

DEVIOUS DUNGEON DABLOONS



2 TO 4 PLAYERS | FROM 16 YEARS

In this game, you and your friends take on the roles of four unique characters trying to escape the devious dungeon of the Lands Between. Searching for four pieces of a Dabloon that unlocks the gate to escape. You must band together to form a guild to survive. But watch out, as the goblins slowly invade the Lands Between, so you must work fast and strategically to escape before its too late.

Each character has its own skills that will help you collect the Dabloon pieces, but in order to escape you must all survive and collect all four pieces. The longer it takes to collect the pieces, the more goblins will come and take over. So use your limited amount of actions wisely, and discuss a plan of action

CONTENTS

56 CARDS:

28 treasure cards
24 Goblin cards
4 Character cards

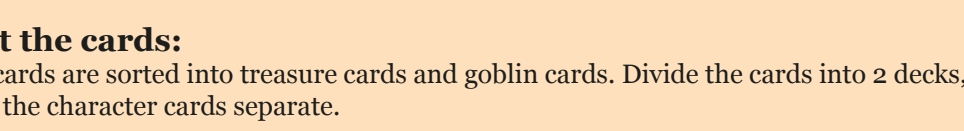
24 double-sided island tiles
4 plastic pawns
4 wooden treasure pieces
1 Goblin meter



PREPERATION

Create the Island:

Shuffle the island tiles and randomly place them with the non-goblin side up as shown in the image below, this will be the game board where the adventurers can move around.



Place the Dabloon parts:

Each Dabloon part now has a random location on the game board, each part can be found on 2 tiles, this can be seen by the symbol at the bottom right of the card. Place these parts around the location tiles.

Sort the cards:

The cards are sorted into treasure cards and goblin cards. Divide the cards into 2 decks, keep the character cards separate.



Treasure cards



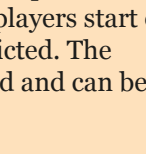
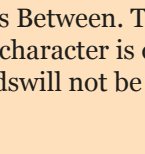
Danger cards



Character cards

The island is being taken over by goblins:

Shuffle the danger cards and place them in a facedown draw pile. Draw 6 cards, flip the drawn cards over and flip the corresponding tile to the goblin side. After that, place them in the discard pile.



The guild assembles:

Each player chooses a character with special skills to explore the Lands Between. The players start on the tile where their character is depicted. The other character cards will not be used and can be put away.



Deal the treasure cards:

After shuffling the treasure cards, each player receives 2 cards. Players lay their cards face up in front of them, so every player can see. If a player draws a goblin card, they can put it back into the stack and draw again.



Determine the Goblin Status:

Set the goblin meter to a chosen level with the danger arrow. This level indicates how quickly the goblins take over the Lands Between during the game. If this is your first time playing for example, put the danger arrow at the 'Squire' level, if you are more experienced with cooperative games, put the danger arrow at a higher level to increase the difficulty. The danger arrows status will be adjusted according to the instructions on the Goblin cards that are flipped during the game.



Danger arrow



Goblin meter



GAMEPLAY

The person who walked through a forest last, may start the game.

Each turn, you perform the following 3 steps:

1. Take up to 3 actions
2. Draw 2 cards from the treasure deck
3. Draw as many goblin cards as the goblin meter indicates

1. Take up to 3 actions:

Each turn, the player may take 3 actions, teammates can give advice on which actions to take. The following actions can be taken:

Move

1 step equals 1 action. You can only move your character horizontally and vertically on adjacent tiles. You can also move to tiles taken over by goblins, but not to tiles that have disappeared.



Exceptions:

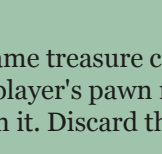
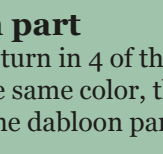
- Aspen Thornblade can move diagonally.
- Rainbow Sparkle can move to any tile once per turn.

Reclaim

For one action, you may reclaim 1 adjacent tile that has been taken over by goblins on which the player is standing (left, right, above, or below), or the tile on which the player is standing. Flip back the tile to the safe side.

Exceptions:

- Agnur the Fellshade may slay two goblin tiles at once.

