

Kids DUNGEON A D V E N T U R E

You bring the dungeon, we'll bring the monsters.



V1.3
3/19/2012

About Dungeon Adventure

As any parent knows, kids are great at creating worlds and situations for their toys to live in. These worlds are only limited by their imagination, but if you watch children play you will see them constantly switch gears mentally and move from one encounter to the next. Most of their play resembles dreams that are sometimes exhilarating, but at the same time frustrating. It is almost like kids are looking for something in this play that they can't quite grasp.

I think what they are looking for are rules and obstacles to overcome. When anything is possible, nothing is remarkable. When a stuffed bear can fly up the stairs and rescue his friends without any doubt as to the outcome, there is no mental reward in that success. Video games provide real obstacles and metrics to show progress, and kids gravitate toward them as soon as they are able to play.

My daughter and I developed the Dungeon Adventure as a way to use her toys as a framework for creating achievement. We built a dungeon out of blocks, filled it

with unseen monsters and treasures, and I asked her to select three heroes and go on a quest. Buzz, Kermit, and a robot saved twin babies from a dragon that day and we've been playing ever since. She asks to play almost every day and we try to incorporate new elements into each game (multi-level dungeons, locked chests, etc).

The game you have purchased is intended to be a starting point. It's fun and playable right away, but you are not only encouraged to add your own elements to the game, but it is your duty as a parent to extend and expand your child's problem solving skills.

How to Play

One Time Setup:

1. Open cardsheet.pdf
2. Make sure there are just two sheets of paper in your printer.
3. Press print and a print dialog should open.
4. Print only pages 1 and 2.
5. When the sheets print out, take out the sheets, swap the bottom one for the top one, turn them around, and feed them back into your printer.
(Note: This works for my printer, an HP. A different sequence may be needed for yours)
6. Press print and a print dialog box should open again.
7. Print pages 3 and 4 only.
8. Cut along the dashed lines and you now have your 16 monster cards and 16 treasure cards. You may need to trim the cards on the ends to make them the same size as the rest.

Note: Printing on heavier gauge paper looks better, but is not required.

Game time setup:

The Dungeon:

Build a maze of blocks for your dungeon. Pay careful attention to the choices your kids will have to make. Should they go left and take the easy way that has less monsters or the right side that looks more interesting and may have more rewards? Offer as many of these choices as possible.



How the dungeon looks and what it's made of is completely up to you, but here are some helpful tips:

1. The dungeon monsters should start out easy and get progressively harder, so make sure you plan out ahead where the harder monsters will be. Monster cards have numbers on the back that show their approximate strength (lower is easier).
2. Don't make it too much of a straight line, but don't make it totally open ended either.
3. If you and your child want to try some new things, introduce multiple floors that have "stairs" that link non-contiguous rooms together. Do not explain you're doing this when you build the dungeon and it will intrigue them.

Once the dungeon is built, you need to set up battles. Battles are groups of 1-3 monster cards and 1 treasure card. Tougher battles should have higher treasure cards. Place these battles around the dungeon face down. The more monsters you place, the longer the adventure will be. 8-12 monsters routinely take us 60-90 minutes to play.

Hidden treasures: Tell your kid not to look and hide some treasures without monsters around the dungeon. Make it so the tiny corner of the card is sticking out under a block. Inform them that there are hidden treasures somewhere.

Next, pack your treasures. In my opinion, having treasures to open was the number one thing my daughter enjoyed at this game. For lack of a better idea, my treasure chests were aluminum foil. I wrapped coins, m&ms, crackers, yogurt raisins, "magic" rings, etc. in foil. Write the number of the treasure on the foil with a Sharpie which corresponds to the one on the treasure card. Make the treasure rewards small at first and better as the numbers get higher.



Example treasures:

T1: 1 penny, 1 yogurt raisin

T2: 3 pennies, 1 almond

T3: 1 nickel, 1 magic ring (+1 to attack)

T4: 3 pennies, 2 yogurt raisins

T10: 1 quarter, 1 magic treasure compass (exposes hidden treasures)



The Scenario:

Once all the treasures are packed, you're just about ready. You need to come up with a scenario. This is your overall quest. If your kid's interest begins to wane, use this as a refocusing tool. I highly suggest you use the kids own toys in the quest, too. Feel free to repeat the same quest over and over if you find a good one.

