

Dice Delve

In this pocket-sized solo game, you are an adventurer navigating a shifting, dangerous dungeon layout represented by a 3x3 grid of dice. Your goal is to gather gold and escape the dungeon alive!

Credits:

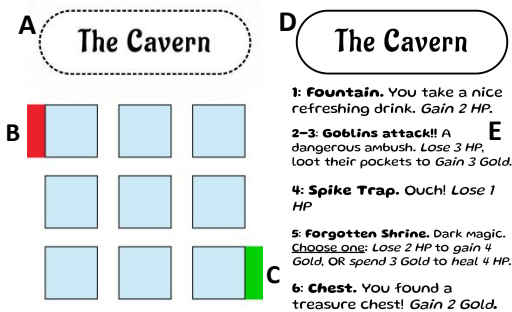
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Components:

- 13 d6 Dice (provided by you)
- 4 cards. A tracker card for Health and Gold, and 3 Location cards (For an example, the card shown below is The Cavern).
- 1 Coin or other marker to show your location.
- 2 8mm cubes or equivalent size markers to track health and gold.

Map

Encounters



A: Location name - Map side **B:** Map Exit **C:** Map Entrance **D:** Location name - Encounter side **E:** Encounter reference

Win Condition:

Move into the Map exit space with 15 or more Gold.

Loss Condition:

Your Health drops to 0. **Or**, there is no valid route to the exit.

Setup:

- Choose a map and take its card.
- Roll the number of d6 shown on the map card, and arrange them randomly in the layout shown on the map card.
- Place your tracker card nearby. You begin the game at 10 Health and 0 Gold.
- Place your player token (a small coin or marker) in the Map entrance space (marked green on the map card).
- **Move** in to the adjacent room, and begin your first turn.

How to Play:

The game is played in a series of turns. Each turn consists of three mandatory steps, and 1 optional step:

1. Encounter. Look at the number on the die you just stepped on. Consult the Encounter reference card for the map you have selected (e.g., The Cavern) and immediately resolve the effect corresponding to that number. Adjust your Health and Gold tracks accordingly.

2. Scout (optional). You may pay 2 of any combination of Health and Gold to re-roll an adjacent dice until it lands on a number which would result in a different effect to that which it would have resulted in previously. You may only do this once per turn.

3. Move. Move your player token to an orthogonally adjacent die (Up, Down, Left, or Right).

The Backtracking Rule: If there is another option, you can never move back into the room you occupied on your previous turn (if it is the only adjacent room, you may). The dice will be tilted as a reminder.

4. Shift. Pick up the die you just moved from, re-roll it, and place it back into its exact position in the grid but slightly tilted as a reminder that you may not travel back into that room next turn.

At the start of your next Shift step, un-tilt it (you may now move into the room).