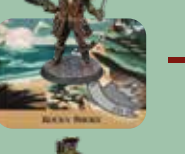


Give a treasure card

Give a treasure card to another player who is on the same tile as you. 1 card is equal to 1 action. It is not allowed to give others dragon, or arrow cards.

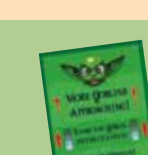
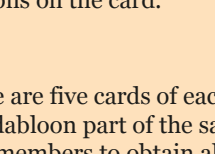
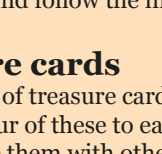
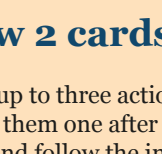
Exceptions:

- Captain Zero can give others cards, without having to stand on the same tile.



Find a Dabloon part

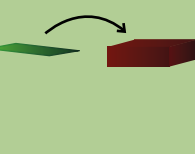
For 1 action, you can turn in 4 of the same treasure cards to obtain the dabloon part with the same color, the player's pawn must be on the one of the two tiles with the same dabloon part on it. Discard the treasure cards.



Goblin cards

There are three Goblin cards shuffled in the deck, if you draw one of them out of the treasure deck, immediately carry out the following instructions:

1. Change the danger arrow to the next level. The number next to the danger arrow indicates how many danger cards should be drawn at the end of a turn.



2. Shuffle all the danger cards of the discard pile through the pile of danger cards who are still laying face-down. This causes the already drawn cards to have the chance to quickly be drawn again.

3. Discard the goblin card into the treasure card discard pile



Note that: If a goblin card is drawn, you can not draw another as a replacement.

The last card

If the last card from the treasure deck is pulled, shuffle the cards from the discard pile to create a new treasure deck.

Limit of cards in your hand

You can only have five cards per person, if you get a sixth card, discard one of them.

3: Draw danger cards according to the goblin meter

After Drawing two cards from the treasure deck and acting accordingly, draw the amount of danger cards according to where the danger arrow is pointing on the goblin meter. (For example, if the danger arrow is pointing to 3, draw 3 danger cards.) Draw them one after the other and put the open cards on the discard pile after. For every danger card, search for the corresponding board tile and carry out the following instructions:

-If the tile hasnt been taken over by goblins yet, flip the tile over to the goblin side.



Danger card

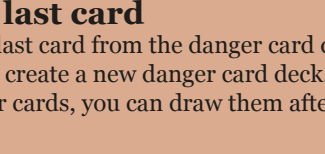


Safe side

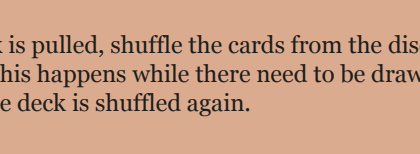


Goblin side

-If the tile has already been taken over, the tile will become goblin territory, disappear, and become unreachable for the guild members. The Elven Arrow Barrage also will not be able to reclaim a disappeared tile.



Before



After

But watch out..!

If one of the guild members is standing on a tile which is already taken over by goblins, and the same card is drawn, the tile on which the player is standing will still disappear and the guild members will have lost against the goblins.



The last card

If the last card from the danger card deck is pulled, shuffle the cards from the discard pile to create a new danger card deck. If this happens while there need to be drawn more danger cards, you can draw them after the deck is shuffled again.

END OF THE GAME

HOW TO WIN

Go to the Steel Gate, once all dabloons are in the Steel Gate, the gate opens and all players must come to the tile of the Steel Gate. Players can then fly away by using a card that allows them to fly away with the skeleton dragon. (You can also win the game if the Steel Gate is taken over by goblins.)

HOW TO LOSE

There are 4 ways to lose the game:

- 1: If all tiles with a dabloon part have disappeared before that dabloon part is found
- 2: If the Steel Gate disappears
- 3: If a player was standing on a tile which disappeared.
- 4: If the goblin meter reaches the end

DIFFICULTY LEVEL

As soon as you have won the game on Squire difficulty (which you can see on the goblin meter), you can move on to a harder difficulty like Soldier, Knight or even King.



DEVIOUS DUNGEON DABLOONS

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