Examples we have used:

1. The twin babies (from her dollhouse) have been kidnapped by a dragon!
2. The magic candy was stolen from the princess. Can you get it back?
3. Our pet bunny is lost in the dungeon, can you find him and bring him back?

The twins babies have been captured so often in my house that someone should call child services on their parents.

The Call:

Take a bunch of your child's favorite figures or other small toys that can stand and place them in a designated area like they're having a party. This is the hotel. Inform your child of the scenario and ask if anyone can help. Have them assemble a party of three toys (make them leave some behind) and head off to the dungeon. These are the heroes.

Print out the pdf included called hitpoint_sheet.pdf and at the top left, write the names of the three heroes and write "20" underneath. 20 is their starting hitpoints. You'll keep track of the monsters you encounter on the right.

Start:

The child moves the heroes through the dungeon together until they reach a set of face down cards. Flip over the monster card(s) and find out what kind of monster or monsters were lurking there. Record their hitpoints on your sheet of paper. A battle begins!

Battles:

The battles are designed to be very simple. You roll for the monster(s) and the child rolls for the heroes. Use a six sided die for all rolls.

1. Roll to see which team goes first. Ties go to the heroes. For explanation's sake we'll assume the heroes are first.
2. Let your child pick which order the heroes attack in and which monsters they choose to attack for each roll. Let them discover when are the good times to gang up or not.
3. Roll the die. Deduct the number on the die from the HP of the monster they attacked for that roll. (ie. if the monster has 10 HP and you roll a 4, it now has 6HP so cross out the 10 and write a 6).
4. Continue until all heroes have had a turn to attack. If any monsters die, cross them out and remove their card. They can't attack anymore.
5. Now the monsters can attack using the same rules. Use your best judgement on whether to gang up on one hero or not with the idea that you are trying to create a real sense of accomplishment for them, which means sometimes a hero ends up rotting in the dungeon. If you're worried about your kid not being able to handle that consider this: You and I have probably killed Mario and Luigi thousands of times.

6. Continue taking turns until one side wins. Don't re-roll to see who goes first after the initial roll of the battle.

7. If the heroes win, flip over the treasure card and hand over the appropriate loot.

If a hero dies in battle, finish the battle and then have the heroes drag his body back to the hotel and find a replacement.

How to use Treasure:

1. **Food:** If you find food, you can eat it right away or save it for later. Eat one item at a time and designate which hero is actually eating the food. Eating a piece of food returns 5 hitpoints.

In battle you can decide for a hero eat food instead of attacking if his hitpoints are really low.

2. **Money:** I setup a small, limited bowl of food at the hotel and the hero can return there to buy some if they wish. Each individual piece can be purchased for \$0.05 and the same rules apply as found food. Your party can also stay at the hotel overnight for \$0.25 and regain all of their hitpoints. Feel free to invent any creative use of the money in the game.

3. **Items:** Include some other random magic items in the "treasure chests." Here are ones I've used, but come up with your own, too:

Magic Attack Rings: These offer +1 to attack rolls of the wearer. Make sure the kid designates who is wearing what and mark it on your sheet.

Magic Protection Rings: These offer -1 to any attack done to the hero wearing it.

Magic Bomb: For one roll only, multiply the damage done by the roll plus any +1 modifiers X 2. Once used, it goes away.

Treasure Compass: This exposes all hidden treasures and matches up treasures with their locations in the dungeon.

Monster Compass: Flip over all the monster cards and now you can see which monsters are where.

Keys: Mark another chest as locked until you open a different chest containing this key.

Continue through the Dungeon until the quest is complete! Review the scenario you set up and make sure your child knows the difference he/she made in this pretend world.

Stay tuned to <http://kidsdungeonadventure.com> for new releases and updates!

We hope you enjoy it!



Variations:

Since the release of Dungeon Adventure, many parents have written in with some great suggestions. Here are just a few.

1. Instead of foil treasure chests, use plastic Easter eggs or Altoid tins. (Thanks Paul!)
2. Instead of keeping track of hitpoints using a sheet of paper, give your child 20 marbles, stones, or other item. Add or take them away as the game progresses giving the kids a visual aid to keep track of their status. (Thanks John!)

Changelog

V1.0 – 3/22/11 – Release

V1.1 – 3/26/11 – Made slight adjustment to three cards that were getting cut off with some printers.

V1.2 – 6/21/11 – Added Variations section

V1.3 – 3/19/11 – Anniversary edition. Added 2nd page of monsters and logo.

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