



CONNOR REID

5 MINUTE Dungeon

INSTRUCTIONS

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TIMER APP



For the best 5-Minute Dungeon experience, download the custom timer app. It's free and is available for both Android and iOS devices.

5minuteDungeon.com/Timer

WELCOME TO 5-MINUTE DUNGEON

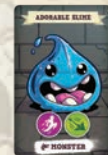
In this game, you'll join forces with your fellow players to fight your way through five dungeons filled with deadly obstacles and dangerous monsters!

You'll choose to play as one of ten heroes, each with their own special cards and abilities.

In 5-Minute Dungeon, there are no turns. Everybody will be racing against the clock to slap down symbols that match the current card from the Dungeon.

You're all in it together—either your party defeats the dungeon and moves onto the next one, or you all perish!

Good luck!



SETTING UP

To begin your adventure:

- Select which hero you want to play. Place your Hero Mat in front of you with your chosen hero face-up.
- Grab the deck that's the same color as your Hero Mat, shuffle it, and place it on the "Draw Pile" space on your Hero Mat, face down.
- Draw a starting hand from your deck. The number of cards you draw depends on how many people are playing:

| Number of Players | Starting Hand Size |
|-------------------|--------------------|
| 2 players | 5 cards |
| 3 players | 4 cards |
| 4 or 5 players | 3 cards |



TWO-PLAYER GAMES

If you're playing a two-player game, you'll need additional cards to defeat the Dungeon. Each of you should select a second deck and shuffle both decks together.

PREPARING THE DUNGEON

- Place the Boss Mat for the dungeon you are attempting in the center of the table.
- Form the Dungeon:
 - Count out the number of Door Cards as indicated on the bottom of the Boss Mat.
 - Add 2 Challenge Cards per player in your party.
 - Shuffle and place the cards on top of the Boss Mat so that it hides the boss' symbols.



FOR THE FIRST DUNGEON, USE:



20 DOOR CARDS

&



2 CHALLENGE CARDS PER PLAYER



- Set a timer to 5 minutes. We recommend using our Timer App (5minuteDungeon.com/Timer). Or you can use any timer that can be set to 5 minutes and can be easily paused and restarted.
- Start the timer when you turn over the first card in the dungeon.

DEFEATING THE DUNGEON

There are **three ways** to deal with most cards in the Dungeon:

1. MATCHING SYMBOLS

You can defeat a Door Card by playing **Resource Cards** to the center of the table until all the symbols are matched. They don't all have to come from the same player.

Resource Cards used this way are put in the middle of the table, **not** on your Discard Pile.

2. USING ACTION CARDS

You can also defeat a Door Card with certain **Action Cards**. One example is Fireball, which defeats Monsters.

Like Resource Cards, you must play Action Cards to the middle of the table when you use them. They do **not** go on your Discard Pile.



RULES FOR PLAYING CARDS

When defeating Door Cards by matching symbols or using Action Cards, any player may throw cards to the middle of the table to help defeat it.

A card laid is a card played. Once you let go of a card to play it to the middle of the table, it cannot be taken back. (It's OK to show a card to other players without actually playing it if you like.)

...except when facing a Boss: Once you get to the Dungeon Boss, you are not allowed to play Resource Cards that don't match the boss' symbols. You also can't play Action cards that target Monsters, People or Obstacles (Bosses don't count as any of those types). You need to match the Boss' symbols to defeat it! Any cards played this way have to be taken back.

SWEEP THE CARDS AWAY!

Once a Door Card has been defeated, sweep it away along with any cards used to defeat it, and turn over a new Door Card to continue your adventure!



3. USING SPECIAL ABILITIES

Each hero has a special ability that they can use to help the team. The ability for each hero is described on the bottom of their Hero Mat.

To use your ability, discard 3 cards **face-up** to the Discard Pile space on your Hero Mat, announce your ability to the party, and perform the action on your Hero Mat.



NOTE

- 1. If you don't have 3 cards to discard, you cannot use your ability.
- 2. If your ability allows you to defeat a certain Door Card type (Monster, Obstacle or Person), then you can only use your ability when facing a Door Card of that type. All other abilities can be used anytime.
- 3. Using an ability does not count as playing a card. That means you can use your ability while time is paused without restarting the clock!

REFILLING YOUR HAND

Anytime you play or discard cards, immediately refill your hand back to its starting size (see table to right).

