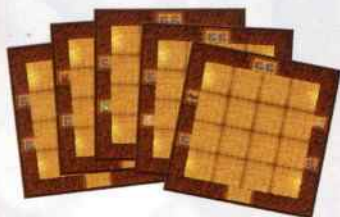


BOX CONTENTS

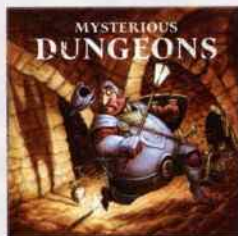
5 player boards



100 dungeon tiles
(20 for each player)



instructions



60 yellow point markers



15 red point markers

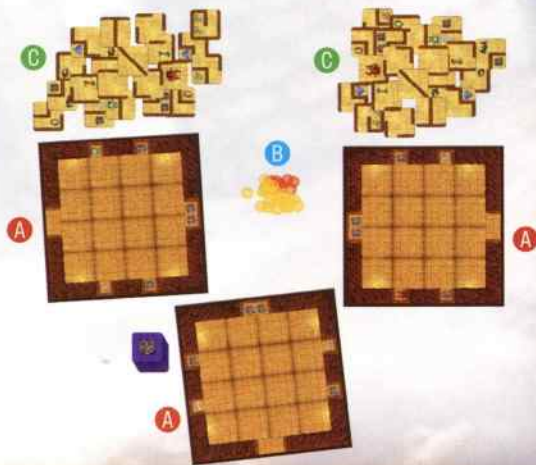


GOAL

During the game, players place dungeon tiles on their boards. At the end of the game, each player will travel through their own underground corridors. Each treasure found in the dungeon gives 1 point, and each dark monster encountered loses 2 points. The player with the most points wins.

GAME PREPARATION

- A** Each player places one **player board** on the table in front of them (**with the dungeon entrance facing the player**).
- B** Place the **point markers** in the center of the table.
- C** Each player takes a set of **20 dungeon tiles with their selected color** (each set has a different color on the tile backs). The youngest player randomly shuffles their tiles and then forms them into a face-down stack. The other players each spread their own tiles face up.



SEQUENCE OF PLAY

The youngest player draws the top tile from their stack and shows it to the other players, who each take the same tile from their own sets. Each player puts their copy of the tile, rotated as desired, **onto any empty space of their own board**. Then the youngest player draws the next tile from their stack, again showing it. The game continues in this way until each player has placed 16 tiles on their own board.

COUNTING POINTS

After the boards are covered with 16 tiles, players fully explore all the corridors they have built, going everywhere they can reach. Players mark every treasure they find in the dungeons with a yellow point marker, and they mark every dark monster they meet with a red point marker.

Note! Start your journey at the dungeon entrance.

Every treasure marked with a **yellow** marker is worth **1 point**, and every dark monster marked with a **red** marker is worth **-2 points**. The player with the most points wins.



example treasures:



dark monsters:



Example: In their dungeon corridors, this player finds 12 treasures (marking them with yellow markers) and meets 2 dark monsters (marking them with red markers). So the player scores 8 points, because $12 - 2 \times 2 = 12 - 4 = 8$.

In each game, 16 of the 20 dungeon tiles will be used, and so each game will be different.

Players can play a match of **several games**. After finishing each game, write down the points scored. Whoever scores the most total points wins the match.

If you don't have anyone to play with, try a **1-player game**. Try to score as many points as possible.

"STEP BY STEP" VARIANT

This variant has a rule change to make the game a bit more challenging.

To start the game, the youngest player draws the tile from the top of their stack and shows it to other players who take the same tile from their sets, as usual. But each player must place their tile onto **one of the two spaces adjacent to their dungeon entrance**.



Then, each later tile **must be placed touching the side of at least one tile** already placed on the player's board. All the remaining rules are unchanged.



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