

CONNOR REID

# 5 MINUTE Dungeon™

AGE / ÂGE  
**8+**

PLAYERS / JOUEURS  
2-5

KNOWLEDGE OF ENGLISH  
REQUIRED / CONNAISSANCE  
DE L'ANGLAIS NÉCESSAIRE

## INSTRUCTIONS

## CONTENTS: / CONTENU :

- 250 Cards
- 5 Double-Sided Hero Mats (10 Heroes total)
- 5 Boss Mats (5 Bosses total)
- 250 cartes
- 5 plateaux Héros recto-verso (10 Héros au total)
- 5 plateaux Boss (5 boss au total)



## 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 races against the clock to slap down symbols that match the current card from the Dungeon.

You're all in it together. Either your party conquers the dungeon and moves onto the next one, or you all perish! Good luck!

See how to play at [5MINUTEDUNGEON.COM/HOWTOPLAY](http://5MINUTEDUNGEON.COM/HOWTOPLAY)

## SET UP

- Select which hero you want to play as. 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

**FOR TWO-PLAYER GAMES**  
You'll need additional cards. Each of you should select a second deck and shuffle both decks together. You will only play with one Hero Mat.



# PREPARING THE DUNGEON

- Place the Boss Mat for the dungeon you are attempting in the center of the table. Start with the Baby Barbarian (Boss #1). If you defeat it, you'll move on to the Grime Reaper (Boss #2), and so on through to The Dungeon Master (Boss #5).
- 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. Challenge Cards look like Door Cards, but have a horned skull on the back.
- Shuffle and place the cards on top of the Boss Mat so that they hide the boss' symbols.



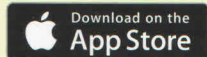
For more information, see "What's in the Dungeon?" on page 4 of the instructions.

## START YOUR ADVENTURE!

You'll need a timer that can be set to 5 minutes and is easily paused and restarted. Set the timer to 5 minutes and start it when you turn over the first card in the Dungeon.

### DOWNLOAD THE TIMER APP

For the best 5-Minute Dungeon experience, download the free timer app at [5minutedungeon.com/Timer](https://www.5minutedungeon.com/Timer). Available for both Android and iOS devices.



Télécharger dans l'App Store



Disponible sur Google Play



## DEFEATING THE DUNGEON

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

### 1. MATCHING SYMBOLS

Defeat a DOOR CARD by playing **Resource Cards** to the center of the table (**NOT** to the Discard Pile) until all the symbols are matched. They don't all have to come from the same player.



RESOURCE CARDS: **SCROLL**, **JUMP**, **SWORD**, **SHIELD** AND **ARROW**

### 2. USE ACTION CARDS

You can also defeat a Door Card with certain Action Cards. Like Resource Cards, Action Cards are swept away when used and are **NOT** placed on your Discard Pile.



### 3. USE SPECIAL ABILITIES

Each hero has a special ability they can use to help the team, as 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. You can use your Special Ability as many times as you wish, but you must be able to discard 3 cards from your hand.



SPECIAL ABILITY

#### NOTE:

- If you don't have 3 cards to discard, you can't use your ability.
- 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.
- 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. If at any time 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.

## 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've 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. Return the 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 "Preparing the Dungeon," above.
- 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.

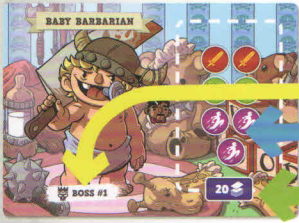
## LOSING

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

- If time runs out before you or 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! Start over at Baby Barbarian (Boss #1) and try again.

# WHAT'S IN THE DUNGEON?

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



## BOSS MATS

The final challenge to conquer a Dungeon!

**BOSS NUMBER:** (This is #1 of 5.)

**SYMBOLS:** You need these Resource Cards to defeat this boss.

**# OF DOOR CARDS:** in this Dungeon.

## DOOR CARDS

Each door reveals something your party must defeat to continue!

**SYMBOLS:** You need these Resource Cards to defeat this monster

**TYPE:** This could be a Monster, Obstacle or Person. Some special cards and abilities let you defeat cards based on the Type without matching the symbols.



## CHALLENGE CARDS

Challenge Cards have a horned skull on the back.

There are two in each Dungeon for each player in the game.

**MINI-BOSSSES:** These have more symbols to defeat and can't be defeated using a hero's Special Ability.



**EVENTS:** When you flip over an Event, your team must immediately do whatever the card says. Only the Action Card CANCEL and HOLY HAND GRENADE can prevent your party from doing the Event.



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