

Super Dungeon Royale (Battle Royale version of Super Dungeon Arcade)

2-4 players

- Each player picks 1 hero, 1 mini boss and 1 spawn point (it can be 1 of a paired spawn point).
- Winner is person to destroy hero and mini boss of opposing players and be the last player standing.
- Spawn 8 skull points worth of monsters at the start. During the game, with each subsequent spawn you can spawn to a maximum of only 8 skull points on the board at the same time.
- Roll an emerald (green) dice at the start of each new round to determine initiative order (re-roll tie's).
- Play Super Dungeon Arcade – Destruction mode as normal (Hero can activate twice in a row as normal). But don't end the game once 15 points is gained.
- When monsters activate you can activate up to 5 skull points worth of monsters.
- Gain 1 loot card per skull point killed. Gain 4 loot cards for the hero or mini boss.
- Monsters and mini boss can benefit from rolled hearts as well as the hero but hero can only benefit from potions.
- Shrinking map (optional) – place the 4 control area tokens (corners) used for Arena's King of the Hill mode in the 4 far corners of the board. Each new round the corners come in one square to a minimum of 10 x 10 (or whatever you want). Any model outside of the marked area (including spawn points) at the start of its activation suffers 1 wound.