

Item no.: 343491

HR045 - Dungeon Fighter: Catacombs of gloomy Ghosts, 1-6 players, 10 years (DE Edition)

from **30,42 EUR**

Item no.: 343491
shipping weight: 0.10 kg
Manufacturer: Horrible Guild



Product Description

Dungeon Fighter: Catacombs of gloomy Ghosts - Skill game, for 1-6 players, from 10 years (DE Edition)

Your group of highly unconventional heroes ventures down into the depths of dark catacombs. Few who have descended have ever seen the light of day again. Will they withstand the haunting and escape the cursed dungeon with their skins intact and, most importantly, their minds sane?

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: Catacombs of gloomy Ghosts you have a choice of 6 heroes: The deadly beautiful Lady Mary, the most altruistic of heroes Saul Raysar, the extremely efficient Lianna Lightbringer, and.... Your heroes have foolhardily (aka unusually dumb) descended into cursed and certainly collapsing catacombs to fight terrible monsters like Mr. Hypnosis, the Ferryman of Souls, a Troll or Old Bones 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 around the next bend in the tunnel, 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 throwing the attack dice while your hand is closer to the ground than the tabletop, throwing it with your hands folded, or bumping it with your nose.

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.

"I don't believe in ghosts!" -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 twelve-sided dice, 1x skull coin (d2 die), 1x pendulum die, 6x hero sheets, 27x monster cards, 4x boss cards, 23x dungeon cards, 31x equipment cards, 18x scar tokens, 1x life tracker, 8x life counters, 30x coins, 1x last strike template, 1x philosopher's stone template, 1x compass template, 4x spider webs tokens, 1x flying stand gadget, 1x pair of bone chopsticks, 1x prismatic lens gadget

Specifications

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