



DEIVE & DASH

THE DUNGEON CRAWLER

VERSION 2.0

GAME MANUAL

“Deep beneath the forgotten fortress lies a labyrinth of shifting stone, where treasure glimmers in the dark and a dragon stirs in its ancient lair. Only the bravest adventurers dare enter—fewer still escape.”

BASED ON THE 1980 MATTEL ELECTRONICS BOARD GAME
REBUILT FOR THE MODERN WEB

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I. INTRODUCTION



WELCOME TO THE LABYRINTH

Delve & Dash is a digital reimagining of the classic 1980 Mattel Electronics board game. You take the role of a brave warrior venturing into a vast dungeon—an 8×8 grid of dark chambers connected by hidden passages.

Somewhere in the labyrinth, a dragon sleeps atop a hoard of treasure. Your quest: find the treasure, claim it, and escape alive by returning to your Waystone before the dragon catches you.

But beware—the labyrinth's passages are hidden until you discover them, and once the dragon awakens, it will hunt you relentlessly through the maze.

OBJECT OF THE GAME

Find the treasure and return it to your Waystone. The first warrior to carry the treasure back to their Waystone wins. In single-player mode, simply survive long enough to accomplish this feat. In multiplayer modes, you must also outrace your opponent.



II. GETTING STARTED

GAME MODES

✖ SOLO QUEST (1 PLAYER)

Explore the labyrinth alone. The dragon sleeps while you map the dungeon freely with unlimited moves. Once you venture too close, the dragon awakens and the real challenge begins—your moves become limited and the dragon begins its hunt.

✖ TWO-PLAYER DUEL (2 PLAYERS)

Two warriors compete on the same labyrinth, taking turns. Both players have limited moves from the start. The dragon moves after *both* players have completed their turns. Players can fight each other for possession of the treasure.

✖ VS CPU CHALLENGE

Face off against a computer-controlled opponent. The CPU uses advanced pathfinding and strategic decision-making to explore the maze, hunt for treasure, and race you back to its Waystone. Can you outsmart it?

DIFFICULTY LEVELS

★ LEVEL 1 — OPEN PASSAGES

The labyrinth contains only **walls** and **open passages**. Once you discover a passage, it remains open permanently. This level is recommended for new players learning the game.

Passages stay open. Navigate with confidence.

★★ LEVEL 2 — LOCKED DOORS

In addition to walls and passages, the labyrinth now contains **doors**. Approximately 35% of doors begin locked. When you encounter a locked door:

- **50% chance** you force it open (it stays unlocked)
- **50% chance** the door holds—you stay in place and **lose one move**

When you pass through an *unlocked* door, it **locks behind you**. This means routes you have used before may become impassable!

The labyrinth shifts and changes. Trust nothing.

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CHOOSING YOUR WAYSTONE

Before the game begins, each warrior must select a **Waystone**—a secret chamber that serves as your home base. Your Waystone is critically important:

- **Safety:** The dragon *cannot* enter your Waystone. You are completely safe there.
- **Victory:** You must return the treasure to your Waystone to win the game.
- **Respawn:** After being attacked by the dragon, you respawn at a random location—not at your Waystone.

💡 WAYSTONE STRATEGY

Choose your Waystone carefully! A Waystone near the edge or corner of the board gives you a safe retreat and a clear direction for your escape route. Placing it too close to the center may leave you surrounded by the dragon's hunting grounds.

In multiplayer, your Waystone is hidden from your opponent—they cannot see it on the board.

Your Waystone is marked on the board with a glowing gem symbol (◆) visible only to you. In two-player mode, each warrior's Waystone is invisible to their opponent.

III. RULES OF PLAY



THE LABYRINTH BOARD

The labyrinth is an **8×8 grid** of chambers (64 total). Each chamber can connect to its four neighbors—north, south, east, and west—via passages, walls, or doors.

At the start of the game, **all passages and walls are hidden**. You can only discover them by attempting to move through them. This fog of war means every move into unknown territory is a gamble.

