

EPILEPSY WARNING

PRECAUTIONS TO TAKE AT ALL TIMES WHEN PLAYING COMPUTER GAMES

- Do not play if you are tired or lacking sleep.
- Always play in a well lit room and ensure that the screen brightness is not too high.
- If you are playing a game on a screen, play at a reasonable distance from the screen and as far back from it as the connector cable will reach.
- While you are playing, ensure you take a 10-15 minute break every hour.

EPILEPSY WARNING

Certain individuals have a condition which may cause them to experience epileptic fits and which could also include loss of consciousness, particularly when exposed to certain types of strong light stimuli, such as a rapid succession of images, repetition of simple geometrical shapes, flashes or explosions.

These individuals may experience while playing computer games containing such visual stimuli even though they may have no previous medical history of such a condition or may never have suffered an epileptic fit. If you or a member of your family has ever experienced symptoms linked to epilepsy (fits or loss of consciousness) in situations of strong light stimuli, please consult your doctor before playing any computer games.

Parents should also monitor their children closely when they are playing computer games. If you or your children show any symptoms of the following: dizziness, disturbed vision, eye or muscle twitching, disorientation, involuntary movement, convulsions or blackouts, you should stop playing immediately and seek medical advice.

TECHNICAL SUPPORT

If you encounter difficulties installing or running Dungeonbowl, please contact our technical support department:

E-mail: dungeonbowl-support@cyanide-studio.com

LICENCE AGREEMENT

You may consult the Dungeonbowl license agreement during installation. Please read it carefully and confirm that you accept the terms, otherwise you will be unable to install the game.

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INTRODUCTION

There are many variations of Blood Bowl played in the Old World, but possibly the strangest is Dungeonbowl. Deep beneath the surface, two teams of highly skilled psychopaths stalk around a dungeon in order to settle an argument that has kept wizards at loggerheads for years. For many decades spellcasters have disputed which of their magical colleges is the most powerful.

Dungeonbowl is their attempt to settle the matter without involving the general population – who usually come off rather badly when wizards have a disagreement. Anyway, a few wizards got tired of all-night arguments about which college was the most powerful, and being keen Blood Bowl fans, suggested that each college should set up a team and settle the matter amicably on the Blood Bowl field. Of course, being wizards they couldn't just play Blood Bowl normally, that would be far too mundane, no, they decided to play the game in a magically constructed underground labyrinth.

To make things even more interesting (and because this is a dungeon after all) the ball is hidden in one of the treasure chests – the other chests being booby-trapped with a (usually) non-lethal explosive spell! The first team to find the ball and get it to the opposing team's End Zone wins the match. Last, but by no means least, to allow more freedom of movement in the dungeon, half a dozen 'teleporter pads' are scattered about, which allow players to magically 'zap' from one place to another – the fact that the players occasionally got lost in the warp just adds to the fun!

INSTALLATION

MINIMUM SYSTEM REQUIREMENTS

To play Dungeonbowl, this minimum PC configuration is required:

- **Operating System:** Windows Vista / 7 / XP
- **Processor:** Pentium 4 2.4Ghz / Athlon 2400+
- **RAM:** 2 Gb
- **3D Graphics Card:** 256 MB, DirectX 9 and Shaders Models 2 compatible
- **Hard Disk Space:** 3 Gb

However, we recommend the following configuration for the best gaming experience:

- **Operating System:** Windows Vista / 7 / XP
- **Processor:** Dual Core 2 GHz
- **RAM:** 3 Gb
- **3D Graphics Card:** 256 Mo DirectX 9 with Shader Models 3 (ATI X1800, GeForce 7800)
- **Hard Disk Space:** 3 Gb

We recommend installing the latest drivers for your graphics card and sound card.

Important! DirectX 9.0c (or above) must be installed on your system. Should this not be the case, it will be installed automatically during installation.

GAME INSTALLATION AND LAUNCH

In order to install, follow the instructions on the screen.

To start the game: Start Menu / All Programs / Cyanide / Dungeonbowl.

ACTIVATION CODE & PLAYER KEY

Activation Code: The first time you run Dungeonbowl you might need to activate the game. This requires that you be connected to the Internet and to enter an Activation Code. If you encounter problems with activation you must follow the instructions displayed on-screen. You must not lose your Activation Code or you will not be able to install the game in the future.

Player Key: When you start the game for the first time, you might have to type in your Player Key. This Key will enable you to create a multiplayer account on the Dungeonbowl Internet Server. Type in your player key, then confirm.

The first time you launch the game you will be asked to "Create a new profile". This will require you to enter a "Profile name" (alphanumeric characters without spaces) as well as a valid email address and a Player Key.

MULTIPLAYER

It is possible to play on Local Area Network (LAN).

You can also play online using an Internet connection. A broadband connection (ADSL) is recommended.

For Dungeonbowl to run you will have to authorise "DB.exe" to access the network. Should you still have trouble you may have to deactivate your firewall (NB: a firewall protects your PC so deactivating it reduces the level of security). Should you do so, it must be reactivated when you have finished playing!

If you have a router (a box, for example) and you cannot play via the Internet, you may be required to manually setup port forwarding:

- **16962 UDP** (create game).
- **16985 UDP** (observe game).

RECOMMENDATIONS

We recommend that you do not overclock your CPU or any other component of your computer. Doing so can damage it and make unstable the execution of this game or other software.

Try to close all applications before launching Dungeonbowl, including antivirus software which can significantly slow disk access. (NB: antivirus software protects your PC, so deactivating it reduces the level of security. Should you do so, it must be reactivated when you have finished playing).

In case of problems with the framerate, go to options to reduce the graphics settings such as display quality or resolution.

Caution! This manual describes the video game but does not detail the rules of Dungeonbowl or Blood Bowl.

