

DUNPEON
WC

VENI VIDI WC



A GAME BY
DARIO DORDONI

RULEBOOK



Dungeon WC is a real time cooperative game where the player try to get the hero to the toilet before it's too late.

In VENI VIDI WC, the first official expansion, our heroes are back to the toilet...ready for a new adventure!

Summoned by the powerful emperors, they will be send into even harder quests, but with high rewards!

SETUP:

This expansion contains 30 new cards to play the basic game in a new Campaign mode.

The cards are:

10 emperor cards (not related exclusively to Roman times)

15 item cards

3 unluck cards

1 Hades card

To play the Campaign more follow this instructions.

The player that most recently went to the bathroom becomes the first player.

The first player must:

Setup the game as explained in the Dungeon WC basic rules, except for 2 points

1) The group doesn't get starting coins

2) exchange the old 2 unluck cards with the 3 new unluck cards. Near them they put the Hades card covered (that substitutes the WCthulhu of the original game) and the die token. Unluck cards will be used when a WC side is rolled on the die.

Shuffle the Emperor cards and put them on the table, face down, except for the Romulus and Remus card, that is put near the deck, face up.

Shuffle the deck of Item cards and put the face down near the Emperors deck.

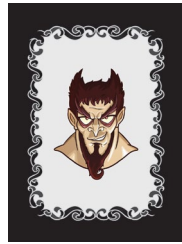
Now everything is ready to start! Turn the hourglass and...run to the toilet!



Emperor card



Item card



Hades card

CAMPAIGN MODE

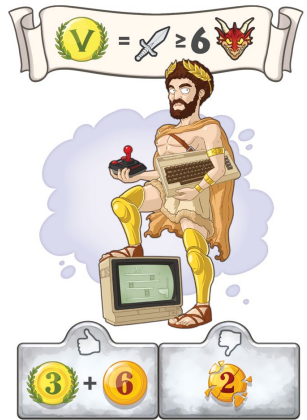
In this mode the adventurers must try to win as much runs to the toilet as possible and get most points (VP) without losing a run.

The maximum number of victorious runs is 10, and every time a new Emperor will appear requesting a new quest (see following explanation).

Each time the players lose a run, they lose all points and must restart the campaign.

Emperor cards

At the beginning of each run the group will have to turn the first card of the Emperors deck, except for the first run that will always be Romulus and Remus. Each Emperor will ask the players to win with some additional rules to the game to make it harder to complete. This request will be shown on the top of the card, in the scroll space: for example in the image on right, the Emperor Commodus requests to win a run having defeated at least 6 monsters before entering the toilet.



On the bottom of the cards the players can see what will happen if they complete or not the quest. It's always needed to win the run also, of course.

If the quest is completed (thumb up), the players will receive from Commodus 3 VP and 6 coins. Keep the Emperor card to remember it.

If the quest is not completed (thumb down) players will lose 2 coins, then discard the Emperor card.

Example: The hero won the run but defeating only 4 monsters. The quest is not completed and the players lose 2 coins.

Carte Oggetto:

Item cards form a market from where the players can decide to buy power ups after a successful run. After resolving the Emperor card, they draw 3 Item cards and can decide to buy one or more items available. Once bought, items are kept on the table for the next runs.

Items that are not bought are discarded and 3 new Items will be drawn next time, if the run is successful.

Here you can see an example of Item card:

The WChariot

To buy it you need to pay 4 coins (value on top right of the card)

This item is worth 5 points at the end of the campaign (value on top left of the card)

The WChariot, used during a run to the toilet, allows to reach it with a distance of 5 cards instead of the usual 10. The WChariot makes you faster!

Attention: The ability of an item card is effective for the whole run. When the run is over, the card cannot be used anymore and is only kept for the final scoring at the end of the campaign.



Example of first run of a Campaign

The players start with 10 coins given by Romulus and Remus.

The players win the run with 7 coins left.

They receive from the Emperors 1 VP and 5 coins more, as they don't have special rules in their quest. Now the players have 12 coins.

The player draw 3 Item cards, and decide to buy th first 2 cards paying 3 coins.



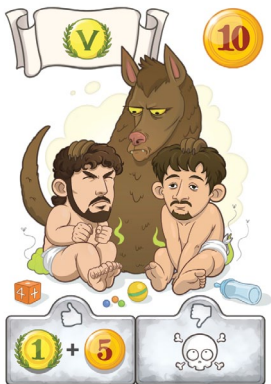
The harp is discarded and a new Emperor card is revealed.