MOVEMENT

Warriors move **one chamber at a time** in any of the four cardinal directions (north, south, east, west). Click or tap an adjacent chamber to attempt to move there.

MOVE ALLOWANCE

Your moves per turn are calculated as:

LIVES REMAINING	MOVES PER TURN
3 lives (full health)	8 moves
2 lives	6 moves
1 life	4 moves
Carrying treasure	4 moves (fixed)

Formula: 2 base moves + 2 bonus moves per remaining life. Treasure overrides to 4.

MOVE COSTS

- **Successful move** – costs 1 move
- **Hitting a wall** – costs 1 move (wall is revealed)
- **Locked door failure** – costs 1 move (Level 2 only)

SOLO MODE: FREE EXPLORATION

In single-player mode, moves are **not tracked** while the dragon sleeps. Explore freely! Once the dragon awakens, your moves per turn become limited and every step counts.

WALLS & PASSAGES

Approximately **80%** of chamber boundaries are walls. When you attempt to move into a wall:

- Your warrior stays in place
- The wall is revealed on the board (visible to all players)
- You lose 1 move

Discovered passages remain open permanently (on Level 1). Use your knowledge of revealed walls and passages to map efficient routes through the dungeon.



DOORS (LEVEL 2 ONLY)

Level 2 introduces **doors**—passages that can be locked or unlocked. About 35% of all doors begin locked at the start of the game.

ENCOUNTERING A LOCKED DOOR

When you attempt to move through a locked door:

- **50% success:** The door swings open! It remains unlocked and you pass through.
- **50% failure:** The door holds firm. You stay in place and lose 1 move. Your turn ends immediately.

DOOR LOCKING MECHANIC

When you pass through an *unlocked* door, it **locks behind you** after you walk through. This means:

- Routes you used before may now be blocked
- You may need to force the door open again (50/50 chance)
- Planning your escape route becomes far more complex

⚠ DOOR DANGER

Be very careful using your last move on a locked door when the dragon is nearby! If the door fails to open, you will end your turn in place—potentially within the dragon’s attack range.

IV. THE DRAGON



AWAKENING THE DRAGON

The dragon begins each game **asleep** in its lair, hidden somewhere in the labyrinth. The treasure is always located **within 2 chambers** of the dragon’s lair.

The dragon awakens when any warrior moves within **3 chambers** (Manhattan distance) of its position. When it wakes:

- A dramatic sound effect announces the awakening
- The dragon becomes visible on the board
- The dragon’s lair location is marked as a **treasure hint**—the treasure is within 2 tiles of this spot
- In solo mode, your moves become limited from this point forward

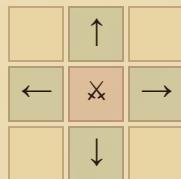
◆ THE TREASURE HINT

When the dragon awakens, its lair is marked with a sparkle effect. The treasure is **guaranteed** to be within 2 chambers of this location. Use this hint to narrow your search!

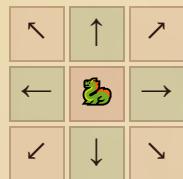
DRAGON MOVEMENT

Once awake, the dragon moves **one tile per round** toward its target. Unlike warriors, the dragon moves **diagonally**—it can close both the row and column gap simultaneously, making it faster than you at covering distance.

Warrior Movement (4 directions)



Dragon Movement (8 directions)



The dragon **ignores walls and doors**—it passes through all obstacles freely. There is no hiding behind walls from the dragon.

DRAGON TARGETING

The dragon chooses its target based on priority:

1. If a warrior **carries the treasure**, the dragon pursues that warrior
2. Otherwise, the dragon moves toward the **nearest visible warrior** who is outside their Waystone

3. If all warriors are safe in their Waystones, the dragon patrols toward its last known warrior position

WHEN THE DRAGON MOVES

- **Solo mode:** Dragon moves after your turn (if awake)
- **Multiplayer:** Dragon moves after *both* players complete their turns

DRAGON ATTACKS

The dragon attacks when it lands on the **same chamber** as an unsafe warrior. Dragon attacks also occur if a warrior walks *onto* the dragon's chamber during their own turn.