You can view them all in the PDF files included in the game:

Start Menu / All Programs / Cyanide / Dungeonbowl.

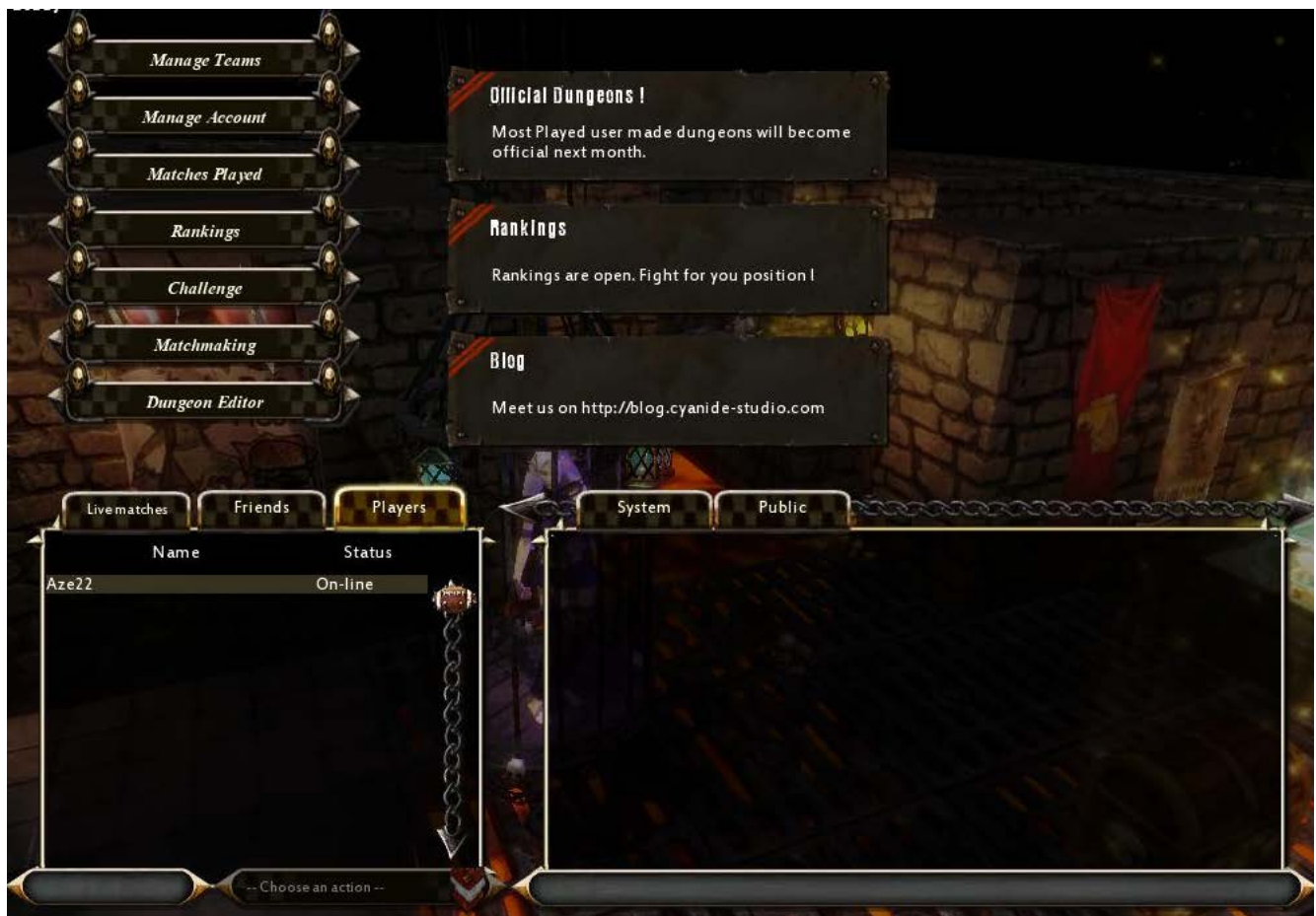
Please note that we have slightly changed the set up of the original game rules. The make-up of the College of **Bright Wizards** has been changed with the Main Race (Dwarf) being swapped with the Other Race (Humans):

The Main Race (Dwarf) and Other Race (Humans) have been inverted:

