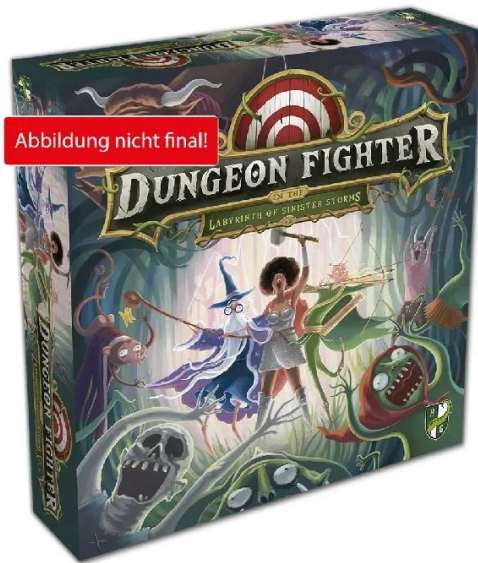


Item no.: 343493

HR043 - Dungeon Fighter: Labyrinth of sinister Storms, 1-6 players, 10 years (DE Edition)

from **29,12 EUR**

Item no.: 343493
shipping weight: 1.20 kg
Manufacturer: Horrible Guild



Product Description

Dungeon Fighter: Labyrinth of sinister Storms - Skill game, for 1-6 players, from 10 years (DE Edition)

Your group of highly unconventional heroes is stuck in a dangerous jungle trying to resist the capricious forces of nature of this crazy 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: Labyrinth of sinister Storms you have a choice of 6 heroes: The accurate elf in tights Lanky Lowshot, the storm summoner Val Kylla and the windy Angela, who always keeps the eye of the storm firmly in view, and.... Your heroes have foolhardily (aka unusually dumb) into the depths of a jungle maze and fight together terrible monsters like the Monkey King, the Minotaur and the cute Bear. 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 around the next tree, selling you armor, weapons and fashionable heroic 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 scariest of all 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 flicking the attack cube off the back of your hand, bouncing it off a vertical, or kicking it with your knee.

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. "The storm is passing." - 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 six-sided dice, 1x six-sided giant wooden die, 6x hero sheets, 25x monster cards, 3x boss cards, 25x dungeon cards, 30x equipment cards, 18x scar tokens, 1x life tracker, 8x life counters, 30x coins, 1x major heal template, 1x chain lightning template, 1x slime template, 1x gate gadget, 1x wind ramp gadget, 4x wall of thorns gadgets, 1x cup gadget

Specifications

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prices and availability

