








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  empty 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.

Winning and Losing:

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

If the  Hero 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?

Tavern






Move the  Hero forward by 3 squares.

Dependable outlet for adventurers and citizens alike!

Guild



Roll a six-sided die:







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

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

Tower



Roll a six-sided die:




- 1: Move the  Monster to the same square as the  Hero.
- 2-3: Move the  Hero 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".

Den



Remove any number of  Minion tokens:

- 1: Move the  Hero forward by 1 square.
- 2: Move the  Hero back by 1 square.
- 3: Move the  Monster forward by 3 squares.

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