1. Main Race: Humans (0-16)
2. Other Race: Dwarfs (0-6)
3. Last Race: Norse (0-2)

MAIN MENU

PLAY ONLINE



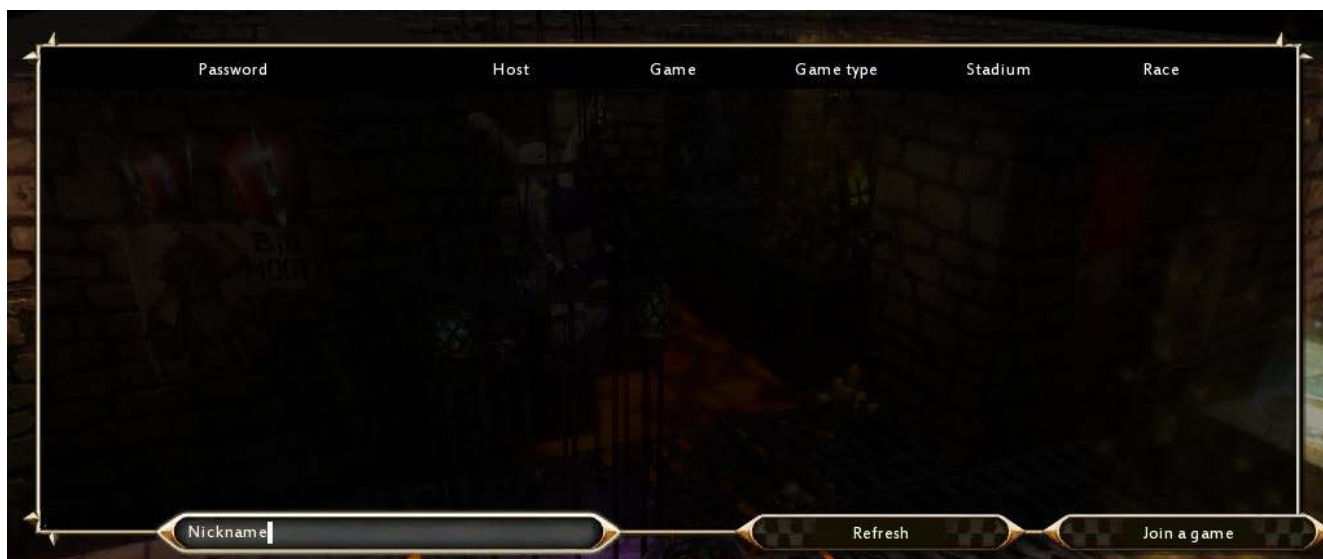
1. **Menu:** The functions of these buttons are explained below..
2. **News:** Latest news, promotions and other information about the game
3. **Friends:** Friends, players and active matches list.
4. **Chat:** Chat with other players.

Online gaming is conditioned to the approval of a behaviour chart. To play Dungeonbowl on the internet, you must have an account. This account is in no way connected to any game forum account.

If you do not already have an account, use the Create Account button. Otherwise, enter your login and password to join the online Lobby. Each player can create up to 32 teams.

You will find an explanation of each Multiplayer page in Chapter 4.

LOCA AREA NETWORK



When playing via LAN, you compete against players who are on the same network as you. You can enter your username in the box below the list of available games.

The game automatically detects active games and displays them at the centre of the screen. If the game does not appear, you can enter the player's IP address via the Direct IP button at the bottom of the screen.

The Join Game button allows you to join the selected game.

The Host Game button creates a new game so another player can connect.

Please note that matches played via Local Area Network **have no** impact on your rank.

HOT SEAT



The Hot Seat mode allows two players to play alternately on the same computer.

REPLAYS



Through this page, you can review your saved replays or watch replays you downloaded from the internet.

Click on the Load button to watch the selected replay.

DUNGEON EDITOR



Interface

On the left panel, you will find everything you need to create a dungeon:

- **Pack:** Choose the theme of your dungeon: Outdoor, Dwarfs, etc.
- **Block List:** Obstacle, ground, cosmetic, etc.
- **Block Variant:** Choose a variation of this block.
- **Other Variant:** Choose a variant of texture or model (if available).
- **Enable Areas:** Unify blocks such as water and lava.
- **Grid:** Show or Hide the grid in the 3D view.
- **Check:** Check the dungeon for errors.
- **Play:** Launch a game to test your dungeon.

Shortcuts

- **Arrows:** Move camera.
- **Mouse Wheel:** Zoom in / Zoom out.
- **Middle Click:** Rotate camera.
- **Left Click:** Place the selected block in a square.
- **Right Click:** Delete a block currently assigned to a square.
- **Space:** Rotate block.
- **Home:** Align camera / rotate 90°.
- **Ctrl + C:** Copy selection.
- **Ctrl + X:** Cut selection.
- **Ctrl + V:** Paste selection.
- **Ctrl + Z:** Undo last action
- **Ctrl + Y:** Redo
- **F5:** Quicksave
- **F6:** Quickload

Hold the left mouse button while your cursor is positioned on the mini-map to move quickly to the desired area. You can configure the Glow and Fog effects with the buttons at the bottom of the screen.

For your dungeon to be valid it is necessary to have

- **At least one teleporter,**
- **At least one chest** (one of them will contain the ball) and
- **At least two End Zones** areas of 2x4 squares.

To check your dungeon for errors, click on the Check button.