Players decide which Item cards to use for next run.

The new run starts, the players have 9 coins left.

CARDS EXPLANATION:

ROMULUS AND REMUS



Always the first Emperor card.
They gift 10 coins at the start of the run.

Quest: just win the run

Thumb up: 1 VP and 5 coins

Thumb down: defeat

TRAJAN



Quest: win rolling at least 2 WC side results with the die.

Thumb up: Roll the die and gain that many VPs and coins

Thumb down: Roll the die and lose that many coins.

CALIGULA



Quest: win the run with at least 3 coins left

Thumb up: 2VP and 3 coins

Thumb down: Next run you need 11 cards instead of 10 to reach the toilet.

NERO



Quest: win with at least 6 coins left

Thumb up: 4VP and 5 coins

Thumb down: Next run you need 12 cards instead of 10 to reach the toilet.

CARACALLA

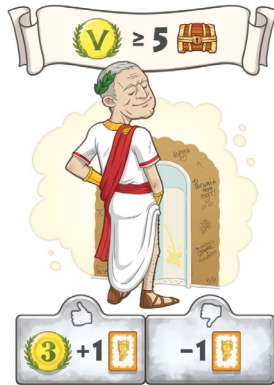


Quest: Win with at least 3 Chest cards opened.

Thumb up: 2VP and 1 free Item card drawn randomly from the deck.

Thumb down: lose 2 coins

VESPASIANO



Quest: win with at least 5 Chest cards opened.

Thumb up: 3VP and 1 free Item card drawn randomly from the deck

Thumb down: lose 1 item at your choice, if you have it.

AUGUSTUS



Quest: Win defeating at least 4 monsters

Thumb up: 1VP and 4 coins

Thumb down: shuffle the senses tokens.

COMMODUS



Quest: win the run defeating at least 6 monsters

Thumb up: 3VP and 6 coins

Thumb down: lose 2 coins

ADRIAN



Quest: win passing at least 3 obstacles

Thumb up: 1VP and 4 coins

Thumb down: In the next run all Obstacles cost 1 coin more to be passed.

CLAUDIUS



Quest: win the run finding at least 2 toilet papers

Thumb up: 5VP and 7 coins

Thumb down: to enter the toilet in the next run you need to have find at least 2 toilet papers.



Warrior's Power



Thief's Power



Mage's Power



Dwarf's Power



Bard's Power



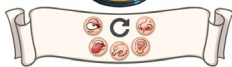
Skip a monster



Slot machine



Defeat the Wiwic



Shuffle the 5 senses



Worth a Toilet Paper.
Each time you find a
Toilet paper, earn 2
coins.



Each time you roll a WC
side on the die, gain a
coin.



Reach the toilet with 5
cards instead of 10.



If you lose the run, don't end
the campaign. You can restart
the same Emperor once and
try to win this time.

Unluck cards path:

2. lose a coin
4. shuffle the 5 senses
6. lose a basic toilet paper card
8. lose 3 coins
9. lose an item
10. activate the thumb down effect of
the current emperor card
11. fight Hades!



END OF CAMPAIGN:

When you lose a run, the Campaign is over and you count the VP gained. Sum up those gained through Emperors and those gained through Items.

Confront the result with this list:

0 to 4 VP: we might have to add a "Catheter mode" just for you, because you are too bad. Buy some diapers. *Caput Imperare, non pedes.*

5 to 9 VP: Not bad but also not good. *Bis vincit qui se vincit in victoria.*

10 to 15 VP: Now we talk. With a bit more practice you might even start to get good. *Audaces Fortuna iuvat.*

16 to 22 points: Good job, Gladiator! *Ad Maiora!*

23 or more VP: You are part of the History. *Alea iacta est.*

FAQS:

- Between runs shuffle the 5 senses tokens.
- the step 6 of the Unluck cards is only for normal toilet paper cards, not golden ones.
- the step 10 of the unluck cards activates the thumb down effect of the current Emperor card; it at the end of the run the players complete the quest, they will normally get the bonus. If they don't complete the quest, they will activate a second time the thumb down effect.
- The Hero power you choose can be activate during all runs, but the Item cards powers are available only for 1 run, they they are only worth VP.





DRACOMACA GAME STUDIO



Contact us: dracomacagames@gmail.com