

2025

365

ADVENTURES

THE DUNGEON



In the heart of an ancient land, Marlow stands before the Grand Dungeon, a symbol of mystery and adventure. Armed with determination and curiosity, this unparalleled hero is about to brave the dangers to unveil ancient secrets. Each step in this stone labyrinth is a challenge, a step towards legend.

The dungeon, with its traps and mysteries, tests Marlow's cunning and courage. The trials are tough, but the quest for knowledge and priceless treasures drives our adventurer forward. Faced with the unknown, Marlow remains fearless, each room explored adding to his fame.

This epic is not just an adventure; it's a journey of discovery, where each puzzle solved enriches the soul. Marlow, a figure of bravery, ventures where others have failed, proving that the true treasure lies in the journey itself. Between shadows and light, Marlow's destiny is woven, one step at a time, in this epic journey at the heart of the Grand Dungeon.

Game Rules



Contents

- 1 calendar
- 5 six-sided dice (4 red and 1 blue)
- 1 magnet representing your hero
- 1 rule sheet

Introduction

Embark on an epic year-long adventure to discover a colossal dungeon. Day by day, guide your hero through the dark mazes of this labyrinth, exploring each level and facing a myriad of monsters and unexpected surprises. Record your monthly score, enrich your arsenal with magical items, and unlock new rules as you progress.

Setup

Set up the calendar on a table and open it to the January page. Position the magnet of your hero on the day corresponding to January 1st. Place your five six-sided dice near the calendar, ready to be used for the upcoming challenges.



Game Principle



Each week, from Monday to Sunday, represents a new wing of the dungeon, and each month unveils a new level to explore. On a daily basis, your mission is to defeat a monster, represented on a space for the current week. You are free to face any monster from the current week, not just the one where your hero is located, provided you limit your confrontations to one per day.

How to Play

In January, each monster displays a value between **1 and 6**, or between **16 and 22** for the bosses. The following months will introduce new challenges and surprises. To defeat a monster with a value between 1 and 6, you are entitled to a maximum of three dice rolls with your five dice.

To succeed, you must get at least three dice showing the value corresponding to that of a monster to defeat it. After each roll, you can decide to keep some dice, according to your strategy. You are not required to use all three rolls; if you are satisfied with the result of one of your first two rolls, you can choose to stop there.





Once your rolls are done, select the monster you wish to attack in the wing; you may also choose to attack the week's boss.

Note that you cannot attack a monster that has already been defeated on previous days. If victorious, mark the shield of the defeated monster by coloring it, hatching, or making a cross, to remind yourself that you have already beaten it this week. If, after your rolls, no monster (or the boss) can be defeated, no action is required.

This leaves you with more options for the coming days. It's crucial to examine which monsters are available for combat before rolling your dice. This will help you determine which dice to keep to optimize your chances of victory.

Now, let's see how to defeat a boss!

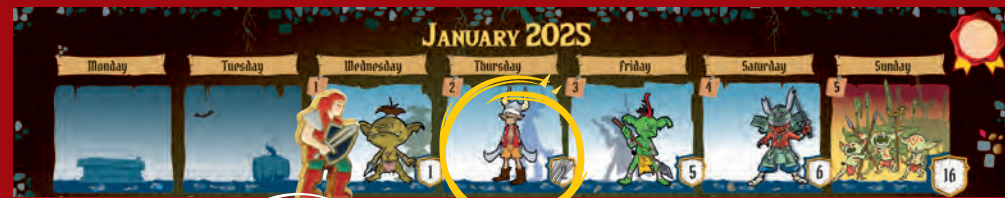
To defeat a boss, whose value ranges between 16 and 30, the sum of the values obtained with your dice must be equal to or greater than the boss's value.

You have the option to choose to confront the boss once your rolls are done, provided the sum of your dice is sufficient. Note that bosses appear on the Sunday space, identifiable by a golden background in the image.



EXAMPLES

At the start of the first week of January, your adventurer is on the Wednesday space. After your 3 rolls, you decide to fight the monster on Thursday with a value of 2 because you have rolled three 2s. Indicate that you have defeated it by coloring or hatching the space.



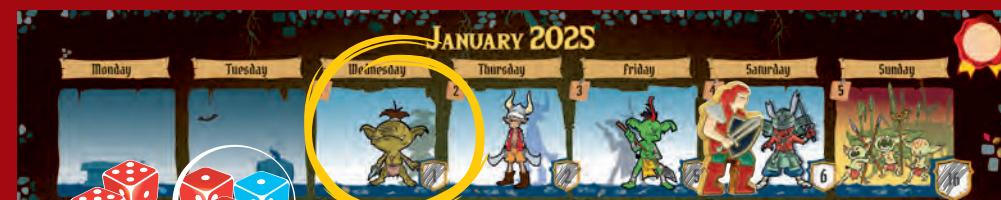
The next day, you move your adventurer to the Thursday space. After only 2 rolls, you achieve a **combined value on your 5 dice** sufficient to defeat the boss with a value of 16. You decide to fight it. Indicate that you have defeated it by coloring or hatching the space.



The following day, you move your adventurer to the Friday space. After your 3 rolls, you decide to fight the monster of the day with a value of 5, because you have rolled three 5s. Indicate that you have defeated it by coloring or hatching the space.



The next day, you move your adventurer to the Saturday space. After 1 roll, you decide to fight the monster from Wednesday with a value of 1, because you have **rolled three 1s**.



Be cautious! As you progress through the wing (the week) and win your battles, the options for monsters to confront decrease, complicating the encounters towards the end of the week. Each week is comprised of 7 battles, except for the first and last weeks of each month which can be shorter. However, the principle of combat remains unchanged.

At the end of each week, you will have fought seven battles. Record your score at the end of the month: award yourself one point for each monster defeated, two points for each boss vanquished, and three bonus points for each wing fully conquered (7 wins) within the same month.



IMPORTANT

Keep in mind that the same monster value can appear multiple times in a week.

When the month ends, turn the page to discover a new level of the dungeon on the calendar. On the back of each monthly page, you'll find a narrative and a paragraph of rules introducing new challenges: unique monsters to fight and equipment to acquire for the current month. Each month thus brings its novelty, valid until the end of the year. Do not read ahead the rules for the following months; let the surprise engulf you at the start of each new month!

The game concludes on December 31.

Calculate your annual score by adding up your monthly points and compare your performance with that of other players on our website:

www.365.sorryweare.fr/en/

This site also offers downloadable goodies and information on upcoming seasons. If you have any rules questions, you can also find us on Facebook and Discord!

SorryWeAreFR

sorrywearefrench

srywearefr

discord.gg/RCDAvq4

Credits

Author: Juhwa Lee
 Illustrations: Radja
 Graphics design: Ulric Maes
 Development and rules: Emmanuel Beltrando
 Production: Emmanuel Beltrando



Welcome to the Rumble!