TEAM VIEWER

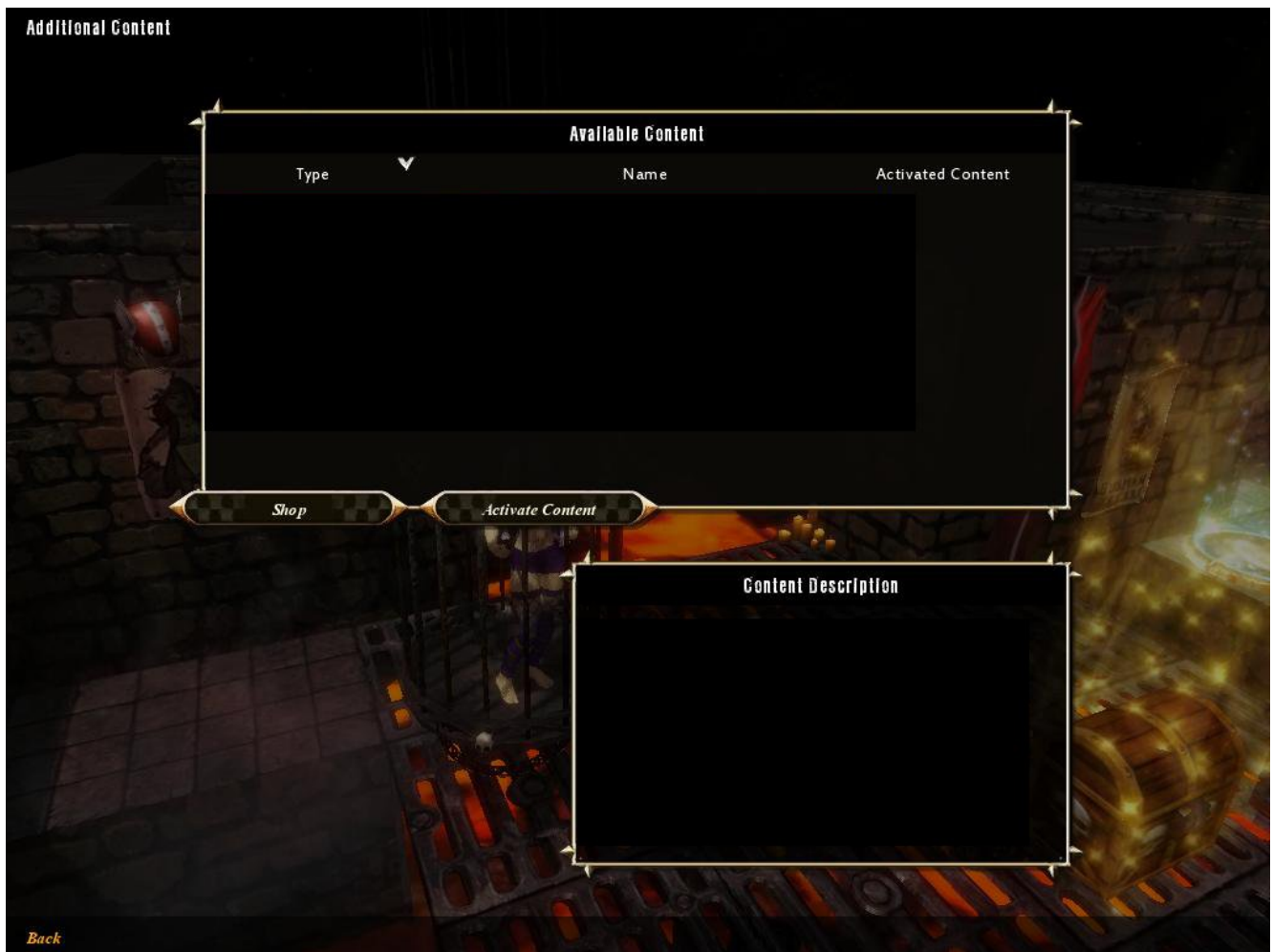


On this page you can view all Dungeonbowl units.

You can select the following parameters:

- College
- Race
- Player Type
- Animation to view
- Skin
- Shape
- Armour Level

ADDITIONAL CONTENT



This page allows you to:

- Activate purchased additional content
- View activated additional content
- Browse available additional content
- Go to the store to purchase content

OPTIONS

Video Settings



On this page, you can alter the quality of display which, in turn, impacts on the PC resources consumed.

The more options you activate and the higher the settings, the more powerful your PC needs to be in order to guarantee a smooth gaming experience.

The Shaders version used depends on the model of your video card; the older your card, the lower the version.

Anisotropy governs the sharpness with which background objects are displayed.

Anti-aliasing governs the smoothing out of jagged edges on curves.

Skills

Skills Description

Some players have skills which make them particularly effective in certain match situations. These skills are displayed at the bottom-right of the screen, beside the characteristics.

The list of skills available in Dungeonbowl is based on Jervis Johnson's Blood Bowl Rulebook.

You will find an exhaustive list of player skills by visiting the Options page and clicking on the Optional Skills button. You can view the skills of your own players from within the player sheet during a match or via the team rosters in any game mode.

Optional Skills

By default, player skills are automatically used when the situation allows it. You may change the parameters covering the automatic use of skills, as well as the way the skills window is displayed for each action.

In the game options, use the Optional Skills button to go to the skills parameters page; there you will find the full list of skills in the game (for every player).

Here you may choose to either enable or disable each skill by default. You may also set the parameters governing whether that particular skill is used or not used when the situation calls for it.



If you toggle the Ask me option for any given skill, when an action occurs, such as block or pass, the skills pop-up will open just after the dice are selected. You may then choose to use the skill or not. Click on that skill to modify its state: green tick = enable / red cross: disable.

Note: Some skills are displayed in grey in the skills list. These are skills that must be used and therefore cannot be disabled.

Note: Only changes made to optional skills within the options menu of the game are saved. These settings apply to all players, teams and game modes of Dungeonbowl.

EXIT

Click on the Exit button to return to the Windows Desktop.

MULTIPLAYER

MANAGE TEAMS



On this page, you can create, modify or delete your teams. To delete a team simply click on the red cross in front of the team name.

Click on the New Team button to create a new team.

TEAM CREATION



Here you can create a new team. Enter the name of your new team in the top left-hand corner of the screen **(1)**.

You can select the College of Magic in the lower left corner **(2)**.

On the right side of the screen, you can enter your new team's Motto **(3)**, history **(4)**, logo **(5)** and colour **(6)**.

When you are finished, click on the Create Team button at the bottom right-hand corner of the screen.

TEAM EDITION



Here, you can edit your existing teams. For each of them, you can:

- Hire or fire players
- Buy equipment such as Apothecaries or Cheerleaders
- Choose whether the team is ranked or not



ACCOUNT MANAGING

Change password

Current password

New Password

Confirm Password

Confirm

Change e-mail address

E-mail address

xxxxxx.xxxx@xxx.com

Confirm

Additional Content

You can activate, browse and buy Downloadable Content Packs for Dungeon Bowl.

Access

On this page, you can change your password or your e-mail address. You can also access the Additional Content page from here.

