number of times that Scholar participated; In fact, during the entire campaign game, the same Scholar cannot be chosen more than 6 times.
- Spend Support Points at the end of the setup, to benefit the Scholar (see right).



SUPPORT POINTS

At the end of each game, each Teacher may obtain, based on the ranking of the game, a certain number of Support Points (PS) to be noted on the Campaign Sheet (D).

At the end of Game Setup, before playing the first turn, and starting with the first player on the turn, each Teacher can spend Support Points to buy a **single** bonus from those listed below. When all the Teachers have chosen the first bonus, they continue, always in turn order, to buy a second one, then a third one, and so on, until all the Teachers declare that they do not want (or cannot) buy more bonuses.

Some bonuses show the name of **Advanced** rules or **Dependents** in brackets that must be among those indicated in the current scenario. Otherwise, the bonus cannot be chosen:

- **Specializing** – 2SP (**Main Effects** and **Specialist Cards**): shuffle the deck of Intern Cards, draw two, choose one and put the other back in the deck. Your Scholar starts the game with the Intern in her possession.
- **Student** – 1SP: take a Student from the Reserve. Your Scholar leaves with this additional Student.
- **Student Societies** – 2SP (**Student Societies**): take a Student Society model from the Reserve, your Scholar leaves with this additional Society Student.
- **Study Bonus** – 3SP: your Scholar starts the scenario with the Study Bonus on the Note Board wheel increased by 1 point (set immediately).
- **Trick Card** – 2SP: add a Trick Card to your hand by drawing it from the deck.

END OF SCENARIO

At the end of each game, after determining the ranking, each Teacher marks on the Campaign Sheet her position in the ranking (E) or if her Scholar was unable to Submit the Thesis (NA); these results will contribute to campaign victory at the end of the campaign.

Then, each Teacher earns Support Points (SP) based on the parameters indicated below, and notes them on the Campaign Sheet (D):

- **Each Teacher who participated:** +1 SP
- **The Scholar Who Submitted the Thesis:** +1 SP
- **First classified Scholar:** +3 SP
- **Second classified Scholar:** +2 SP

END OF CAMPAIGN

At the end of the twelfth scenario of the campaign (August), the end-of-campaign ranking must be determined and the winner elected to become the new professor of Dungeonology!

Each column of the ranking position (E) at the bottom indicates a value in Victory Points. This value must be multiplied by the number of results obtained by each Teacher in a given column.

Once you have obtained the Victory Points of each Teacher's column, add them all together to obtain the final result.

The Teacher who has the most Victory Points wins!

SP:

TEACHERS

TEAM

SCHOLARS

SP:

TEACHERS

TEAM

SCHOLARS

SP:

TEACHERS

TEAM

SCHOLARS

SP:

TEACHERS

TEAM

SCHOLARS

SP:

TEACHERS

TEAM

SCHOLARS

SP:

TEACHERS

TEAM

SCHOLARS

SCENARIO																														
	1°	2°	3°	4°	NA	1°	2°	3°	4°	NA	1°	2°	3°	4°	NA	1°	2°	3°	4°	NA	1°	2°	3°	4°	NA	1°	2°	3°	4°	NA
SEPTEMBER																														
OCTOBER																														
NOVEMBER																														
DECEMBER																														
JANUARY																														
FEBRUARY																														
MARCH																														
APRIL																														
MAY																														
JUNE																														
JULY																														
AUGUST																														
MULTIPLIER	x4	x3	x2	x1	/2	x4	x3	x2	x1	/2	x4	x3	x2	x1	/2	x4	x3	x2	x1	/2	x4	x3	x2	x1	/2	x4	x3	x2	x1	/2
VICTORY POINTS																														
TOTAL VP																														

CAMPAIGN MODE

33



September: Preliminary Research

The rector, Magalli the Magnificent, for the first month of research requires a brief exploration of the Bosco Beone site, where traces of the activities of a strange and obscure tribe that are thought to be non-humans have been recorded.

