

Deadly Quest



You've come a long way and only the last trial remains. It is the only thing that separates you from your goal of saving the princess. She is waiting for you on the other side of a deadly maze. Be bold, think carefully to avoid the traps, survive the maze, defeat the dark knight and the dragon to save the princess.

You will need 2 dice to play the game. You can simulate a dice roll here: <https://www.random.org/dice>.

Game instructions:

The game can be played by 1 to 4 players (Ideally at least 2). One player takes the role of **the Knight** and the second player takes the role of **the Princess**. The other 2 players can take the roles of **Hero Knights** (orange and blue). The Princess can help the Hero by using magic or maybe she can conclude that the Hero is boring and unattractive and she prefers to stay with the charming Dark Knight and instead of helping make the quest harder for the Hero. If you want to play as a single player you can yourself take the role of the princess. (You are encouraged to start playing while reading the points below to learn while experiencing the game. Keep in mind that fighting the Dragon is harder than fighting the Dark Knight, and you might need Magic Stones to fight the Dragon.)

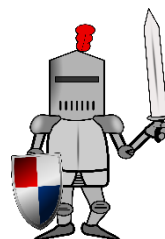
1. The Hero Knight starts from left of the board where the player mark "●" is drawn. Beside the entrance you find a magic stone. (To decrease the level of difficulty you can start with more magic stones – up to 3).
2. **The Dark Knight places the traps:** Roll 2 dice and sum the result. Put the trap (represented by "X") on every square that has the resulting number. *E.g. if you roll "3" and "4", the result is "7". Draw "X" on every square that has number "7" in it.* If a square already has a trap then the Dark Knight has made a mistake and nothing happens.
3. **The princess uses magic:** The princess has found an old magic book. She does not understand it fully but she can try her best. Player 2 (The Princess) rolls 1 dice. If you rolled "1", "2" your spell creates a new trap. Place "X" mark on a square of your choosing. If you rolled "3" or "4" your spell failed and nothing happens. If you rolled "5" your spell removes one trap chosen by you. Simply cross out the 'X' mark. If you rolled "6" your spell creates a magic stone that you place on a square of your choosing for the Hero to collect. Put "M" below the chosen square.
4. **Magic stones:** You as The Hero (Player 1,3,4) can decide to use a magic stone to remove one trap on a square chosen by you. Simply cross out the 'X' mark and also cross out one of the stones on the board below the knight to indicate that the stone was used and has disappeared. You can collect more magic stones during the game, however you cannot carry more than 3 magic stones.
5. **Decide on the direction you want to go.** When you start the game you can go: "up", "down", or "right". Later you can also go back (left). Think carefully taking into account the placement of the traps, and try to avoid them.
6. **Moving:** Roll 1 dice. Move the player according to the dice result. When you move you have to count all squares that you pass. If you manage to pass or land on a square with a magic stone (marked "M") you collect this magic stone. If you land on a trap (a square marked "X") look at point 7, otherwise skip to point 10.
7. **Fight or Flee:** You've landed on a trap (a square marked "X") and now you have a choice to flee and move back to the square that you started this round or you have to fight. If it is a white square you will fight with the Dark Knight (look at point 8). If it is a fiery (red-yellow) square you have woken up the dragon and have to fight it (look at point 9).
8. **Fight the Dark Knight:** Roll 1 dice. If you roll "6" or "1" you win and the Dark Knight escapes. You move 1 square forward (or the first safe square in case there already is a trap 1 square forward). If you roll "3" you manage to temporarily stun the Dark Knight. You stay on this square for this round. If you roll "2", "4" or "5" you lose, but The Dark Knight shows his mercy to impress the Princess. You escape and have to go back the number of squares that is on the dice. *E.g. if you rolled "4", you move back 4 squares.* If after moving back you land on a square with "X" you have to fight again.
9. **Fight the Dragon:** Roll 1 dice. If you roll "6" you manage to cut off its head and win. If the Dragon is slain no one will have to fight it again. You move 1 square forward. If you roll "3" the dragon's fire breath reaches you. You are about to burn and die. In the last moment you reach for a magic stone (if you still have at least one). It glows with bright light and saves you from the fire, disappearing in the process. You stay on this square for this round and are immobilized for the next round. You will have to fight the Dragon again in the next round. Cross out the used magic stone. If you roll "1", "2", "4" or "5" you manage escape and move back the number of squares that is on the dice similarly as in point 8.
10. If you managed to survive and land on an yet unmarked square, then repeat steps from 2 to 7. (If there are more than 1 Hero player then the other Hero Knights repeat steps from 4 to 7 and then the round ends). In point 2 if a trap has to be activated on a square that you stand on you have to fight the Dark knight or the Dragon as described in point 7. Alternatively you can use a magic stone, to save yourself, or flee the fight and move 4 squares back.