When attacked:

- You lose **1 life**
- If you were carrying treasure, it **drops at your location**
- You **respawn** at a random chamber

DRAGON VISIBILITY

In **multiplayer**, the dragon is always visible once awokened.

In **solo mode**, the dragon is only visible when within **5 chambers** of your warrior. It may slip out of sight if you move far enough away—but once you have seen the dragon, it will reappear whenever you get close again.

V. THE TREASURE



FINDING THE TREASURE

The treasure is hidden in a chamber near the dragon's lair, always within **2 chambers** (Manhattan distance) of the dragon's starting position. It is **completely invisible** until you walk directly onto its chamber.

When you find the treasure:

- A special sound effect plays and a visual flash marks the discovery
- The treasure appears on the board
- You automatically pick it up
- Your move allowance changes to **4 moves per turn** (regardless of lives)

◆ TREASURE LOCATION CLUE

The treasure is always within **2** tiles of where the dragon was sleeping. When the dragon wakes, a sparkle marker appears at the dragon's lair. Search all chambers within **2** steps of that marker to find the treasure.

CARRYING THE TREASURE

While carrying the treasure, your movement is restricted to **4 moves per turn**, regardless of how many lives you have. The treasure is heavy and slows you down!

The dragon will aggressively pursue the treasure carrier. Plan your escape route carefully before

picking up the treasure.

⚠ DROPPING THE TREASURE

If you are attacked by the dragon while carrying the treasure, the treasure **drops** at the chamber where you were attacked. It remains there on the ground, visible to all players, until someone picks it up again by walking onto that chamber.

WARRIOR BATTLES (MULTIPLAYER)

In multiplayer and vs CPU modes, when two warriors occupy the **same chamber** and one of them carries the treasure, a **battle** erupts!

- The outcome is a **50/50 coin flip**
- The winner claims the treasure
- A dramatic scuffle sound effect plays and gameplay pauses briefly
- If the treasure changes hands, the new carrier continues with their remaining moves

💡 BATTLE TIP

Battles only trigger when the treasure **changes hands**. If you already have the treasure and the battle favors you, nothing happens—you simply keep it. But if your opponent wins, they steal the treasure and you must chase them down!

VI. LIVES & COMBAT



THE LIVES SYSTEM

Each warrior begins with **3 lives**, represented by hearts (❤️ ❤️ ❤️). Your lives directly affect your move allowance:

LIVES	MOVES	STATUS
❤️ ❤️ ❤️	8	Full strength
❤️ ❤️	6	Wounded
❤️	4	Critical
-	-	Dead

Fewer lives means fewer moves per turn, making you slower and more vulnerable to the dragon.

DRAGON ATTACKS & RESPAWNING

When the dragon attacks you:

1. You lose **1 life**
2. If you had the treasure, it **drops at your death location**
3. You **respawn** at a random unoccupied chamber (not your Waystone, not the dragon's position, not the treasure room)
4. Your turn continues normally on your next turn (no penalty)

⚠ WALKING INTO THE DRAGON

If you move *onto* the dragon's chamber during your own turn, you are immediately attacked and your **turn ends**—forfeiting all remaining moves. The dragon does not need to wait for its movement phase to strike you down!



VII. WINNING & LOSING



VICTORY CONDITIONS

You win by carrying the treasure back to your **Waystone** chamber. The moment you step onto your Waystone with the treasure in hand, the game ends in victory!

In multiplayer, the **first warrior** to return the treasure wins.

DEFEAT CONDITIONS

- **Solo mode:** You lose all **3 lives** → game over
- **Multiplayer:** All warriors lose all lives → game over
- **vs CPU:** If you (Player 1) die, the CPU wins. If the CPU returns the treasure first, you also lose.