MATCHES PLAYED

Malchs joués

1/6

Date	Coach local	Equipe locale	Score	Coach visiteur	Equipe visiteur
2012-01-25	loukas	Testorz	1 - 0	loukas2	Rambozes
2012-01-24	loukas2	Überfighters	2 - 0	loukas	Testorz
2012-01-04	pmcc	Über Light Roxorz	0 - 0	Aze22	Where is Charlie ?
2012-01-03	Aze22	Where is Charlie ?	0 - 0	Paul2	team robbins
2011-12-16	loukas	Testorz	0 - 1	pmcc	Über Light Roxorz
2011-12-16	pmcc	Über Light Roxorz	0 - 1	loukas	Testorz
2011-12-16	pmcc	Über Light Roxorz	0 - 0	loukas	Testorz
2011-12-05	wolden	Support Team	0 - 0	woldendans	WD Test Team
2011-12-05	woldendans	Trolole	0 - 0	wolden	Support Team
2011-12-05	wolden	Support Team	0 - 0	woldendans	WD Test Team
2011-12-05	woldendans	Ranked Test	0 - 0	wolden	Ranked Fury
2011-12-02	wolden	Support Team	0 - 0	woldendans	WD Test Team
2011-12-02	pmcc	Light Roxorz	0 - 0	pmcc2	Test
2011-12-02	pmcc	Light Roxorz	0 - 0	pmcc2	Test
2011-12-02	pmcc	Light Roxorz	0 - 1	Aze22	Where is Charlie ?
2011-12-02	pmcc	Light Roxorz	0 - 0	Aze22	Where is Charlie ?

Statistiques des équipes

Touchdowns	1	Blessés	0	1 - 0	Touchdowns	0	Blessés	0
Passes	0	Morts	0	Note de match	Passes	0	Morts	0
Interceptions	0	Gagne (PO)	70000	6	Interceptions	0	Gagne (PO)	10000

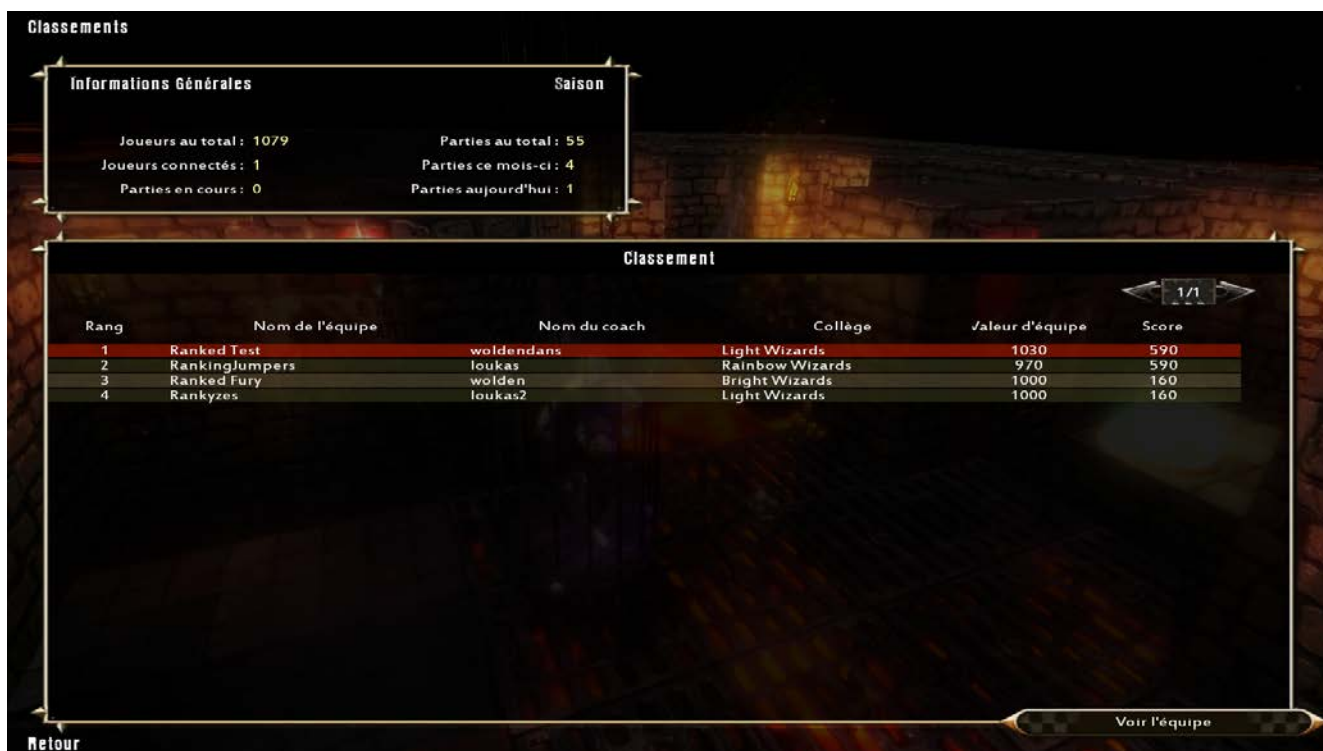
Testorz

Rambozes

On this page, you view the history of all your matches, including scores and statistics.

You can also view the team roster by clicking on the button which displays the team name.

RANKING



You can view team rankings on this page.

To view a team's roster, double-click on the team name or select a team then click on the View Team button.

CHALLENGE A PLAYER

You can directly challenge another player, even though he is not part of your friends list. To do so, click on the Challenge button from the Multiplayer Lobby.

Now, select your team, and then select your opponent amongst the list of players.

Finally, select the dungeon in which you want to face your opponent and confirm.

Your invitation is then sent and it will appear at the top right corner of the Multiplayer Lobby. You must now wait for your opponent to accept your challenge or refuse!



You may cancel your invitation by clicking on the red cross which is displayed next to your invitation.

MATCHMAKING

By clicking on the Matchmaking button, you can select your favourite teams and then search for a match against a team of your level. It will only take a few moments for your ranked match to begin!



DUNGEON EDITOR

You can directly access the dungeon editor from the Multiplayer Lobby.