Anytime you have more cards in your hand than your starting hand size, do not refill your hand until you have fewer cards than your starting hand size.

| Number of Players | Starting Hand Size |
|-------------------|--------------------|
| 2 players | 5 cards |
| 3 players | 4 cards |
| 4 or 5 players | 3 cards |

RUNNING OUT OF CARDS

If you're out of cards in your hand and draw pile, you can't do anything until one of the following cards brings you back into the game:



WINNING

If you defeat all the Door Cards, Challenge Cards and the Baby Barbarian, you have conquered the first Dungeon! Congratulations!

Your adventure is not over yet, though! You'll have to fight through **four more** dungeons and ultimately defeat **The Dungeon Master** to win the game.

PREPARING THE NEXT DUNGEON

- Gather all of the cards and sort them back into their respective decks and return Hero Decks to the appropriate players.
- Put the Boss Mat for the next Dungeon in the center of the table.
- Construct the Dungeon for the new boss as indicated in the section "Preparing the Dungeon".
- Reset the timer to 5 minutes and go defeat the new Dungeon!

Want to mix it up? In between dungeons, you can choose new heroes, add players or remove players, as needed.



LOSING

There are three ways the dungeon can get the best of your party:

- If time runs out before you and your party defeat the Dungeon Boss, or
- If all players run out of cards, or
- If your party is unable to match the symbols of a card in the Dungeon and cannot use a hero ability or action card to defeat it.

If you find yourself in any of these situations, your party has perished in the dungeon! Start over at Baby Barbarian (Boss #1) and try again.



FREE TIMER APP

For the best experience, download the custom timer app. For Android and iOS devices

5minuteDungeon.com/Timer



HEROES

There are 5 Player Mats, each representing a type of hero. These mats are double-sided and have a different hero on each side. Each Player Mat has its own deck, as shown below.

SORCERESS & WIZARD



PALADIN & VALKYRIE



HUNTRESS & RANGER



NINJA & THIEF



BARBARIAN & GLADIATOR



For example, if you want to play as the Wizard, you must take the blue deck.

SORCERESS & WIZARD



NINJA & THIEF

PALADIN & VALKYRIE



BARBARIAN & GLADIATOR

HERO DECKS

There are two types of cards in the Hero Decks:

Resource Cards have one or more large symbols in the middle. These are used to defeat cards in the Dungeon by matching the symbols.



RESOURCES:
SCROLL, JUMP, SWORD, SHIELD AND ARROW

Action Cards are cards unique to each Hero Deck. Some of these allow you to defeat certain types of cards in the Dungeon, while others let you draw, steal, or give away cards. All Action Cards have a black border.



MEET THE HEROES

SORCERESS & WIZARD



These heroes specialize in arcane knowledge, so they are the best heroes to rely on when you need **Scrolls**.

The Wizard's **Stop Time** ability pauses the game timer. It remains paused until a player plays a card. Discarding cards, using abilities, or turning over a new Door Card does not restart the timer.



Magic Bombs provide one of each symbol when played, so they are useful for cards in the Dungeon that require many different symbols.

You don't have to use all the symbols when you play a Magic Bomb.

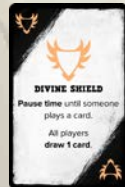


Cancel stops **Events** on Challenge Cards. It is especially useful for protecting your party from events that would force you to discard, such as **Sudden Illness**.

PALADIN & VALKYRIE



These heavily armored defenders are the heroes with the most **Shield** symbols in their deck.



Divine Shield pauses the timer and also allows all players to draw a card. Aside from the Wizard's ability, this is the only way players can pause the timer.



The **Holy Hand Grenade** allows you to instantly overcome any card you may face, including Mini-Bosses, Events and Bosses. It is the only card in the game that can instantly defeat Bosses.



Heal allows a single player to put all of their discarded cards back into their deck. This card can save a player who has run out of cards!



Health Potion allows all players to recover 3 cards from their discard pile back into their hand. This card is best used right after the party has been forced to discard useful cards due to a **Sudden Illness** or other event.

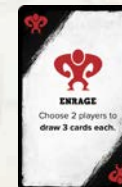
BARBARIAN & GLADIATOR



This powerful pair prefers to use brute force melee attacks to defeat challenges that they face. As a result, their deck is the best one in which to find **Swords**.