VITI. GAME MODES IN DETAIL



SOLO QUEST

In Solo Quest, you explore the labyrinth alone. The game has two distinct phases:

PHASE 1: FREE EXPLORATION

While the dragon sleeps, you have **unlimited moves**. Use this time wisely to map as much of the labyrinth as possible. Walls you discover and passages you find will be essential knowledge once the dragon wakes.

PHASE 2: THE HUNT

Once you move within 3 chambers of the dragon, it awakens. From this point:

- Your moves become **limited per turn** (based on lives)
- The dragon pursues you after each turn
- The dragon is visible when within 5 chambers (may disappear at greater distances)

💡 SOLO STRATEGY

Map the entire labyrinth before approaching the dragon! In Phase 1 you have unlimited moves, so take full advantage. Identify clear routes from the dragon's area back to your Waystone before waking the beast.



TWO-PLAYER DUEL

Two human players compete on a shared labyrinth. The rules change significantly from solo mode:

- **Moves are always tracked** – no free exploration phase
- Players **alternate turns**: Warrior 1 → Warrior 2 → Dragon → repeat
- The dragon moves after **both** players have taken their turns
- The dragon is **always visible** once awakened
- Players can **battle** for the treasure when on the same chamber
- Each player's Waystone is **hidden** from the other player
- Walls discovered by *either* player are visible to *both*

TURN STRUCTURE

STEP	ACTION
1	Warrior 1 uses their moves
2	Warrior 2 uses their moves
3	Dragon moves (if awake)
4	Return to Step 1

You may end your turn early by clicking the "Next Turn" button if you do not wish to use all your remaining moves.



VS CPU CHALLENGE

In this mode, you face a computer-controlled Warrior 2. The CPU opponent is a formidable adversary that:

- **Explores intelligently** – Maps the maze using pathfinding algorithms and avoids dead-end corridors
- **Hunts strategically** – If you have the treasure, the CPU will chase you down
- **Evades the dragon** – Avoids ending its turn near the dragon when possible
- **Seeks the treasure hint** – Searches systematically around the dragon's lair
- **Understands doors** – On Level 2, avoids risky locked doors when near the dragon

The CPU takes its turns with brief animated delays so you can follow its movements. A small 15% randomness factor prevents the CPU from playing perfectly every time.

CPU BEHAVIOR PHASES

PHASE	BEHAVIOR
Explore	Map the labyrinth, seek unknown passages
Seek Hint	Search near the dragon's lair for treasure
Seek Treasure	Head toward visible dropped treasure
Return to Base	Carry treasure back to Waystone
Hunt Player	Chase you if you have the treasure
Evade Dragon	Flee when dragon is dangerously close

IX. BOARD LEGEND & INTERFACE



BOARD SYMBOLS

	Warrior 1 (You)		Warrior 2 / CPU
	Dragon		Your Waystone
	Treasure Hint Area		Treasure (visible)
	Life / Health		Door (Level 2)

WALL INDICATORS

Discovered walls appear as **brick-textured barriers** on the edges of chambers. Passages (open routes) appear as clear openings between chambers. Undiscovered edges are hidden.

CHAMBER SHADING

Chambers you have visited may appear slightly different from unexplored chambers, helping you track your explored territory.

GAME CONTROLS

CONTROL	ACTION
Click/Tap	Move warrior to adjacent chamber
Next Turn	End your turn early (forfeit remaining moves)
New Game	Reset and start a new game
Sound Toggle	Enable or disable game audio

SOUND EFFECTS

The game features immersive audio. Each event has a distinct sound:

- **Footsteps** – Successful movement
- **Thud** – Wall discovered
- **Creak** – Door locked (Level 2)
- **Chime** – Dragon is about to move
- **Roar** – Dragon awakens
- **Wings** – Dragon flying / moving
- **Clash** – Warrior battle for treasure
- **Fanfare** – Victory!

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X. STRATEGY & TIPS



GENERAL STRATEGY

1. MAP BEFORE YOU ENGAGE

In solo mode, use the free exploration phase to map as much of the labyrinth as possible. Know your escape routes *before* waking the dragon. In multiplayer, balance exploration with speed—your opponent is mapping too.

