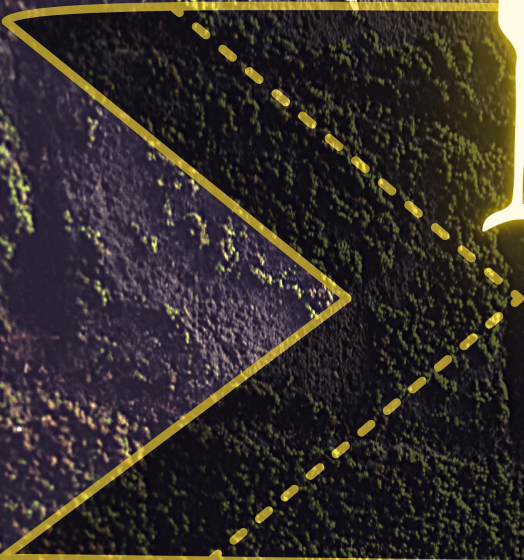




Dungeon Delve

players: 4
age: 12 – adult



Object

Hear ye. Hear ye.
Thou art summoned on a
quest. Unite with fellow
thieves 'r sabotage to collect
the most treasure. **Warning...**
Beware the Dragon!

Set Up



1 Start the player game pieces inside the Lair on the proper color orb and the Dragon in the "Nest".

Close all of the doors to the rooms.

2

3 Scatter the tokens upside down throughout the rooms with 3 Treasure tokens in the Dragon's Nest

Gameplay

Getting Started

1 Each player will roll 1 die to determine who starts the game



The player with the highest roll goes first, and the game will continue in a clockwise direction



Quick Guide to Rolling Dice

This is a 10 sided die "0" = "10"



2

Each player had 2 actions per turn

3



After the 4th player completes their turn, a "Dragon Card" will be drawn as the 5th turn to decide the Dragon's location

- + Move the Dragon to the assigned room number
- + If a token remains in the room by the next "Dragon's Turn" - shuffle the card back into the deck before drawing for the next location
- + If there aren't any tokens in the room - discard that card

Gameplay

Understanding Actions

Each player can use any 2 actions per turn

1

Navigate the Lair :

Roll 1 die to navigate throughout the game board

2

Unlock Doors:

Roll 1 die, the result must be greater than or equal to a 5

3

Flip a Token:

Once inside a room, 1 token can be flipped - chance tokens are automatically claimed when revealed

+ *If a Treasure is revealed, the player will have to roll greater than or equal to a 5, otherwise the Dragon will be alerted and teleport to that room (a Dragon's card will NOT be drawn this round - requiring the Dragon Encounter action)*

4

Claim a Treasure:

If a token reveals to be a Treasure, it requires an action to be claimed

5

Steal a Treasure:

If 2 or more players are in the same color quadrant of the board, a player can use an action to challenge 1 player to steal 1 of their claimed Treasures

+ *Each player will roll 1 die, the challenger wins if they roll the highest number*

+ *The challenger does NOT forfeit a Treasure if they lose*

Gameplay

Understanding Actions

6

Dragon Encounter:

If the Dragon is at your location, your action
MUST be used to interact with the Dragon

- + *The player(s) have 2 options:*
 - *Disengage: Navigate away from the room. The player(s) cannot return for 2 turns (Dragon stays)*
 - *Engage: The player(s) in the room will select a different player to roll for the Dragon. The player(s) and the Dragon will roll 1 die, the highest number wins*
- + *If the Dragon wins - all tokens in the room will return to the Dragon's Nest*
- + *If the Player wins - 1 Treasure (or unrevealed token) can be claimed from the Dragon's Nest, and the Dragon will retreat back to the Nest*

7

Utilize Chance Tokens:

Some chance tokens act as actions

8

Working Together: (requires 2 actions)

Players have the ability to work together when they
share the same color quadrant

- + *If another player is performing a task that requires a dice roll, you may teleport to their location using one action*
- + *You must spend your second action helping the other player achieve that goal*

Gameplay

Understanding Tokens



Treasure

Requires a separate action to be claimed

Negative Chance Tokens

Frostbite

You were exposed to the elements for too long and have frozen in place - Lose a Turn



Delusion

You became entranced by a spell cast upon the lair and lost track of your surroundings - Lose 1 Action

Quicksand

You mistook your step and fell into quicksand - Return to the Starting Location



Boobytrap

You triggered a boobytrap and alerted the Dragon to your location - Dragon Teleports to Room and MUST complete Dragon Encounter action

Black Plague

You caught a contagious illness, resulting in positive chance tokens becoming useless until you can infect a different player - Challenge a Player in the same color quadrant to pass on this token (this uses 1 action)



Gameplay

Understanding Tokens

Positive Chance Tokens



Teleportation

Use this token to teleport to any player's location

Skeleton Key

Use this token to unlock any room door without rolling (Dragon's Nest Door does not apply)



Gift of Focus

You become determined as you remember why you set out on this quest - Receive an Additional Action (this round only)

Dragon's Lullaby

Use this token to freeze the Dragon in place (Dragon loses 1 turn)



Dragon Repellant

Claim this token to avoid a Dragon's Encounter (it does not apply to other players in the room)

Escapist

Claim this token to lock in your Treasure without navigating to the escape boats



Gameplay

Raid the Dragon's Nest (optional)

1 Players can proceed to the Dragon's Nest



2 The player(s) at the door are required to roll at least a 10 in 1 round to unlock the door

*Remember to work together
Each players' dice rolls can add
to equal 10*



3 Once inside, actions can be used to claim Treasures and reveal captured tokens

Additional Notes

- + Remember the Skeleton Key chance token cannot be used to unlock the door to the Dragon's Nest
- + The Dragon alert function when revealing tokens can be ignored
- + Steal a Treasure can still be used as an action in the Dragon's Nest

Gameplay

Winning

At any point a player can choose to lock in their Treasure by returning to the escape boats



By locking in Treasure, the player is then out until the game is finished



The game will continue until all tokens have been revealed and claimed (not including the Dragon's Nest) OR until all players have locked in their Treasure

Winner

All thieves wilt exit the Dragon's Lair prior the last round. Thee to escape first with the greatest number of treasure claims success!

The player to leave the Dragon's Lair with the most amount of treasure.

Loser

Thee has't did fail by allowing
the Dragon to claim all of the
treasure. I reckon thou shall
not return to the Kingdom.

The Dragon claims all of the treasure.