

Item no.: 343490

HR046 - Dungeon Fighter: Chamber of malevolent Magma, 1-6 players, 10 years (DE Edition)

from **29,12 EUR**

Item no.: 343490
shipping weight: 1.20 kg
Manufacturer: Horrible Guild



Product Description

Dungeon Fighter: Chamber of malevolent Magma- Skill game, for 1-6 players, from 10 years (DE Edition)

Your group of highly unconventional heroes ventures into the blazing depths of an underground volcano. Will they be able to keep their cool amidst the flames of this blazing dungeon?

Dungeon Fighter is a unique and whimsical skill game in which you fight your way through a dungeon as a life-weary failure...er...hero. The COMPLETELY revised and expanded new edition consists of a total of 4 independently playable expansions and a basic game with a special theme and game material. All four boxes offer a complete game each, but you can also take your favorite heroes, weapons and monsters to the next dungeon. (Put put put, here little monster!).

In Dungeon Fighter: Chamber of malevolent Magma you have a choice of 6 heroes: The strong Torm who loves to show off his muscles, the knowledge hungry Lia Demonbane, the fire mage Melissa Fire Daughter and... Your heroes have foolhardily (aka unusually dumb) climbed into a volcano to fight terrible monsters like the well-read orc, the nightmare, the thing and the baby dragon together. You'll get rewards for every victory - and nasty scars for every defeat, but let's not think about that for now. And if you're lucky, there'll be a flying dungeon trader behind the next lava pool, selling you armor, weapons and fashionable hero knickknacks for a few paltry gold coins. Because of course you have to arm yourself to face the dam-dam-dam-dam...boss in the fieriest of dungeons.

Here's how these hot battles work: Whoever attacks rolls a die on the target. Yes, that's right, here you throw the dice and not the dice. Depending on where the die comes to rest, the hero does the indicated damage. And on top of that, the sides of the dice can trigger super cool special effects. So far so simple, but some monsters can only be caught at their weak spot and for that you'll have to pull off a very special maneuver, like smashing the attack cube like a volleyball, throwing it while sitting on the ground, or throwing it up and blowing it in the right direction.

Soon you'll be skilled enough to use additional weapons that cause greater damage, but also require daring maneuvers. And once you've mastered this dungeon, there are three others to discover.

"See me jump through this circle of fire!" -famous last words of a hero

Attention! Not suitable for children under 36 months. Legal minimum age: 10, legal maximum age: 99

Standalone game - Can be combined with the other Dungeon Fighter games.

- Number of players: 1-6
- Age: from 10 years
- Playing time: 45-60 minutes
- Content: 1x target board, 12x eight-sided dice, 1x twenty-sided die, 1x six-sided metal die, 6x hero sheets, 27x monster cards, 3x boss cards, 27x dungeon cards, 29x equipment cards, 18x scar tokens, 1x life tracker, 8x life counters, 30x coins, 1x shield template, 1x fireball template, 1x explosion template, 1x firewall gadget, 1x ring of fire gadget, 1x volcano gadget, 1x lava pad

Specifications

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