FORMIDABLE FOES FIDDLINESS FORESTALLER

GAME START

• Players begin, in turn order, in one of the four start
  chambers.

POWER CHIPS

• ANY TIME a player has to turn in or pay power
  chips, place the first one on the supply and remove
  the rest from the game.

PLAYER MOVEMENT

• **Teleporters** are the corridor space NEXT TO the
  colored square. Stepping into the space counts as
  1; teleporting to the matching teleporter corridor
  space counts as another 1.

• **Landing on a monster** - player MUST stop, but is
  NOT REQUIRED to do battle, even if able.

BATTLE

Monster too weak to give wisdom gain
• Monster dies of fright (no die roll)
  - Pay green heart power chips
  - Pelt = one less gold
  - Draw spell

Monster 'just right'
• Roll dice: (red - green)
  + number in green heart = power chip cost

'LUCKY ROLL' of -1
  - NO GREEN HEART
    pay 0 power chips and get +1 gold
  - GREEN HEART
    pay one less power chip and get +1 gold

• Pay power chips:
  ONE TO SUPPLY, remove rest from game
  - Take pelt (keep secret)
  - Draw spell
    NO SPELL for monsters 43+
    (bluish halo around green heart)
  - Gain wisdom
    (monster level + wisdom advancement tile =
    new wisdom)

• Unable to pay required power chips
  - Turn in all power chips
  - Gain 1 wisdom
  - May move 1 space away

Monster TOO STRONG!!!

Flee (start of turn ONLY)
  - Pay 1 power chip
  - Move x2 or move/battle as normal

Fight
• Roll dice: (red - green) = power chip cost

'LUCKY ROLL' of -1
  - pay 0 power chips (NO BONUS GOLD)

• Pay power chips:
  ONE TO SUPPLY, remove rest from game
  - Gain 1 wisdom
  - May move 1 space away

AFTERMATH OF BATTLE

PLAYER'S TURN ENDS AT END OF BATTLE
  - No spells after rolling dice*
    *Single exception: Power Chips +1(+2/+3/+4)

• Player now 'sees' into revealed portion of dungeon
  - Rooms (occupied or not) block line of 'sight'
  - Turn over all 'visible' intersection tiles
  - Take power chips from 'revealed' rooms & place
    them in COMMUNAL SUPPLY
  - Take equal number of monsters from stack, shuffle
    and place in rooms

MONSTER MOVEMENT
 (spell or Dumbest Player)

• Monster can pick up a person in a room OR
  CORRIDOR

• Monster with 1 person ends movement if it goes into
  room with 1+ people

• Monster ends movement in next room if it ends up
  carrying 2+ people in a corridor (it can sweep any
  number of players into the next room)