The exploration is aimed at conducting a first contact with their habitat and habits. Therefore, very in-depth theses will not be required.

However, the rector advises all to be careful: if Enrico Giovanni himself has disappeared during similar searches, it is better not to take the mysterious inhabitants of this place too lightly!

Complete Game Setup including these items and advanced rules:

- Advanced Rules: None.
- Alert Card: Introductory Game.



October: Beer Festival

The first month of research on the community of strange humanoids in Bosco Beone, identified as "Fauns", allowed the university to establish that in October these natives are preparing for their own sacred festival: the beer festival known as Bacchanal!

It is in the university college's interest that information on this custom of theirs is collected, stealing as much knowledge as possible from the grand master of ceremonies of the fauns, the mighty host of the community known as Laetus.

Complete Game Setup including these items and advanced rules:

- Advanced Rules: **Boss**.
- Alert Card: Easy.
- Boss: Drunk Laetus.



November: the Concert

Fauns are a peculiar society. Despite being organized in rigid castes among which violent warriors, cunning hunters and dark mystics stand out, the population lives in harmony by organizing community events that keep all the social strata of the village together.

November is considered the month of preparation for the cold winter, and before the cold arrives, the fauns organize one big final party, a concert open to all, in which even the most modest of farmers can celebrate with the most important of the hierarchy. The artist who will perform this year is a famous singing faun from southern Italy, known as Capagrezza.

Complete Game Setup including these items and advanced rules:

- Advanced Rules: **Boss**.
- Optional Advanced Rules: **Main Effects**, **Maximum Alert** (Outside the Dungeon).
- Alert Card: Easy.
- Boss: Hypnotist Capagrezza.



December: Winter is Coming

For some time, a mysterious coldness has been blowing inside the classrooms of Rocca Civetta, and firmly closing doors and windows does not seem to be enough to stop it. A growing chill makes its way into the University, and the mystery remains unsolved even when the cooks in the canteen reveal that a part of the cellars, frozen since time immemorial, seems to have melted and mysterious footprints of someone who came from "beyond the barrier" of ice.

When the Scholars prepare for the December expedition, they find a mysterious figure at the camp who insists on joining the group. He introduces himself as Fredo, and claims to be a student of Rocca Civetta, the head of the Iota Student Society, who were forgotten for time immemorial in the university cellars during a winter hide-and-seek competition!

Complete Game Setup including these items and advanced rules:

- Mode: Winter is Coming (see the back of the Fredo Boss Card).
- Advanced Rules: **Boss**, **Dangerous Zones**.
- Optional Advanced Rules: **Main Effects**.
- Alert Card: Medium.
- Boss: Fredo

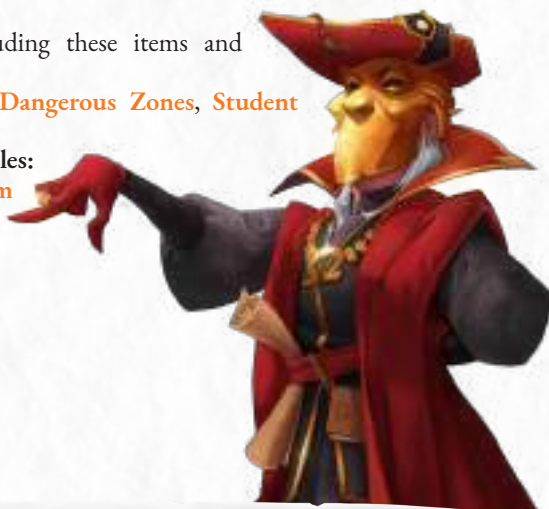


January: the Initiation

After the first months inside the university, all the students have finally found a place in one of the Student Societies of Rocca Civetta. The Machiavellian Omega, and the icy Iota, are joined by the expert alchemists of the Zeta sisterhood, the Lambda hunters, and the scholars of the occult arts of the mysterious Phi Society. It's time for the initiation rite for first-year newbies, and the society leaders convince the rector to send them with you for their first field experience. Meanwhile, your research leads you to study the arcane rites of the fauns of Bosco Beone; you have identified a witch among them called Raganella, and she will be the focus of your attention.

