



**Dungeon Fighter  
Rock and Roll  
a Horrible Games/IELLO co-publishing  
Release: July 2015**



**Description**

This is the fourth and last Dungeon Fighter expansion related to the power of the four elements: Fire, Air, Earth and Water. Each expansion can be played by adding cards to the basic game, or mixing them together if you want a completely new and crazy gaming experience.

New Monsters and Equipment, a new miner hero, not one but two different Final Bosses, and new maps with special rooms. You can accumulate experience points like in a real Fantasy game; Power cards will allow you to activate powerful earth powers, such as the Philosopher's Stone and the Weak Point spells, but beware the new defensive monsters! You will fight using the earth elemental die and, of course, perform new "impossible" die rolls!

Requires the **Dungeon Fighter** base game to play.

## Key Features

- Contains a new character so you can now play as a miner!
- Two epic new final bosses so you can show off your accumulated experience points!
- Includes new game board pieces, powers, monsters, spells, and more!

## Details

- **Ages:** 14+
- **Play time:** 45–60 min.
- **# of Players:** 1–6
- **Game Type:** Dexterity Dungeon Crawl

## Contents

- 6 Equipment cards
- 6 Monster cards
- 1 Hero sheet
- 1 Dungeon sheet (double-sided)
- 2 Final Boss cards
- 6 Power cards
- 1 Earth element die
- 12 XP tokens
- 4 Slow tokens
- 1 Armor template
- 1 Philosopher's Stone template
- 1 Weak Point template
- 1 Gate (with 3 pieces)
- 1 Stone Wall (with 4 pieces)
- 1 rulebook

## Images Available on Request

- **3D Box**
- **Logo**
- **Components**

## Ordering Information

Name	SKU			Case Pack	EAN UPC	Dimensions (inches)	Weight (lbs)
Dungeon Fighter: The Big Wave	51244			6	3760175512445	8.1x8.1x2 case: 8.9x8.9x13.8	1.0 case: 7.7