

TRICKY DUNGEON



PUMPKIN
GAMES



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1. INTRODUCTION

In Tricky Dungeon players compete with each other to get the most gold out of the dungeon. It is a so-called 'trick-taking game', like Bridge or Hearts: players must play one card from their hand in turn, and the highest card (in the asked suit) wins the so-called trick. That way all cards in the player's hands are played. Each round one player takes on the others, and picks a hero that he wants to use. The hero determines what a player has to win in cards or tricks to earn gold. The other players work together to thwart the hero player's plans. Each player takes the same amount of turns in picking a hero. Every hero is unique. They change the basics of the game and offer new surprises.

2. OBJECT OF THE GAME

The player who has earned the most gold at the end of the rounds wins the game. If there are more players who have earned the most gold, they share the win.

3. COMPONENTS

- 32 playing cards in 4 colors, with values of 0 to 7.
- 3 sets of 5 hero cards in three languages (15 per language) that show which goal the active player has to reach, and how gold can be earned. Choose 1 set to




play with per game.

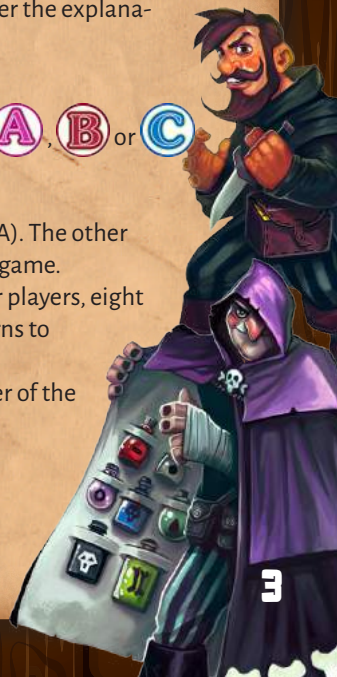
- Extra equipment: pen and paper to keep score.

4. PLAYING THE GAME

We will first go into the basic game for 3 to 4 players. The 2 player game is a bit different, those rules can be found after the explanation of the basic game.

Preparation

- Decide which set of heroes you are going to use   or . The three different sets are used to offer more variation and challenge.
- For beginners we recommend using the first set (A). The other sets can be put aside and are no longer used in the game.
- Two rounds per player will be played. So with four players, eight rounds will be played. Each player will have two turns to pick a hero and take on the other players.
- Place the set of 5 heroes in plain sight at the center of the table.
- Shuffle the 32 playing cards.



- Deal the cards to the other players. Each player receives:
 - » With 4 players, each player receives 7 cards
 - » With 3 players, each player receives 9 cards
 - » Leftover cards are put aside.
- Players are not allowed to communicate with each other about the cards they hold in their hands.
 - Determine who will be the active player for the first round and will pick the first hero.

Playing a round

- The active player now has to pick one hero to play with this round. This determines the goal of this round.
- Next, the active player can choose to exchange any number of cards from his hands with those from the leftover pile of playing cards. The player first has to choose which cards from his hands he wishes to discard. The chosen cards are put aside, face down, and the player is no longer allowed to take these cards in his hands. He then blindly takes the same number of cards from the leftover playing cards. So, it is a gamble if the player's newly drawn cards are better than the discarded cards! The other players do not get to see the discarded cards.
- Now the round can begin. After the last card of the

players is played, the round ends.

Regular Round

- The active player has to be the first to play a card from his hands.
- All other players will then also each play one card from their hands in a clockwise fashion. If possible, this card has to be of the same suit as the first played card, because that is the asked suit.
- If a player does not have a card of the same suit, he may play any other card.
- After all players have played a card, the player who has played the card with the highest value in the asked suit will win the 'trick'. He takes the played cards, and puts them aside face down.
- The player who has won the trick now is the first to play a card from his hand to determine the asked suit for this trick.
- Play all tricks in this fashion until all cards have been played.



Color and number determine which card wins the trick. In most cases this will be the highest value.

Some cards contain magic spells or potions, which causes some cards to become special cards.

In that case, the winning card is the one with the highest number of stars.

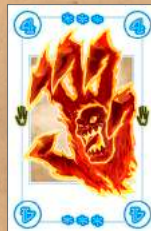


Trump

- Some heroes ask for an extra choice, for example choosing a trump suit, or that certain cards become trump cards. The active player has to decide this when selecting the hero.
- Trump means that the cards that have been selected as trump cards always win the trick; they trump all other cards, and always win.
- The trump counts for all players, so also for the non-active players who did not select the hero this round.
- Players have to follow suit, even if they would rather like to play a trump card from a non-matching suit.
- If more than one trump card is played, the highest trump card wins the trick.

Special cards as Trump

Some heroes will not turn a suit into trump cards, but certain symbols. For example, all 3 and 4 cards are magic spells, and will become trump when the Wizard is chosen. If multiple trump cards of the same value are played in the same trick, look for the number of stars on the card: the card with the highest number of stars will win in that case. Example: green cards have 4 stars, so a green 4 will win over all other 4 cards when the 4 is trump and they are played in the same trick.