2. PLAN YOUR ESCAPE ROUTE

Before picking up the treasure, trace a clear path from the treasure back to your Waystone. The dragon will pursue you aggressively once you have the treasure, and with only 4 moves per turn, every step counts.

3. RESPECT THE DRAGON'S SPEED

The dragon moves diagonally—it closes distance faster than you can. Use the labyrinth's twisting passages to your advantage. The dragon ignores walls, but it can only move one tile per round.

4. USE YOUR WAYSTONE WISELY

Your Waystone is a safe haven. The dragon cannot enter it. If the dragon is closing in and you are near your Waystone, retreat to safety and wait for it to move away.

ADVANCED TACTICS

5. LEVEL 2: DOOR MANAGEMENT

On Level 2, remember that doors lock behind you. When planning your escape route with the treasure, prefer paths you have *not* recently used—those doors will still be unlocked. If you must go through a locked door, avoid doing so on your last move when near the dragon.

6. MULTIPLAYER: DENY YOUR OPPONENT

In two-player modes, you can intercept your opponent by moving onto their chamber when they carry the treasure. The 50/50 battle may steal the treasure for you! Watch the dragon too—it chases the treasure carrier, which may work in your favor.

7. LOSING LIVES STRATEGICALLY

Losing a life reduces your moves per turn. Sometimes it is better to retreat to safety than risk a dragon encounter, even if it means taking a longer path. Going from 8 moves to 6 moves is a significant handicap.

8. USING THE TREASURE HINT

The sparkle marker shows the dragon's lair. The treasure is within 2 tiles of this point, giving you a maximum of 13 possible chambers to search. Cross-reference with passages you have already explored to narrow it down further.

9. VS CPU: EXPLOIT THE AI

The CPU has a 15% chance of making a random move each turn. It also cannot see your Waystone, so it does not know where you need to go. Use unpredictable routes and take advantage of the CPU's occasional mistakes.



XI. LEADERBOARDS & SCORING



SCORE SUBMISSION

Upon winning a game, you can submit your score to the **global leaderboard**. Your entry records:

STAT	DESCRIPTION
Time	Total time from first move to victory
Moves	Total number of moves taken
Deaths	Number of times killed by the dragon
Explored	Percentage of labyrinth walls discovered
Level	Difficulty level (1 or 2)
Mode	Game mode (Solo, 2P, vs CPU)

Leaderboards are sorted by **fastest time**. Try to find the treasure and escape with as few moves and deaths as possible!

Enter your adventurer name when prompted after victory. The top 100 scores for each category are displayed on the leaderboard.

XII. QUICK REFERENCE



MOVEMENT REFERENCE

CONDITION	MOVES
3 lives	8 per turn
2 lives	6 per turn
1 life	4 per turn
Carrying treasure	4 per turn
Solo (dragon asleep)	Unlimited

DRAGON REFERENCE

BEHAVIOR	VALUE
Wake distance	3 chambers
Solo visibility range	5 chambers
Movement speed	1 tile/round (diagonal)
Attack range	Same chamber only
Ignores walls?	Yes
Enters Waystones?	No

LEVEL 2 DOORS REFERENCE

MECHANIC	VALUE
Doors starting locked	~35%
Unlock attempt success	50%
Failed attempt cost	1 move + turn ends
After passing through	Door locks behind you

MAZE GENERATION

PARAMETER	VALUE
Board size	8 × 8 chambers
Wall probability	~80%
Treasure distance from lair	≤ 2 chambers
Max lives	3

BATTLE REFERENCE

EVENT	RESULT
Walk onto dragon	Lose 1 life, turn ends
Dragon reaches you	Lose 1 life, respawn
Warrior battle	50/50 for treasure
All lives lost	Game over
Treasure + Waystone	You win!



*“The labyrinth awaits, brave adventurer.
Will you find the treasure and escape,
or will the dragon find you first?”*



Delve & Dash v2.0
Inspired by the 1980 Mattel Electronics Game
Rebuilt for the Modern Web