Directions Continued

Basic Enemy Encounters

While traveling through the dungeon you will encounter basic enemies (Orange Pebbles). When your character lands on the space of a basic enemy, or on any adjacent space to an enemy (including diagonal) an enemy encounter begins. Once an encounter begins, no other basic actions (including movement) can take place until the encounter is resolved. Place your character on the hero slot of the Character Encounter Board and place the basic enemy on the enemy slot of the Character Encounter Board. Combat proceeds as follows:

- For the basic enemy, place 3 of the orange pebbles that were set aside at the beginning of the game on the enemy's health track.
- Choose a weapon from your inventory to attack with. Possession of a weapon is indicated by a yellow pebble in the indicated weapon slot. (You will always have the sword).
- Roll the dice corresponding to the outline below to attack and receive a counterattack.
  - o Sword: The player rolls the 6-sided die and the enemy rolls the 8-sided die.
  - o Bow: The player rolls the 12-sided die and the enemy rolls the 6-sided die and the 4-sided die, combining their total value.
- Compare the results.
  - o Sword: When comparing the results of this roll, any time the total of the player's die exceeds the total of the enemy's die, the enemy will take a damage. Remove 1 orange health token from the enemy's track. If the player's total is 5 larger than the enemy's roll, remove all 3 of the enemy's hearts and end the combat.
    - If the enemy's die exceeds the player's die by a result of 2 or greater, the player takes damage and removes one heart from the character's health track. If the enemy's total result is 5 larger than the player's roll, the player loses 3 health ending the combat. (See game over instructions).
    - If none of these conditions are met, the round ends in a draw and neither the player nor enemy takes damage.
  - o Bow: When comparing the results of this roll, any time the total of the player's die exceeds the total of the enemy's die, the enemy will take a damage. Remove 1 orange health token from the enemy's track. If the player's total is 4 larger than the enemy's roll, remove all 3 of the enemy's hearts and end the combat.
    - If the enemy's die exceeds the player's die by a result of 3 or greater, the player takes damage and removes one heart from the character's health track. If the enemy's total result is 6 larger than the player's roll, the player loses 3 health ending the combat. (See game over instructions).
    - If none of these conditions are met, the round ends in a draw and neither the player nor the enemy takes damage.
- If a round ends and both the player and the enemy still have health on their health tracks, the combat continues, if the player has more than one weapon at the start of each round, they may switch which weapon they attack with.
- Combat cannot be escaped and continues until either the player or the enemy has been defeated.
  - o If the enemy has been defeated, restore the player's health track to 3 and place the player back on the square the encounter started on.
  - o If the player has been defeated, restore the player's health track to 3 and place the player on the latest checkpoint. (See game over instructions).

Game Over

If the player's health reaches zero, then the game is over, and the player has lost. The player may continue playing by placing their figure on their latest checkpoint. The default check point is the orange starting square with 3 hearts and a yellow token in the sword slot on the Character Encounter Card. As the player progresses, certain puzzle/events cards will override the latest check point achieved and the subsequent set up of the Character Encounter card.