***Rings of Tartarus***

**Five Player Free-For-All Dungeon Game**

**Synopsis**

***Race to the center of the ring temple to grab the Wax Wings and escape! Use your inventory wisely to conquer the labyrinth and avoid the Minotaur.***

**How to Play**

**First, randomize the game board rings. Place the shuffled pile of item cards face down off the board. There should be 1-4 players and   
1 Game Master. The Game Master will have their own board, and their rings should match the game board’s rings. Players will each take turns drawing a card until each player has 4 cards. Asterion (the Minotaur) starts in the center on the Game Master’s board as he is invisible.  
   
Players each start at one entrance around the board closest to where that player is sitting. Players will each take turns playing in clockwise order, and then the Game Master will play their turn after each player has played their turn. While players are playing, a short timer will be going that determines when the rings must be rerandomized again.**

**Player’s Turn**

**When a player starts their turn, they will first receive a new card unless they already have 4 cards or have the Wax Wings. They then have the option to play or discard any number of cards from their inventory. After this, they a roll a D6 die to move around the ring. Players cannot move through walls or skip through rings. Players should make their way to the center to get the Wax Wings to win the game. After a player has moved, they have the option to use or discard more of their cards. If a player has a sword card, they can use it to attack an adjacent space that is not blocked by a wall or the ring layout. If a player attacks either another player or Asterion (who will be invisible unless the player uses a sight card), the attacked player is sent back to that player’s nearest starting point (Asterion is sent to the center and is unable to play their next turn). Players can only use a shield card when they are attacked to block that attack. Otherwise, each card has its effect written on it.**

**When the players grab the Wax Wings in the center, they have a +2 to their movement roll as long as they have thew wings. If a player is attacked while having the Wax Wings, the wings go back to the center and the player resets like normal. Once again, players do not receive new cards while they have the wings. If a player makes it to any of the players’ starting points with the Wax Wings, that player wins.**

**Game Master’s Turn**

**Once each player has made their turn, it is time for the Game Master’s turn. First off, whenever the ring timer expires, the Game Master will rerandomize the rings and then reset the timer. Make sure the Game Master’s board is always accurate with the players’ boards.  
  
The Game Master’s turn has 3 phases: moving Asterion, rolling for a ring, and then shifting that ring by the rolled number.  
  
Asterion has his own movement where a D6 will be rolled to move him towards the nearest player. Asterion is able to move through walls but is not able to skip rings. When Asterion moves on top of a player during his turn, that player is attacked and sent back to the beginning (unless that player has a shield, where Asterion’s turn will end right before that player is “stepped on”). Asterion is able to attack multiple players in a single turn if they cross over multiple player’s locations. If Asterion was attacked during any of the players’ turns, Asterion only skips the current turn.**

**After Asterion has moved, the Game Master will roll a D6 to pick a random ring starting from the outer ring. If the roll is greater than the number of rings, simply take the remainder of the roll and select that ring. The Game Master will roll once more after selecting a ring to shift it clockwise that number of steps. Every ring movement will shift the players on top of it with the ring.**

**Any time the board changes, the Game Master’s board should accurately reflect the game board. Since Asterion is natively invisible to players, the Game Master is responsible for informing players when Asterion attacks or is attacked.**