The Grand Consul's Guide to

Super Dungeon

So, you've found your way into Crystalia!

Most likely by buying some Super Dungeon products. If you happened to find a starter set, or not, then this document is here to help you ease your way into the latest and greatest, which is currently 2.0.

Ninja Division has closed, so none of the products are officially available anywhere as of when this document was written. However it is possible Soda Pop Miniatures revives the game somehow. Until then, you can find second hand sales, and keep an eye on WOSDEC.com for its latest updates.

Depending on what you have acquired, you can follow these steps to get to playing the Version and Mode you would like:

Super Dungeon 1.0

Unfortunately, the 1.0 cards are not compatible with any of the game from FK going forward. Only the models, and some of the tokens, will be used in either FK or 2.0.

1.0 can be played on its own: you will need someone to play the Consul, while everyone else manages the Hero team.

[1.5 Rulebook](#)

Continue to "Random Super Dungeon stuff".

Ninja Ambush

This isn't an actual starter: it has models and their FK/2.0 compatible cards, but is missing everything else needed to play.

Continue to "Random Super Dungeon stuff".

FK SDArena (1.99)

Super Dungeon Arena only comes with a single Hero, so you'll need more models and cards, but you do have enough tiles, loot, and treasures to play either FK or 2.0, Arcade or Explore.

SD Arena Rulebook

Continue to "What I need for 2.0".

Forgotten King (FK) (1.99)

Almost everything in this set can be used in 2.0, but

While Forgotten King can be played just fine on its own, it is known to have a longer running time. It can be played cooperatively in Arcade mode, or with a Consul in Classic (Explore) mode.

FK Explore Rulebook   FK Arcade Rulebook

Continue to "What I need for 2.0".

I have WOSDEC (2.0+)

WOSDEC required a partial release, so there are only the Rulebook, models, and their cards that have been released.

You'll still need basic components to play 2.0.

Continue to "What I need for 2.0".

Devil's Island (2.0)

This set can be used to play 2.0 Explore, and even SD Legends!
If you would like to play 2.0 Arcade, then you just need to use the generic Arcade components.

Devil's Island Explore Rulebook   Devil's Island Campaign Book

Continue to "What I need for 2.0"

Random Super Dungeon stuff

Congratulations! Hopefully you have some cool models, cards with cute art, or even some tiles you found.

Unfortunately, no matter the version or mode, you will need tiles, character representation (models, standees, tokens), their cards, and dice.

Continue to "What I need for 2.0"

What I need for 2.0
Whatever you don't have, is likely in the [SDWiki](#) or the [SDDirectory](#).

Explore
[Super Dungeon Explore 2.0 Rulebook](#)
[Generic Standard Explorre Mighty Monster Chart](#)
[Generic Extended Explorre Mighty Monster Chart](#)
[Explore Backpack](#)
[Loot Deck](#)
[Treasure Deck](#)
[Relic Deck](#)

Optional
[Pet Parade Explore Plot Cards](#)

Arcade
[Super Dungeon Arcade 2.0 Rulebook](#)
[Generic Standard Arcade Mighty Monster Chart](#)
[Generic Extended Arcade Mighty Monster Chart](#)
[Arcade Backpack](#)
[Loot Deck](#)
[Treasure Deck](#)
[Challenge Deck](#)
[Plot Deck](#)
[Boss Fight Deck](#)
[Difficulty Cards](#)

Optional
[Pet Parade Arcade Plot Cards](#)
[Pet Parade Challenge Cards](#)

Pet Parade / Pet Patrol
[Pet Parade Rulebook](#)
[Pet Patrol Rulebook](#)

I heard about this thing called Legends
Unfortunately, Devil's Island is the only official Super Dungeon Legends campaign published. It is intended to add some story and progression to the battles.

[Devil's Island Campaign Book](#)

However, WOSDEC provides narrative campaigns to play through in a similar manner with its own approach. See [WOSDEC.com](#) for news on its release.

There is even [Super Dungeon Role Play](#) and [Super Dungeon Chronicles](#)

made by some of the most dedicatd Super Dungeon fans.