START A MATCH

Create your team and take part in the online matches that punctuate Dungeonbowl seasons. Earn rewards, gain experience, upgrade your players, recruit new talents, boost your prestige and finish on top of the online rankings!

CREATE A TEAM

When you start Dungeonbowl, you must first create a new team, choosing from amongst the available Colleges of Magic.

Some favour passing; some rely on speed and others just prefer brutality.

Read the description of each College to discover its background and make-up and then choose the college that suits you.

You will then need to name your team and choose a logo. This will be displayed on all your player jerseys, so pick a good one! Once that's done you may wish to change the team's motto and description. **Warning!** Your choices are permanent.

Please see Chapter 4.2 for Team Creation details.



BUY PLAYERS

The first thing to do when you create a new team is to recruit players so that you can take part in your first match.

To do that, go to the Team Roster page and then click on the Buy button.

On the left you will find a list of available players and the maximum number that your team can contain for each type. It is recommended that you create a balanced team, with players of all types, each serving a particular purpose in the dungeon.

All players are displayed with their characteristics (Strength, Agility, Armour and Movement), level, experience points and value.

When you select a given player, his list of skills is displayed to the right. When you place your mouse over a skill, its description is displayed.

It is necessary to have at least 11 players in the team before you can start your first match, but you should also have some in reserve, since "accidents" are common during Dungeonbowl!

10000
Team value : 990

Number of players : 9/16

Wood Elf (9/16)

Name	Position	MA	ST	AG	AV	Salary
Berethidil	Lineman (3/16)	7	3	4	7	70000
Endrond	Catcher (3/4)	8	2	4	7	90000
Thanund	Thrower (1/2)	7	3	4	7	90000
ShriCaidath	Wardancer (1/2)	8	3	4	7	100000
Slowforest	Treeman (1/1)	2	6	1	10	

Skills

- Catch
- Dodge
- Sprint

The player may attempt to move up to three extra squares rather than the normal two when 'Going For it'. The player must still roll to see if he is Knocked Down in each extra square he enters.

Buy

Player Details

FIND AN OPPONENT

- Click on the Matchmaking button, select your favourite teams and the match will start automatically when an opponent is found.
- Click on the Challenge button; select your team, your opponent and then the dungeon in which you want to play. Wait for the other player's confirmation and off you go!

DURING A MATCH

IN-GAME INTERFACE



1. **Menu:** Click on this button to pause the game and open the pause menu.
Note: If you abandon a match, your team will suffer various penalties. Please consider this option before you act.
2. **End of Turn:** Click on this button to end your turn after you have completed all desired actions.
3. **Timer:** Time remaining to perform the current action. It is displayed on the left or right, depending on which player is active.
4. **Inventory:** Here you will find all objects and vicious moves that you purchased during the Pre-Match period. Some of these objects are used passively, while others will be automatically suggested to you in precise circumstances (such as Apothecary) and others can be used at anytime.
5. **Chat Zone / Logs:** Click on the first button to display the Chat box and send a message to your opponent. By default the game logs appear here. The logs are a summary of the actions happening in the game: results of dice rolls, player actions... This is a great way to understand the various match events.
6. **Match Area:** Player actions are displayed via the cursor which changes form depending on what is possible at a given moment. During your turn, a green circle is displayed on the pitch around the feet of players with whom you can perform an action.
A red circle designates players who have already played or who are unable to play this turn.

7. **Mini-map:** Map of the current dungeon. It is the easiest way to keep track of where you are. Left click and hold the mouse button down to scroll quickly throughout the dungeon.
8. **Player Sheet:** The selected player's information is displayed here:



- A. Name, number and type of player
- B. Characteristics: MA (Movement) ST (Strength) AG (Agility) AV (Armour)
- C. Experience
- D. Use actions and special skills such as Skip, Hail Mary Pass or Hypnotic Gaze
- E. Selected player's skills: mouse over a skill to get its description.

MATCH RULES

Dungeonbowl mainly follows the rules of Blood Bowl. Here we explain the basics of Dungeonbowl.

For the particularities of Dungeonbowl, you can either read the Dungeonbowl Specific Rules chapter or the Dungeonbowl Rules PDF file which is included in the game:

Start Menu / All Programs / Cyanide / Dungeonbowl / Dungeonbowl Rules.pdf

During his turn a coach may move his players as well as make a block with those who are in direct contact with an opponent. A player may only be used once per turn, which means that, once an action has been started with a player, you must complete all desired actions with that player before moving on to the next.

Example: If you want your player to move; pick up the ball and then pass it, you must complete these actions one after the other. If, once he's picked up the ball, you then play with a second player, you cannot return to the first player until the next round.

During each turn, it is also possible to perform unique actions: a Blitz, a hand off, a foul, etc.

All actions, except moving, require one or more dice rolls which means that chance plays an important part in any outcome. You should therefore try to prioritize actions, executing those with a higher degree of certainty before those where your chances of success are reduced.

Once you have completed all desired actions or are victim of a turnover (end of turn caused by a failed action), it is your opponent's turn.

The basics of the game are explained in the PDF file included in the game:

Start Menu / All Programs / Cyanide / Dungeonbowl / Blood Bowl Competition Rules.pdf

Positioning of players in the Dungeon



The first step is to arrange your players inside the dungeon. To do this, left click on one of your players and right-click on the destination square. If the destination square is occupied, the players will swap positions.

You can also use those players designated as substitutes to change the composition of your team on the pitch. The list of your substitutes is displayed at the right of the screen; select a player from amongst them with a left click and then right click on the player you want to replace.

Certain rules must be respected for your player positioning to be allowed:

- Each coach places up to **6 players** inside his own End Zone.
- Players can only be placed in this area at the beginning of a match.

