Preparation:

You need a pencil and one six-sided die to play.

There are five tokens on the lower-left corner. Carefully cut or tear these off.

Place the Hero and Monster tokens on the "Camp" square, at the beginning of the lane. Player 2 takes the three Minion tokens.

Playing:

Player 1 starts the game, and plays the following steps in their turn.

- 1) Fill in one Aempty resource on any one building (Tavern, Guild or Tower). When all resources on a building are filled, you have completed it.
- 2) Choose one completed building (that has all its resources ▲filled), if you have any. Perform the action described on the building.
- 3) If the Hero is standing on a square with text, perform the action described.

Player 2 goes next, and plays the following steps in their turn.

- 4) Put 1 Minion token on one of the squares in the Den.
- 5) If you have any ₩Minion tokens on the Den, you may remove any number of those and perform the action described depending on how many tokens you removed. You keep the tokens in your hand.
- 6) Roll one six-sided die. Advance the Monster a number of squares equal to the die roll.

Keep taking turns until the end of the game.

Wining and Losing:

At the end of Player 2's turn, check for the following conditions:

If the Thero is standing on the "City" square, the Hero defeats the Monster. Player 1 wins! If the Monster is standing on the "City" square, the Monster raids the City. Player 2 wins! If both the Hero and the Monster are on the "City" square together, it's a tie. The race goes on -- up for another game?



Dependable outlet for adventurers and citizens alike!



Roll a six-sided die:

- 1-3: Move the Thero forward by 2 squares.
- 4-5: Move the Hero forward by 3 squares.
- 6: Move the Thero forward by 5 squares.

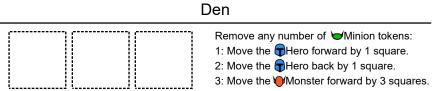
Always has adventurers in its best interests -- if you don't count bureaucracy.



Roll a six-sided die:

- 1: Move the Monster to the same square as the Hero.
- 2-3: Move the Thero forward by 3 squares.
- 4-5: Move the Hero forward by 4 squares.
- 6: Move the Hero to the same square as the Monster.

The spells wrought by the magician of the tower have been called amazing, remarkable, astonishing, marvelous, wonderful, spectacular, even miraculous, but never "consistent".



Dark, damp tunnels; torch-lit caverns; littered with the remains of explorers. Everything a monster needs to call it a home!