Complete Game Setup including these items and advanced rules:

- Advanced Rules: **Boss**, **Dangerous Zones**, **Student Societies**.
- Optional Advanced Rules: **Main Effects**, **Maximum Alert** (Cooking Time).
- Alert Card: Medium.
- Boss: Witch Raganella.



February: Omega to the Rescue

As you prepare for the February expedition for some very specific but essential minor research, the pompous society leader of the Omega, fully dressed in red livery, and with a glittering gold mask, declares that he will join your group. After months in which his student society thwarted your studies, this mysterious individual, whose identity is a mystery, has decided to bury the hatchet and help you for the good of the university. But what will his real goals be?

Complete Game Setup including these items and advanced rules:

- Advanced Rules: **Boss**, **Dangerous Zones**, **Research Cards**.
- Optional Advanced Rules: **Main Effects**, **Maximum Alert**, **Student Societies**.
- Alert Card: Difficult.
- Boss: Mind Omega.



March: the Temple of Doom

During the previous expedition, the mysterious Omega leader turned out to be your worst enemy. Your research has allowed you to unravel his dark plans, to become the Professor of Dungeonology and keep all the secrets in Rocca Civetta for himself. You suspect that the disappearance of the last professor of Dungeonology, the well-known archaeologist Enrico Giovanni, was caused precisely by him. In the depths of the caves of Bosco Beone, following the moves of the Students of the Omega Fraternity, you have noticed some deep galleries beyond the village of the fauns, in which not even they venture. The tales of the people of the woods say that those passages hide a cursed temple. Perhaps by exploring them you can find out what happened to the famous archaeologist.

Complete Game Setup including these items and advanced rules:

- Mode: Temple of Cursed (see back of Enrico Giovanni's Boss Card).
- Advanced Rules: **Boss**, **Dangerous Zones**, **Dangerous Zones**.
- Optional Advanced Rules: **Main Effects**, **Maximum Alert** (Rolling Stone), **Student Societies**, **Research Cards**.
- Alert Card: Medium.
- Boss: Enrico Giovanni.



April: Spring Festival

Still shaken and out of his mind due to the terrible experiences of the year spent in captivity in the cursed temple, Enrico Giovanni has finally returned to Rocca Civetta. As the university prepares for the typical spring student parties, the famous archaeologist, who is slowly coming to his senses, confusedly begins to mumble about a terrifying danger from the past, something that could destroy the university or even worse.

But it is not the time to get carried away by dark thoughts, spring is upon us and the master of the festivals of Rocca Civetta, Marconiglio, expects the fun to be at the highest levels, even during your expeditions; get ready for a challenging egg hunt!

Complete Game Setup including these items and advanced rules:

- Mode: Egg Hunt (see back of Marconiglio Boss Card).
- Advanced Rules: **Boss**, **Dangerous Zones**.
- Optional Advanced Rules: **Main Effects**, **Maximum Alert** (Egg Hunt), **Student Societies**, **Research Cards**.
- Alert Card: Medium.
- Boss: Marconiglio.



May: the Catacombs

Enrico, still recovering, recalled in his months of imprisonment that someone came from the past using an incredible machine hidden in the depths of Bosco Beone! The traveler managed to enter Enrico's mind with strange mystical powers driving him into madness. The dark figure abandoned the archaeologist, declaring that he would hide among the students of Rocca Civetta to obtain the information necessary to carry out his nefarious plans.

To stop the machinations of this dark individual, you must find out who he is by finding his time machine, hidden beyond the ancient catacombs of the cursed temple, but beware of the spirits that dwell in those places!

