



A game by Creation's Edge Games

Contents:

60 Dungeon Cards

21 Equipment Cards

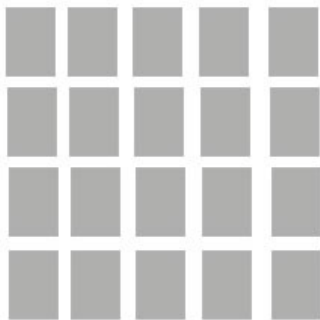
The Game

Dash Through the Dungeon is a fast-paced game of dungeon exploration for 2-6 players. In it players take turns searching a dungeon for treasure while trying to avoid traps and monsters. Whoever has the most treasure after all three dungeons have been explored wins!

Set Up

Before starting the game separate the Dungeon Cards and Equipment Cards into two decks, shuffle them, and place them face down on the table.

Next create the first dungeon by drawing 20 Dungeon Cards and placing them face down on the table in a 4 x 5 pattern as shown below.



Each player is then dealt three Equipment Cards. These can be placed face up in front of

you for easy reference while making your run through the dungeon.

Playing the Game

Select who goes first (flip a coin, roll a die, rock-paper-scissors, etc.)

Each player starts their turn with 6 Action Points or AP. A player explores the dungeon by selecting any face down card in the dungeon area and flipping it face up. Dungeon Cards are divided into three types:

Creature: Most creature cards have an AP cost listed. This represents the amount of action that must be spent dealing with the creature. When a creature with an AP cost is revealed a player subtracts the cost from their current AP. If the player has any AP left they may continue exploring by selecting another face down card anywhere in the dungeon area and flipping it face up. Some creatures also use magic (see Dealing With Magic.) Players may use dice or counters to make it easier to track changes to their AP during their turn.

Encounter: An encounter could be a trap that costs AP or uses magic, a Locked Door that bars your path, a Magic Portal that boots your AP, or a Lost Merchant that gives you an Equipment Card. In most cases, there's a specific Equipment Card that can be used to cancel an encounter. For instance, a Key can be used to cancel a Locked Door. The player ignores all effects of a canceled card. If a player has any AP left after dealing with an encounter they may continue exploring by selecting another face down card anywhere in the dungeon area and flipping it face up.

Treasure: All treasure has a gold value. In addition to this some are magical and grant a bonus to their owner. For instance, the Magic Sword reduces the AP cost of the first creature you flip over each turn to zero.

A player's turn ends when they run out of AP, flip a card that states that they must "end turn", or flip a treasure card. At this time the player

removes all face up cards from the dungeon area. The player separates any treasure collected from the other Dungeon Cards and places them in two stacks near their Equipment Cards. Any treasure that grants a bonus, like the Magic Sword can be placed face up near the player's Equipment Cards to remind the player of the bonus.

Now it's the next player's turn to explore the dungeon. Play continues as described above.

Once the last card of a dungeon is flipped, that dungeon is considered completely explored. The current player's turn ends and a new 4 x 5 dungeon area is created. The next player in turn order is the first to explore the new dungeon.

Equipment Cards

Each time a new dungeon is created, players may choose to discard any number of their remaining Equipment Cards, then draw new cards until they have three.

An Equipment Card is used by discarding it into an equipment discard pile. Once a player spends AP on an encounter that encounter is considered finished. You cannot use Equipment Cards on a finished encounter. For instance, if a player wants to use a Bug Spray card against a Wasp or Spider they must do so before they flip another card (no using it on a finished encounter two flipped cards later.)

If the equipment deck runs out of cards, shuffle the equipment discard pile to create a new equipment deck.

The Treasure Map card is different than standard equipment in that it has a gold value. The Treasure Map is kept with a player's Equipment Cards, counting as one of their three. At the end of the game the Treasure Map is moved to its current owner's treasure pile and scored with the rest of their treasure. Until then they could lose it as the result of a "fumble" (see below) and it could wind up with another player before the end of the game.

Dealing With Magic

Flipping over a Dungeon Card triggers its magic. There are four types of magic that a player may encounter while exploring the dungeon.

Confusion: The current player takes this card and places it in their pile of explored Dungeon Cards. They then flip down any cards that they flipped up during their current turn, shuffle them all together, and deal them back out, filling as much of the 4x5 dungeon area as they can. They then end their turn.

Darkness: The player ends their turn.

Fumble: The player must discard one Equipment Card. They may ignore this magic if they don't have any equipment to discard.

Slow: The player loses 3 AP.

If a player uses a card to cancel a creature's magic they still need to pay the creature's AP cost. Likewise, if a player uses a card to reduce a creature's AP cost they still have to deal with its magic.

Winning the Game

After all three dungeons have been explored there should be no cards remaining in the Dungeon Card deck.

At this time players add up their gold. Whoever has the most gold wins. In case of a tie, whoever has the most cards in their explored Dungeon Card pile wins.

Game Design: Matt Kline

Art Credits:

Treasure Chest box art- J E Shields
Additional box and card art were created by Lorc and available on <http://game-icons.net>

Dash Through the Dungeon is © 2017
Creation's Edge Games. All rights reserved.

Thank you for your purchase.