

Adventurers Rules

Your party of brave adventurers camp outside of Deduction Dungeon, drawn by the legend of its vast treasure. Each day you go in to loot as much gold as possible before the monsters chase you out. Each day the monsters learn how to better defeat you, and soon they will prevent you from even entering. Can you get all of the treasure out before then?

Setup



Choose **4 adventurers** from the adventurers deck and lay them face up in front of you (the rest of the deck won't be used this game).

Take four strength **tiles numbered 1 through 4**, mix them face down, and put one on each adventurer card in the top left corner. The monsters player will do the same from the monster deck.

Place **12 gold pieces** in the center of the table. Shuffle the **treasure cards** and place face down near the gold.

You can start with more or less gold in the center to make the game more or less challenging for either player.

Goals & Gameplay

Do not look at any strength tiles, and keep them hidden from the monsters player. Choose an adventurer to enter the dungeon by placing it near the center of the table. The monsters player will choose a monster to defend. Peek at the strength tiles on these two cards and announce the winner. The **higher number wins**. **In a tie, the monster wins** (don't give away that it is a tie).

If you win, take one gold. Your adventurer stays put, but **the monster must retreat** and cannot be played again this round. The monsters player will choose a new monster to attack.

If you lose, your adventurer must retreat. Place it back near you and **turn it 90 degrees** to indicate it cannot be played again until the next round. **The monster also retreats.**

Repeat the steps above until all monster cards have been played. **If all of your adventurers have been defeated, you lose.**

If you have any adventurers standing, you *may* take a treasure card. Do what it says. Then return all of your adventurers upright in front of you and begin a new round. This continues until the monster player learns how to stop you, or until you take all of the gold. **If you get all of the gold, you win.**

Tips

Since you will see all of the strength tiles, you have an advantage, but it won't last long. Try to keep the monsters player confused by giving away as little information as possible.

You cannot lie about the outcome of an encounter. You can attempt to trick the other player or disguise your card's strengths with the treasure card powers, but watch out for traps! An adventurer can have multiple treasure cards on it if you want.

Games are very short, so swap sides and play again and have fun!

Monsters Rules

You are perfectly happy dwelling in the depths of Deduction Dungeon. But pesky adventurers keep coming in to steal its gold, and you have to keep chasing them away. Each time they come in you learn more about their strengths and weaknesses. Soon, you'll learn how to drive them off so you can go back to your peace and quiet.

Setup

Choose **4 monsters** from the monsters deck and lay them face up in front of you (the rest of the deck won't be used this game).

Take four strength **tiles numbered 1 through 4**, mix them face down, and put one on each monster card in the top left corner. The adventurers player will do the same from the adventurers deck. Do not look at any of the strength tiles.

Place the 8 numbered guess tiles near you if you wish to use them.

The adventurers player will place gold and treasure cards in the center of the table.



Goals & Gameplay

You may not look at any strength tiles at any time. Your goal is to deduce all of their values in order to stop the adventurers.

The adventurers player will place an adventurer card in the center. Choose one of your monsters to defend and place it in the center too. The adventurers player will peek at the strength tiles on both cards and announce the winner. The **higher number wins. In a tie, the monster wins.**

If you win, the adventurer must retreat (without taking any gold) and cannot be played again this round. Your **monster must also retreat**. Place it back near you and **turn it 90 degrees** to indicate it cannot be played again until the next round.

If you lose, the adventurers player will take 1 gold. The adventurer stays put, but **your monster must retreat**. Return it and turn it 90 degrees, then **choose another monster** to face the adventurer and repeat as above. This continues until all of your monsters have been played.

If you defeated all of the adventurers, you win. Otherwise both players replace their cards upright in front of them and begin a new round. **If the adventurers player gets all of the gold, you lose.**

Tips

Each round you learn a little bit more about which cards are stronger and which ones are weaker. Keep pairing different cards together to figure out which monsters can defeat which adventurers. But watch out for false conclusions!

You can use the small numbered guess tiles to help keep track of what you figure out. Also, reading the character's names and doing a little role playing during each encounter adds to the fun and can help you remember previous battles better.