(NOTE: In multiplayer the Hero Knights can choose to compete or to help each other to get to the princess.)

You Loose: If after placing the traps in point 2 you cannot make a move without entering a fight. You are then trapped in the maze for eternity.

You win: if you manage to step outside of the maze through the right exit and save the princess.

PLAYER 1

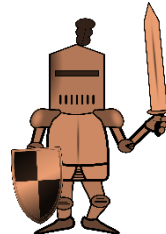


Magic stones



You've landed on a trap.
Fight the Dark Knight or Flee. Look at point 7 on how to flee or point 8 on how to fight.

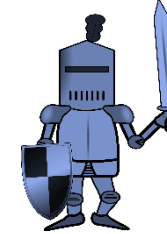
PLAYER 3



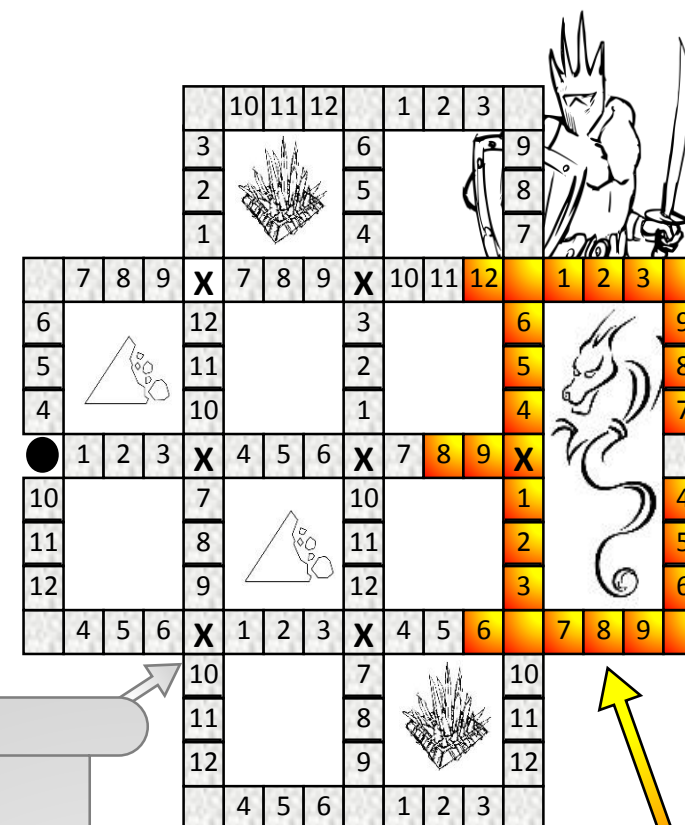
Magic stones



PLAYER 4



Magic stones



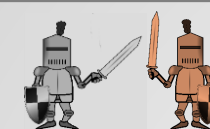
PLAYER 2



Congratulation! You saved the princess. You win!



If you've landed on a trap on a fiery field you
Fight the Dragon or you can **Flee**. Look at point 7 on how to flee the battle or point 9 on how to fight the Dragon.



Optional Multiplayer Hero Knights fight: If 2 players land on the same square, one of them might decide that he wants to fight. Each player rolls 1 dice. The player that has the highest roll wins. The loser has to go back the number of square that is the difference between the 2 rolls. *E.g. if one the winner rolled "5" and the loser "3", then the losing player needs to go back 2 squares.*