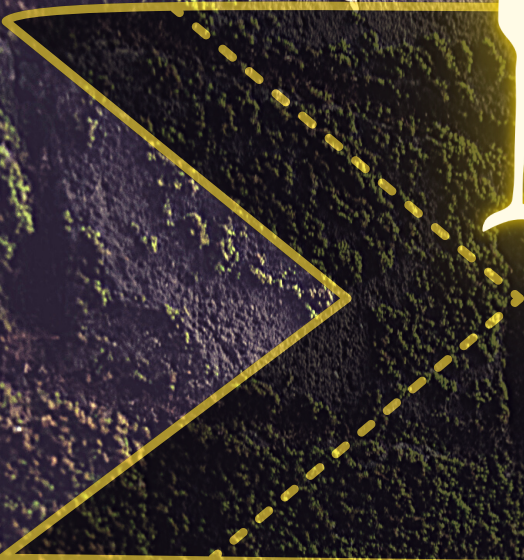




Dungeon Delve

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

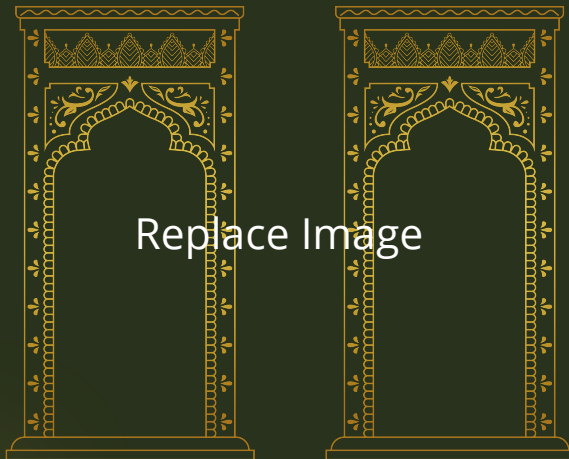
1

Start the player game pieces at the "Entrance" and the Dragon in the "Nest".



Close all of the doors to the rooms.

2



3

Scatter the tokens upside down throughout the rooms.



Gameplay

1 Roll a die to determine which player goes first



2

Each player will roll 1 die to navigate the Lair throughout 20 rounds or all Treasures have been claimed



3

A Dragon Card will be drawn as the 5th turn to determine the location of the Dragon - the Dragon always goes last



4

Only 1 movement and 1 action can be used per turn...

- + To unlock a Door = 1 Action
Roll greater than or equal to 5
- + To flip a Token = 1 Action
- + To claim a Treasure = 1 Action
- + To steal a Treasure = 1 Action
When sharing a location - roll the highest number to steal one of the opponent's Treasures

For any action that requires a roll, players can chose to work together - they can then both roll their die and take the higher individual number

Quick Guide to Claiming Treasure :

open the door - check the token - claim the treasure

Gameplay

5 If the Dragon enters a player's location, that player's Action has to interact with the Dragon -



The Player will attempt to beat a Dragon's Roll
(rolled by any inactive player)

FYI : If 2 or more players are in the same room...
Each player will individually roll an initial die to beat the Dragon

... if won,



- +** Disengage = roll and move away, any claimed Treasure from the previous round is safe, but no new Treasure can be claimed
- +** Engage = attempt to beat a Dragon's Roll again to claim a Treasure.

... if lost, the Player returns to the Entrance and forfeits their Treasure to the Dragon's Nest - never to be touched

Players can chose to work together -

*They can then both roll a die, and take the higher individual number...
then negotiate for the Treasure*



6 After the Dragon leaves a room... the door gets closed

7 At any point a player can return to the Entrance to lock 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 first 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.