

Item no.: 343492

HR044 - Dungeon Fighter: Castle of frightening Frosts, 1-6 players, 10 years (DE Edition)

from **30,42 EUR**

Item no.: 343492
shipping weight: 0.10 kg
Manufacturer: Horrible Guild



Product Description

Dungeon Fighter: Castle of frightening Frosts - Skill game, for 1-6 players, from 10 years (DE Edition)

Your group of highly unconventional heroes slides right into the frozen halls of an ice fortress. Will they make it out of this coldest of dungeons without freezer burn?

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: Castle of frightening Frosts you have a choice of 6 heroes: The hot-blooded bard Aristide, the always cheerful pirate Jack Boatless, the light-footed Marla Morningstar prancing across the ice, and.... Your heroes have foolhardily (aka unusually dumb) slipped into the depths of an ice fortress to fight together terrible monsters like the Black King, the Alien, the Snowman and the Catapenguin team. 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 snowy wall, 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 cube over your shoulder, flicking it through a playing card or bumping it with your forehead.

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. "No, not the yellow snow!"

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 four-sided dice, 3x six-sided water elemental dice, 1x six-sided snow die, 6x hero sheets, 27x monster cards, 4x boss cards, 26x dungeon cards, 30x equipment cards, 18x scar tokens, 1x life tracker, 8x life counters, 30x coins, 1x weak point template, 1x frozen template, 1x crushing throw gadget, 1x pond gadget, 1x waterfall gadget, 4x stalagmites gadgets, 1x ice pad

Specifications

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