End of the Round

At the end of each round, it is determined how much gold the active player has earned by looking at the reward conditions on the hero card. When the active player has not earned any gold, all other players will be rewarded one gold piece. Write down how much gold is

earned by each player. After the round, the next player in a clockwise fashion will become the active player, and will select a hero from all 5 available heroes.

End of the game

After all six or eight rounds are played, the player with the largest number of gold pieces wins the game.

Rules for 2 players

Tricky Dungeon can also be played by two persons. Just as in a 3 person game, each player will receive 9 playing cards. There are some small adjustments to the game:

- Play 8 rounds so each player will pick a hero four times.
- The active player is now allowed to exchange up to a maximum of 7 playing cards. However, the other player is now also allowed to do so, but never more than the active player. So if the active player has exchanged 3 cards, the other player can exchange 0 to 3 cards.
- Open Exchange: all cards that are discarded from the player's hand and exchanged for other playing cards are to be put on the table face up. That way both players can see which cards are no longer in the game and which cards are.

- Players are not allowed to exchange magic potions. They must be kept in the player's hand.



5. EXTRA GAME VARIATIONS

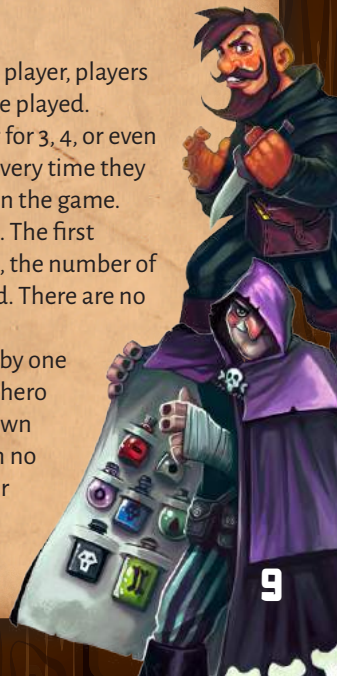
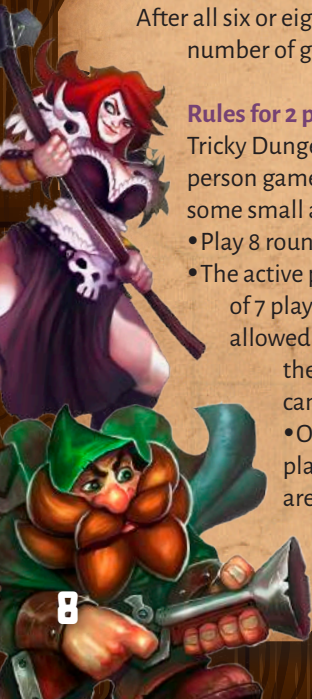
Here follow some alternative game variations to enjoy the game in other ways. The basic rules remain the same.

Longer game: instead of the standard 2 rounds per player, players can also determine a higher number of rounds to be played. Example: players can choose to be the active player for 3, 4, or even 5 rounds each, and will be able to pick a new hero every time they are the active player. There are no further changes in the game.

Race: there is no predetermined number of rounds. The first player to collect 15 pieces of gold wins the game. So, the number of rounds that are to be played is not clear beforehand. There are no further changes in the game.

Adventurers Guild: each hero can only be selected by one player. Five rounds are played per player, and every hero has to be picked once by the active player! Write down which player already had which hero. That hero can no longer be picked by that player. There are no further changes in the game.

Random Dungeon: in this case not one, but all



three sets of heroes are used. Shuffle the 15 heroes, and form a closed pile of hero cards.

- Shuffle the playing cards, and deal them to the players.
- Pull a hero card from the bottom of the draw pile and place it face up.
- The active player can now see which cards he has in his hands, and then has to decide if the exposed hero will be in play.
 - If the hero is not to the active player's liking, the player can discard the current hero. Put the hero aside, and turn over the next hero on the pile.
 - If this hero also is not to the active player's liking, this hero too can be discarded.
 - A third hero will be exposed, and this will automatically become the active hero.
 - After determining the hero, the active player is still allowed to exchange a number of cards from his hand.
 - After all tricks are played, the amount of gold earned by the active player will be added up, and if the active player did not earn any gold, all other players will be awarded one piece of gold each.
 - After the round is over, it is the next player's turn to take on the other players with a hero. Shuffle all 15 hero cards, and expose a new hero for the new active player.

6. EXPLANATION OF THE HEROES

Below follows an explanation of the 15 heroes.

SET



Thief

The thief steals a set amount of gold from the dungeon:

 /  : 5 gold

 : 4 gold

However, every trick you win will cost you one piece of gold. The more tricks you manage to avoid, the more gold you will earn. There are no trump cards when playing with the Thief.