Complete Game Setup including these items and advanced rules:

- Advanced Rules: **Boss**, **Dangerous Zones**, **Level IV Zones**.
- Optional Advanced Rules: **Main Effects**, **Maximum Alert**, **Student Societies**, **Research Card**.
- Alert Card: Difficult.
- Boss: Lord Ombra.



June: the Future Man

You have found the mysterious time machine described by Enrico and, thanks to this discovery, you have revealed the identity of the time traveler: Jukas!

This individual has been in hiding for a year in Rocca Civetta, and has converted the Phi Society to his evil ends thanks to his dark mental powers. Now that you have discovered it, he has thrown away the mask, revealing that for some time he has stolen precious knowledge from the university to evoke and bend to his will a powerful and mysterious goddess. Jukas hides under Bosco Beone, protected by Phi Students. You must investigate what they are plotting if you hope to stop his plans.

Complete Game Setup including these items and advanced rules:

- Advanced Rules: **Boss**, **Dangerous Zones**, **Level IV Zones**.
- Optional Advanced Rules: **Main Effects**, **Maximum Alert** (*Mind Distort*), **Student Societies**, **Research Cards**.
- Alert Card: Difficult.
- Boss: Jukas.



July: the Stone Brood

You stopped Jukas, but you didn't foil his plans. The time traveler has turned out to be an unstable individual, driven insane by a green, sentient crystal fused into his arm. Listening to his delusions, you discovered that, stealing knowledge from the university, he put into practice an ancient ritual to evoke the gods Scylla and Cariddi with the hopes of breaking his bond with the crystal with their powers. If the two divinities were to reveal themselves, they could trigger a cataclysm that would overwhelm the community of fauns of Bosco Beone and the university itself, canceling them all out.

The rector urges you to find out where the ritual was performed, but beware! Apparently, Jukas himself was guided by a hidden hand. It seems that the two have left a dangerous beast to defend their machinations: a basilisk that has nested in the underbelly of Bosco Beone.

Complete Game Setup including these items and advanced rules:

- Modae: The Brood (see back of Mother Basilisk's Boss Card).
- Advanced Rules: **Boss**, **Dangerous Zones**.
- Optional Advanced Rules: **Main Effects**, **Maximum Alert**, **Student Societies**, **Research Card**, **Omega Against All** (*maximum 4 players*).
- Alert Card: Difficult.
- Boss: Mother Basilisk.



August: the Goddess and the Kraken

You removed the basilisk mother from Bosco Beone by moving her brood peacefully, but you did not arrive in time to stop the ritual of summoning Scylla and Cariddi. Divine beings indisposed by such disrespect now require a test of faith and ingenuity to peacefully leave Bosco Beone. And the troubles don't end there: the head of the Omega Fraternity reveals himself as the hidden hand behind all the nefarious plans that have hindered you in your expeditions. It was he who imprisoned Enrico, found the time traveler Jukas in his time machine, and exploited his confused mind for his plans. Putting him at the head of the Phi Society and using their powers, he stole the knowledge reserved for the Dungeonology teacher from Rocca Civetta and implemented the ritual to summon the deities in order to absorb their powers!

Your latest expedition is of vital importance: you will need to stop Omega, save the fauns and the university, and even deal with gods who will have the burden of deciding who will be the next dungeon professor, or ...

Complete Game Setup including these items and advanced rules:

