

Preparation:

You need a pencil and one six-sided die to play.
There are two tokens on the upper-right corner. Carefully cut or tear these off.
Place both tokens on the "Camp" square, at the beginning of the lane.

Playing:

Play these steps in order.

- 1) Fill in one empty resource on any one building. 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.
- 4) Roll one six-sided die. Advance the Monster a number of squares equal to the die roll.
- 5) Go to step 1 and continue playing.

Winning and Losing:

If by the end of step 3 the Hero is standing on the "City" square, you have defeated the monster and win the game. Congratulations! (The position of the Monster is not important.)

Otherwise, if by the end of step 4 the Monster is standing on the "City" square, you lose the game. Better luck next time!



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".