Later on during the game, other players can be teleported into the dungeon.

Caution! You have a limited amount of time to position your players; keep an eye on the timer at the top of the screen, next to your logo.

If you complete player positioning before the timer runs out you can select the Confirm button to start the match.

Moving a Player

Movement is what defines the game of Dungeonbowl. The action cursor represented by a foot and a number indicates how many squares you may move. To move a player, you must first select him by left-clicking on him.

The portion of the dungeon surrounding him is then divided into collared squares. Green squares represent his normal movement allowance (his MA characteristic), while the two green squares with a green dice inside indicate he will have to Go for it (three squares if the player has the Sprint skill) to reach them, whereas the green squares with a red dice indicate that an opposing player's tackle zone is being entered and that a dodge roll is required (see Tackling and Dodging below).

Going for it means you must make an agility roll to temporarily extend your player's abilities; if successful he can move two extra squares in addition to his initial movement (MV).

Next, indicate the path to be followed using the right-click of the mouse: you may either click on the destination square or click on each individual square. The first right-click designates the square as being on the player's path; the second right-click confirms the selection and causes the player to move.

Caution! Sometimes, the game will not automatically select the best path for you. Be careful, if you fail to 'go for it' this will result in a turnover, putting an end to your turn and it could lead to an injury for your player.

Tackling and Dodging

Player skulduggery goes far beyond the odd foul. For example, whenever one of your players tries to move away from opposing players, they will try to tackle him from behind.

In Dungeonbowl, just as in Blood Bowl, each player has a tackle zone. This is made up of the 8 squares that surround the square occupied by the player. If a player attempts to leave an opposing player's tackle zone, he will have to dodge out of the way to avoid being knocked down.

You may have noticed that your player automatically attempts a dodge when he moves away from an opposing player.

More details on dodges:

The higher a player's Agility, the easier it is to dodge, but whatever the player it is the number of tackle zones he is dodging INTO that determines how difficult the dodge will be, not the number of tackle zones he is dodging OUT of.

In addition, certain skills play a major part in the chances of success, so take time to find out which are the most useful. It is up to you to judge whether it is worth taking the risk! A failed dodge results in a player falling over and may lead to an injury! Moreover, it also causes a turnover, putting an effective end to your turn!

Picking up the Ball

This is one of the most important actions in Dungeonbowl; Dungeonbowl is not played with the feet!

To perform this action, all a player has to do is to move into the square in which the ball is lying. You will receive a -1 penalty on your Agility roll for each opposing player within one square of the ball. Roll the Agility dice to see whether the ball is picked up or not. Failure to do so will result in a turnover and the ball bounces away into one of the squares adjacent to the player.

Passes and Hand-Off

Pass: To carry out a pass, first select the ball carrier and then right-click on the receiving team-mate. Circles then radiate away from the thrower indicating the penalty applied as the distance grows and the cursor displays the dice roll required to succeed.

Opposition players, who are on the trajectory of the ball and might intercept the throw, are marked by a blue circle.

Please note that it is also possible to throw the ball wherever you want in the dungeon. Press the left Alt key of your keyboard and click on the desired destination square with the right mouse button.

Hand-Off: This is a hand-to-hand pass to an adjacent team member. No dice roll is required for the initial pass, but there is a dice roll on the catch.

Block

Dungeonbowl is not for wimps and if you want to clear a path through to your opponent's End Zone, you're going to have to block and foul opposition players. In order to block, your player must be in a square next to an opposing player (have an opponent in one of the 8 adjacent squares) and he must not have moved on this turn.

Select one of your players and then right-click on the opponent you wish to block.

More details on blocks:

During a match, to assess the difficulty of a block, you will have to take a number of parameters into account.

1) A high difference in Strength (ST) between a player and his opponent allows more block dice to be rolled and for the most favourable result to be retained:

- players have equal strength = 1 dice.
- one player is stronger = 2 dice.
- one player is at least twice as strong as the other = 3 dice.

When you select your opponent the number of dice to be rolled and the player who chooses the result is translated by the dice displayed at the bottom left of the screen. If the dice is white, you choose the result; if the dice is red your opponent gets to choose.

2) Certain skills, such as Guard, Dodge or Block impact significantly on the chances of success.

3) An assist from a team-mate adds a bonus of +1 in Strength. On the other hand, an opponent in the tackle zone of the player attempting the block will impose a -1 Strength penalty.

To assist a team-mate, a player has to be next to the opposing player and have no other opponent in his tackle zone. A player may assist several blocks per turn, whether he has performed an action in that turn or not. Players who are in a position to provide an assist are marked with a green "+1" icon. By using assists, two weak players can take on a stronger opponent! But be careful; an opponent may receive assistance in the same way.

Blitz

You can only attempt one Blitz per turn. A Blitz allows you to move a player AND to attempt a Block. You can only blitz with players that have executed no actions during the current turn.

To perform a blitz, left-click to select one of your players then target an opposing player with a right-click. A lightning bolt icon is displayed above the head of the player performing a Blitz. During a Blitz, do not forget that you may move your player after he has made a block.

A Blitz is automatically executed when it is available.

Fouling

To maximize your chances of injuring an opponent, it is a good idea to kick him while he's down. However, the offending player runs the risk of being sent off by the referee unless, of course, he's been bribe him to look the other way...

To foul, you will need to target a player who has been knocked down. During a foul, the opponent on the ground will make an armour roll with a penalty attached. If the result is greater than his Armour value, he must make an injury roll.

As with a block, team-mates may grant a +1 bonus to your player so that he gains the edge over an opponent's armour and thus injure him more easily. For a bonus to work, the assisting player(s) must be in a square adjacent to the target and not be in the tackle zone of any other opponent. The referee pays no attention to the assisting players so there is no risk of them being sent off.