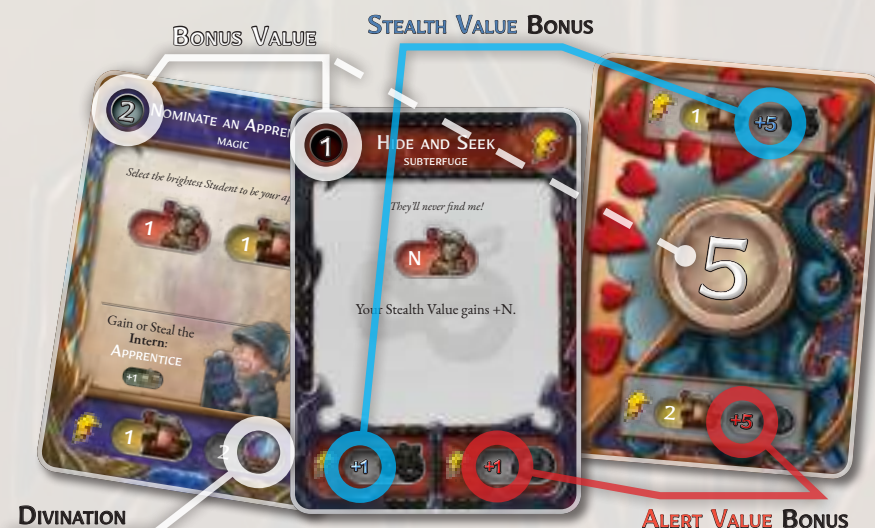
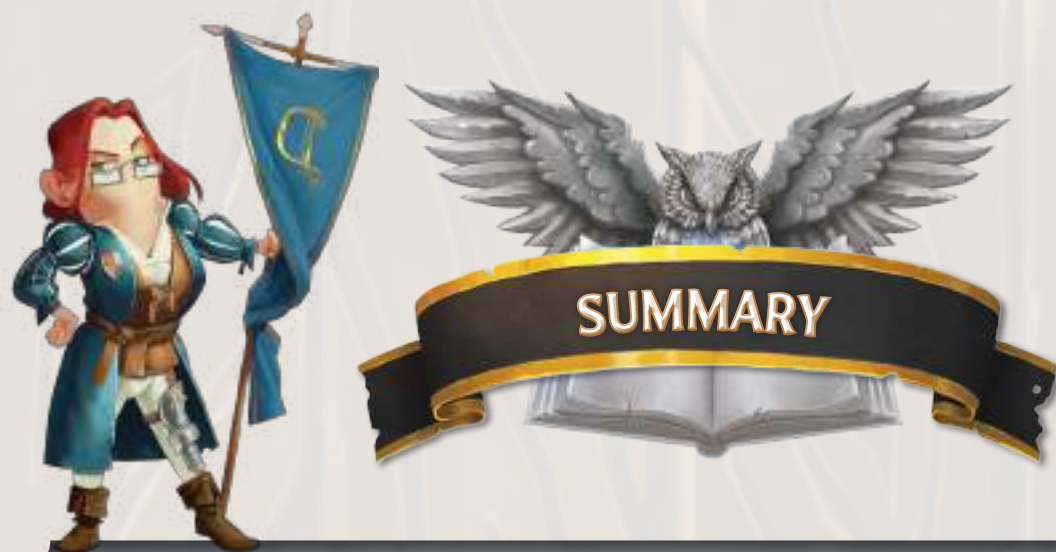
- Mode: Goddess of the Sea (see back of the Scylla and Charybdis Boss Cards).
- Advanced Rules: **Boss**, **Dangerous Zones**, **Level IV Zones**.
- Optional Advanced Rules: **Main Effects**, **Maximum Alert**, **Student Societies**, **Research Card**, **Omega Against All** (*maximum 4 players*).
- Alert Card: Medium.
- Boss: Scylla and Charybdis.



EXCELSIOR!

What an extraordinary year, what superlative students, what exceptional teachers! Rector Magalli the Magnificent congratulates you all. You have overcome all the most difficult academic challenges, facing dangerous research, passing tests that would make the best of the students of other universities pale. You have discovered intrigues, revealed the origins of mysterious creatures and made friends with a people as mysterious as they are incredible. As if that were not enough, you have pleased the deities by demonstrating your incredible competence and preparation.