Double Symbol Cards count as a sword plus one other symbol. These are best used on cards in the Dungeon that have both symbols on them, but in a pinch they can serve as one or the other. You don't have to use both symbols when you play them.



Enrage allows you to choose two players to draw 3 cards.

You may choose yourself as one of the players if you like!



NINJA & THIEF



These nimble heroes are masters of stealth and evasion, which is why they have more **Jump** symbols in their deck than any other heroes.



Donate allows you to give your hand to another player. This card is helpful when you have good cards in your hand that you want to keep, but also need to search for something else.

Donating your hand to another player keeps your good cards in the game but also lets you immediately draw a new hand.



Steal allows you to take another player's hand, which can be helpful if they want to use their ability but have cards in their hand that they don't want to lose.

HUNTRESS & RANGER



These two nature-loving heroes are very skilled with ranged weapons, so they're the best choice when you need **Arrow** symbols.

The Huntress' **Animal Companion** ability allows her to pick another player to draw 4 cards. She cannot pick herself.



Wild Cards can be played as any one symbol of your choice.



Healing Herbs allow you to have a player recover 4 cards from their discard pile to their hand. This card is best used if a player has just been forced to discard something useful.



THE DUNGEON

A Dungeon consists of a Boss Mat, many Door Cards, and a few Challenge Cards.

BOSS MATS

Boss Mats represent the final challenge your party must face in order to conquer a dungeon. Each Boss Mat shows:

- A. The **boss number**. You'll be starting with Boss #1 (Baby Barbarian) and working your way up to Boss #5 (The Dungeon Master).
- B. The **symbols needed** to defeat this boss.
- C. The **number of Door Cards** needed to create this boss' Dungeon.



NOTE: Start with Baby Barbarian (Boss #1). If you defeat it, move on to The Grime Reaper (Boss #2), and so on.

DOOR CARDS

Each Door Card represents a challenge that your party must overcome. Door Cards have the following information on them:

- A. A **description** of the challenge your party will face.
- B. A **number of symbols**, which can be Swords, Arrows, Scrolls, Jumps, and Shields. Your party can defeat a Door Card by playing Resource Cards that match all of these symbols.
- C. A **type**, which can be Monster, Obstacle or Person. Some special cards and abilities allow you to defeat a card without having to match the symbols on the card.



CHALLENGE CARDS

When creating your Dungeon, you'll shuffle in two Challenge Cards for each player in the game.

Challenge Cards have a horned skull on the back of the card, and come in two varieties:

Mini-Bosses are extra-tough creatures that require more symbols to defeat than a normal Door Card. In addition, they cannot be defeated using a hero ability since they do not count as a Monster, Obstacle, or Person. Only the **Holy Hand Grenade** can instantly defeat a Mini-Boss without needing to match the symbols.



Events are special cards that require the team to do a specific action. Whenever you flip over an event card you must immediately do whatever the card says. Only the action cards **Cancel** and **Holy Hand Grenade** can stop an Event card before you have to do what is written on the card.



CREDITS

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QUICK START

All players choose a Hero Mat and take the corresponding deck for their hero. Everyone draws their starting hand.

| Number of Players | Starting Hand Size |
|-------------------|--------------------|
| 2 players | 5 cards |
| 3 players | 4 cards |
| 4 or 5 players | 3 cards |

Place the Baby Barbarian Boss Mat in the center of the table. Take 2 Challenge Cards per player and shuffle them with 20 Door Cards to form the Dungeon.

Place the cards on the Boss Mat.

HOW TO PLAY

Start a 5-minute timer and flip over the top card of the Dungeon.

If the card has symbols on it, you and your party will have to defeat the threat in one of **three** ways:

- Play **Resource Cards** to match the symbols on the card. The symbols can come from many players, or just one.
- Play an **Action Card** to defeat the card.
- Use a **Special Ability** to defeat the card.

If it is an **Event** card, then do what it says immediately.

Once the card has been dealt with, sweep it away and flip over the next card in the Dungeon.

Once all cards in the Dungeon have been defeated, you still need to defeat the boss!

NOTE: Players don't take turns. Any player can play a card at any time.

Anytime you play or discard cards, refill your hand until it's back to its starting size.

Do not refill your hand if you have more cards than your starting hand size.