Stand Up

When one of your players is down and no longer stunned (he is on his back but there are no stars above him), he may stand up.

This action consumes three movement squares and no block is allowed afterwards (unless you choose to blitz).

DUNGEONBOWL SPECIFIC RULES

Colleges of Magic

Dungeonbowl teams are made up of three races:

1. Main Race : 0 to 16 players
2. Other Race : 0 to 6 players
3. Last Race : 0 to 2 players

A team roster can include up to 16 players and must have at least 11 players.

The original Blood Bowl player types limitations apply for each race and you can have a maximum of 2 players with the *Loner* skill. Also, you may have 1 star player belonging to at least one of the three races

Prices:

- Starting treasury: 1,000,000
- Maximum starting team value: 1,000
- Price of re-rolls for all Colleges: 50,000

You can buy classic Blood Bowl "equipment": Apothecaries, Cheerleaders, Fan Factor.

Number of players in the Dungeon

You can have as many players as you want in the Dungeon. However, at the beginning of a match you can only place **six players inside your End Zone**.

The other players are in your reserve and on each turn, you can teleport one from your reserve into the dungeon. To move a player from the reserve to the dungeon, first click on the name of your team at the top of the screen and then click on Reserve. Select the player you wish to teleport and click on the Warp to Dungeon button.



The ball's in a Chest!

At the beginning of the match, the ball is hidden in one of the chests. It is up to you to find it, but it is a dangerous business as the chests that do not contain the ball are snared with an explosive spell! A player must be in square adjacent to a chest in order to open it and he cannot stand on a square containing a chest.

Opening a chest consumes one square of movement. Once the ball is found it can be picked up by any player, including the player who found it (if he retains any squares of movement).

If a chest is booby trapped, it explodes when opened and all the players in adjacent squares are knocked to the ground and must carry out an armour roll to see if they avoid injury. When a chest explodes, a turnover occurs.

Throwing Underground

A dungeon is a confined space and this imposes a number of constraints on throwing. Only quick and short passes are allowed and it is impossible to pass through or over walls. However, it is possible to throw the ball over an obstacle as well as against the wall.

Teleporters

There are **teleporters** in a dungeon. A player need only step on one to use it, but you can never be sure where he will reappear!

Moreover, there is a 1 in 6 chance of him getting lost in space. In this case your player disappears completely for the duration of the match!

If a player is teleported to a square already occupied by another player, the latter is teleported away. This may cause a chain reaction if he too lands on an occupied square.

Caution! If you teleport the same player more than once during the same turn you will have to make an injury roll without an armour roll. A chain reaction could therefore hurt several players!

Note: You can find details on these elements in the Dungeonbowl Rules PDF file included in the game.

Injured Players

Injured players are placed in the team's Dugout. There it is possible to use Ed'e Warrings Magic Sponge to treat the player and then him to the reserve. This action replaces the action of teleporting a player from the reserve to the dungeon for the current turn.

Traps within the Dungeon

Water, lava, holes and other traps are scattered throughout the dungeons. These can be harmful to your players who can fall or be pushed into them.

A player should not remain on a square adjacent to one of these traps as he is in a Precarious Position. This means that he is likely to fall into the trap when he performs the following actions:

- Makes or suffers a Block
- Throws, catches, intercepts or picks up the ball

A player can jump over a trap during his move at the cost of a square of movement. Of course, if the jump fails, your player will fall into the trap!

End Zones

Your objective is to **find the ball and get it to your opponent's End Zone** in order to score a touchdown. The first team with a player standing with the ball in his opponent's End Zone wins the match.

Turns

In Dungeonbowl, you do not count turns and **there is no halftime**. The game continues until one of the teams scores a touchdown. There is no Kick-Off, Illegal Procedures or Wizards.

SHORTCUTS

IN-GAME

Select a player	Left Click
Action	Right Click
Select the Ball Carrier	Q
Select the next player	Page Down
Select the previous player	Page Up
Declare a Blitz	B
Activate Leap Skill	L
Force a pass of the ball	Left Alt
Display the player's info	N
Display the dungeon's grid	G
Display tackle zones	T
Pause Menu	F10
Increase game speed	+ (NumPad)
Decrease game speed	- (NumPad)
Zoom In / Zoom Out	Mouse Wheel Up / Down
Rotate Camera	Middle Click / Ctrl + Mouse
Camera Movement	Arrows / W, S, A, D
Change Camera View	C
Show / Hide Log	F8
Show / Hide Chat	F9
Display Chat Entry	Enter
Show / Hide gameplay elements outline	O
Show / Hide User Interface	Alt + Z

DUNGEON EDITOR

Camera Movement

Zoom in / Zoom Out

Rotate Camera

Assign selected block to a square

Delete block from a square

Rotate block

Align Camera / Rotate 90°

Select / Deselect block

Cut / Copy / Paste selection

Undo last action

Redo

Quicksave Dungeon State

Quickload Dungeon State

Directional Keys

Mouse Wheel Up / Down

Middle Click / Ctrl + Mouse

Left Click

Right Click

Space

Home

Ctrl + Left Click

Ctrl + X / Ctrl + C / Ctrl + V

Ctrl + Z

Ctrl + Y

F5

F6

CREDITS

CYANIDE STUDIO

Executive producer

Patrick Pligersdorffer

Project Managers

Pierre-Marie Charavel

Antoine Villepreux

Lead Programmers

Pierre-Marie Charavel

Antoine Villepreux

3D Programmer

Paul Demeulenaere

Network Programmer

Lucas Larrigaudiere

GUI Programmer

Guillaume Fiette

Lead Artist

Saida Mirzoeva

Environment Artist

Tangi Bodio

Lead Animator

Marie Duponchelle

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FMOD Sound System

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