The Scholars of the participating teams are all invested with the honorary title of Doctors of Dungeonology. The Teachers who guided them in this turbulent year are all welcomed into the university directorate of Rocca Civetta. But the greatest honor goes to the one who was distinguished by obtaining the blessing of Scilla herself, and to whom the long-awaited title of Distinguished Professor of Dungeonology is conferred!



STEALTH TEST

The goal of a Scholar during a Stealth Test is to equal or exceed the **ALERT VALUE** indicated in the Zone (*Study*) or possessed by an opponent (*Espionage*). The player must generate a **STEALTH VALUE** by playing Trick Cards and adding together their **BONUS VALUE** (white numbers), and, if is performing a Study Action, add their **STUDY BONUS** to the total (blue number on the Note Board wheel).

Once the Stealth Value has been generated, it can only be changed by Effects such as Divination or the Auxiliary Effect of the Subterfuge, Fate, and Magic Trick Cards. The **BONUS VALUES** (white numbers) of the Trick Cards can no longer be added to it.

STUDY

<p>Zone Alert Value</p> <p>Zone Alert Value + Alert Card Study Penalty + Boss Zone Modifier + Bad Luck Zone Effect</p>	<p>Scholar Stealth Value</p> <p>Trick Card Bonus Value + Note Board Study Bonus + Good Luck Zone Effect + Divination Effect</p>
+	
<p>Modification imposed by other Scholars</p> <p>Divination Effects + Auxiliary Effects Penalty</p>	<p>Scholar Stealth Modifiers</p> <p>Divination Effects + Auxiliary Effects Bonus</p>

VS

ESPIONAGE

<p>Target Scholar Alert Value</p> <p>Cube Point Value + Number of Students</p>	<p>Target Scholar Modifiers</p> <p>Divination Effects + Auxiliary Effects Penalty</p>	<p>Scholar Stealth Value</p> <p>Trick Card Bonus Value + Divination Effects</p>	<p>Scholar Modifications</p> <p>Divination Effects + Auxiliary Effects Bonus</p>
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VS

ICON EFFECTS

GOOD		Gain N Students from the Campus Bonfire.
		Get N Speed points.
		Draw N Trick Cards.
DANGER		Draw N Students from the University, then place them in the Bonfire area of the Campus (<i>see page 8</i>).
		Sacrifice N Students you own and put them in Reserve.
BAD		Gain N Stun Tokens (<i>see p. 7</i>).
		Discard or make opponent discard N Trick Cards.
STEALTH		Add N to a Stealth Value during a Stealth Test.
		Add N to an Alert Value during a Stealth Test.
		Divination, see "Spell" on the right.
TIMING		The Effect preceded by this icon can be played even if it is not your turn.
		The Effect preceded by this icon can be played at any time as a response to the effect of another Trick card just played by an opponent. This effect is resolved before all other played effects.

INFORMATION CUBE KEYWORDS



GAIN

The term “**Gain**” means any method a Scholar uses to obtain Information Cubes, either by Collecting or Stealing them. The Earned Cubes are placed in the column of the Note Board corresponding to their color, in the first available space starting from the bottom.

- **Collect:** indicates the act of collecting an Information Cube from a Zone. When an Information Cube is obtained in this way, it must be taken starting from the first available in the Zone (the one furthest left), unless an effect allows you to freely choose the Information Cube to Collect. If the column where the Cube should be placed on a Scholar’s Note Board is full, the player takes the next available Information Cube that can be placed on his Scholar’s Board.
- **Steal:** indicates the act of stealing an Information Cube from another Scholar by taking it from his Note Board. When this occurs, the player who Steals the Information Cube takes the one placed highest in the corresponding Column from the Target’s Note Board. If the column where the Stolen Information Cube should be placed is full on the Stealing Scholar’s Note Board, the stolen Information Cube is placed in Reserve.

LOSE

The term “**Lose**” means any situation where a Scholar is obliged to remove one of their Information Cubes from their Note Board, whether it has been Stolen, Eliminated or Lost for any other reason. Lost Information Cubes are always taken from the top of their Note Board column.