Assassin

The Assassin awaits his chance. It does not matter how many tricks or gold you win, as long as you win the final trick. In that case, he will win four gold. There are no trump cards when playing with the Assassins.



Barbarian



The Barbarian wants to collect as many tricks and magic potions as possible. Add up all won tricks and magic potion cards. For each one more than the set minimum you will earn one gold:



: 1 gold for each above 6



: 1 gold for each above 4

The active player must also pick a suit as trump card (before exchanging cards). All cards from the chosen suit will become trump cards and will win from all other suits.



Wizard



The Magician collects magic potions. It does not matter how many tricks you win, as long as you manage to collect magic potions. The potions are worth two gold apiece. When this hero is selected, all magic spells in the game are trump cards: the 3 and 4 cards of each color.



Witch



The Witch wants to collect magic spells (the 3 and 4 cards). It does not matter how many tricks you win, as long as you manage to collect spells. You earn one gold per collected spell. When this hero is selected, all magic potions in the game are trump cards (one in each color).



SET B



Dwarven Hunter

The Dwarven Hunter wants to collect as much Goblins as possible. These are the playing cards with values 1 and 2 (magic potions excluded):

Example collect:



Example Trump:

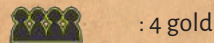


All torches, the 0 cards, are trump cards when this hero is chosen.

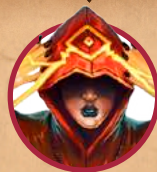


Trickster

Like the Thief, the Trickster receives gold beforehand:



You lose one gold piece for each trick you win and for each magic potion collected. The trickster turns four of the remaining playing cards face up, and puts them in front of him. These cards are also part of the player's hand. They can be played instead of the cards in the player's hand. They are also in play to match the asked suit! There are no trump cards if this hero is chosen.



Seer

If a player chooses the Seer, that player must make a prediction. First the playing cards can be exchanged. Next, the active player has to predict how many tricks and magic potions will be collected this round in total. If the prediction is correct, five gold is earned. If the prediction is false, the active player will earn nothing. There are no trump cards if this hero is selected.



Troubadour

If the Troubadour is chosen, the player to the left of the active player has to determine the trump suit. This makes it more difficult for the active player to win tricks. But gold is made for every trick that is won and for each collected magic potion.





Sorcerer

The Sorcerer, like the Barbarian, wants to collect as many tricks and magic potions as possible. Add up all collected magic potion cards and tricks. For each more than the set



minimum one gold is earned:

 : 1 gold for each over 6


 : 1 gold for each over 4


If this hero is chosen, all magic spells in the game are trump cards (the 3 and 4 cards of each color).



Knight

The Knight—like the Barbarian—wants to collect as many tricks and magic potions as possible. Add up all collected magic potion cards and tricks. For each more than the set minimum one gold is earned:

 : 1 gold for each over 5

 : 1 gold for each over 3

The active player also has to pick a card value as trump (before exchanging cards from his hand). That means that all cards with the chosen value are trump cards and beat all other cards. Example: if the player has three playing cards with a value of 2 in his hands—which



will normally not easily win a trick—the player can choose to make the 2 the trump card, turning them into the highest cards in the game. The Knight also has to follow suit.



Ninja

The Ninja wants to collect magic spells (the 3 and 4 cards). It does not matter how many tricks you win, as long as you collect spells. You earn one gold per spell. The active player plays his cards face down instead of face up. The value of the card remains unknown until all players have played a card. The active player does have to indicate which color has been played. There are no trump cards if this hero is selected.



Elvish Hunter

The Elvish Hunter wants to collect as many Orcs as possible. The Orcs are the 5 and 6 playing cards (magic potions excluded).

Example collect:



All magic potions (1 in each color) are trump cards, if this hero is selected.



Nymph

If the Nymph is selected, not the highest value, but the lowest value of the asked suit will win the trick. Every collected Ogre earns the active player two gold. There are no trump cards if this hero is selected.

Example collect:

Fairy Scout

the active player selects the Fairy Scout, every won trick is worth two gold pieces. However, not the highest value of the asked suit will win the trick, but the second highest! This is truly Tricky!

There are no trump cards if this hero is selected.



7. COLOFON

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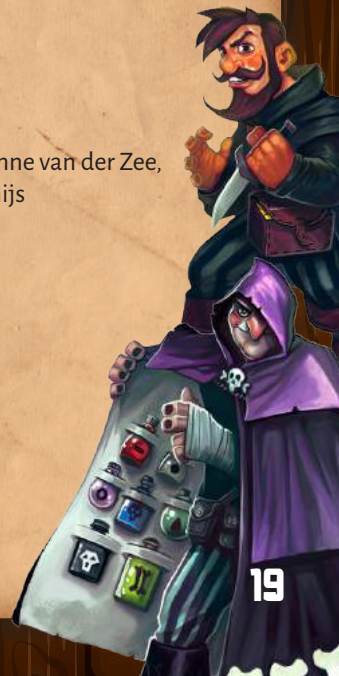
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