- **Drop:** indicates the act of selecting an Information Cube from those on your Note Board and placing it in the Scholar’s current Zone. The cube must be placed in a free space of the Zone, starting from the first available one to the right. It should be noted that the Dropped cubes can be placed in any order and in any space; they do not need to occupy a space of their color. If there are no empty spaces in the Scholar’s Zone, the Cube must be placed in an empty space within a Linked Zone. If there are no available slots, the Cube is placed in Reserve (Eliminated).
- **Eliminate:** indicates the act of taking an Information Cube (from a Zone or a Note Board) and placing it in the Reserve.

GIVE

Indicates the act of moving an Information Cube from the top of a column from your own Note Board to the same column of another Scholar’s Note Board. The Donated Cube is not considered Lost (see above). If the column in which it should be placed is full on the Note Board of the Scholar receiving the Cube, the Donated Cube is placed in Reserve.

PROTECTED

The colored shields on some Intern Cards indicate that the Information Cubes of the same color in the Scholar’s possession are **Protected**. When a Protected Information Cube is the target of an effect that would cause the Scholar to Lose it (see Lose), that Scholar may **decide** not to lose it. Protection cannot be used to negate effects that would cause an Information Cube to be Given (see above) to another Scholar.



Boss: see p. 17.



Stairs: see p. 11.



Good Luck N / Bad Luck N: A Scholar who performs a Stealth Test in this Zone, after declaring their Stealth Value, must reveal N Trick Cards from the deck, (see page 13) and:

- If the number is **Blue**, add the highest Bonus Value of the cards drawn to your Stealth Value.
- If the number is **Red**, add the highest Bonus Value of the cards drawn to the Alert Value of this Zone.



Danger N: a Scholar who fails the Stealth Test in this Zone (see pages 13 and 14), must draw N Students from the University (instead of 1 as usual).



Ambush N: when a Scholar enters this Zone, they get N Stun Tokens.



Hecatombs: when a Scholar enters this Zone, the Scholar Sacrifices all their Students.



Stop: when a Scholar enters this Zone the Scholar loses all their Speed points. The Scholar can get new Speed points by using the Auxiliary Effect of the Exploration Trick Cards (see page 12).



Toll N: the Scholar who enters this Zone must Drop N Information Cubes of their choice, moving them from the Note Board to the leftmost empty spaces of the current Zone (without taking into account the color at the bottom of the spaces). If there are not enough empty spaces in the current Zone, place them in an Adjacent and Linked Zone; if this is not possible, place them in Reserve.



Bivouac - ACTION: Carry out these steps in order:

- Discard all Stun Tokens in your possession.
- Discard a Jinx Card from those in your possession.
- If you have fewer Students than your Starting Student Value, take them from the Reserve (if available) until you have a number equal to that value.
- Discard any number of Trick Cards (optional).
- Draw Trick Cards until you have a number equal to your Hand Value.

In the Faun Dungeon, this Effect appears with a yellow or green background (see Color Effects).



Secret Passage: a Scholar in this Zone may spend one Speed point during the Movement Phase to move to a revealed Zone that has a Secret Passage with the same letter.



Engage Familiar - ACTION: engage the Pet depicted in the icon, as long as it is not Linked, by paying its Engagement Cost (see the Pets paragraph).



Bucket: a Scholar entering this Zone can Discard up to 2 Trick Cards to get that many Hot Water Tokens if available. A Scholar cannot have more than 2 Hot Water Tokens.



Forced Passage: once this Zone is linked to two other Zones, it is not possible to connect it to new Zones by exiting it or in any other way. If the positioning of the Zones leads to linking other Passages of this Zone (besides those of the first two linked), Wall Tokens must be placed on them to indicate that the Passage is unusable.



LUDUS MAGNUS
STUDIO

Dungeonology: the Expedition - Rules v.2.0

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