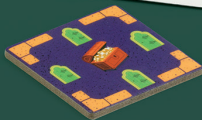


Dungeon Logic

Author Cédric Martinez – Design Steve Simpson



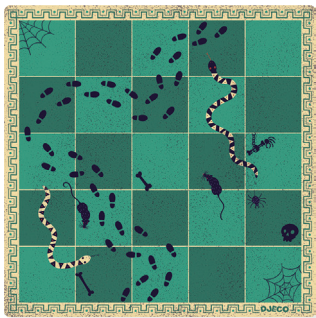
8 ans years
años Jahre
-99





Dungeon Logic

Contenu • Contents • Inhalt • Contenido • Contenuto
Inhoud • Innehåll • Indhold • Conteúdo • Игровой комплект



x 1



x 40



x 4



x 24



x 1



x 8

Game rules



8 - 99 years



1 player

Contents:

1 board, 4 entry tiles, 1 exit card, 8 obstacle cards (2 walls, 2 dragons, 2 closed doors, 2 locked chests), 16 normal “passageway” tiles (numbered from 1 to 16), 8 special “passageway” tiles (2 knights, 4 keys, 2 open chests), and 40 challenge cards (4 levels of difficulty).

Easy



Medium



Hard



Very Hard



You're lost in the dungeon, and you'll need to use the right passageways to get out. Use the cards you're given like dominos to make a path to the exit.

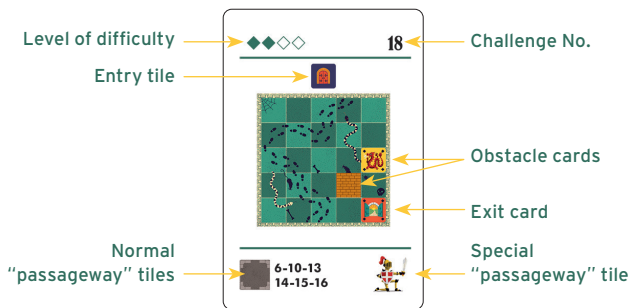
Aim of the game: To make a path with the “passageway” tiles between the entry and the exit.

Game setup: Set the board up. Place the “entry” tiles, the “exit” card and the “obstacle” cards (walls, dragons, closed doors and locked chests) to one side. Separate the normal “passageway” tiles from the special tiles (keys, knights, open chests). Place the challenge cards to one side.

Playing the game: Each challenge card shows you the positions for the entry and exit, the tiles you can use, and any obstacles (closed doors, dragons, walls or locked chests) that you'll need to use the special passageway tiles to get past.

Draw a challenge card, and set up the board as shown:

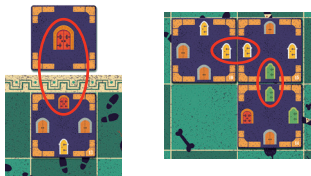
1. Place the entry tile on the edge of the board and the exit card on one of the squares
2. If there are obstacles shown on the challenge card, place the obstacle cards on the right squares
3. Take the “passageway” tiles you'll need to complete the challenge



Solving the challenge: Use the “passageway” tiles shown on the challenge card to link the entry and the exit. To do so, you’ll need to make a path by placing the “passageway” tiles next to each other.

To be able to move from the entry to the first tile, and then from tile to tile, **the 2 doors next to each other must be the same colour.**

- The passageway tiles cannot be rotated: they have to be used the right way up (with the doors upright).
- Place the tiles on the squares on the board.
- Place the final tile on the exit card.



Getting past obstacles: Some challenge cards include obstacles.



Wall:

you cannot place a passageway tile on any squares containing this card.



Dragon:

only passageway tiles showing a “knight” can be placed on a dragon card. You must choose which of the 2 knight tiles to use:



Closed door: only passageway tiles showing a “key” can be placed on a closed door card. You must choose which of the 4 key tiles to use:



Locked chest: only passageway tiles showing an “open chest” can be placed on a locked chest card.

You must choose which of the 2 open chest tiles to use:



Example:

Challenge card



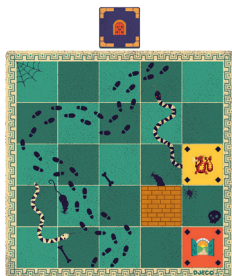
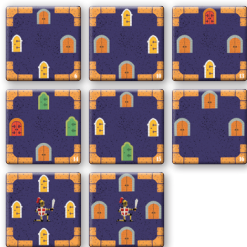
Entry tile to use



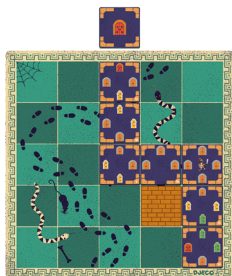
Obstacle and exit



Passageway tiles to use



Start point position



Solution

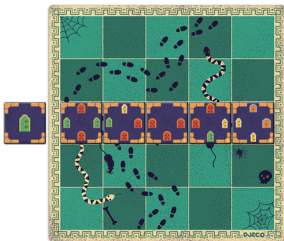
Knight card not used:



Solutions are at the end of the booklet.
Challenges by Cédric Martinez.

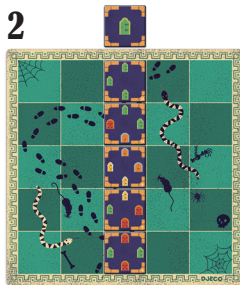


1



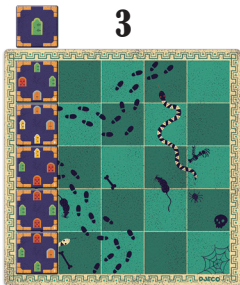
4, 7, 8, 5, 6

2



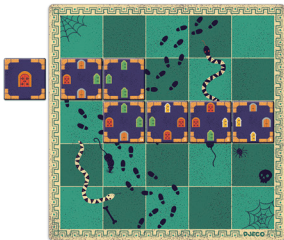
12, 14, 6, 7, 4

3



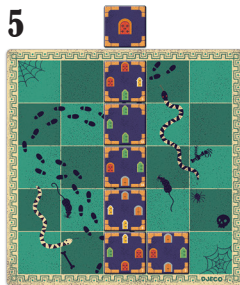
14, 6, 7, 4, 1

4



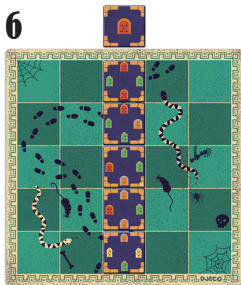
3, 12, 14, 7, 5, 6

5



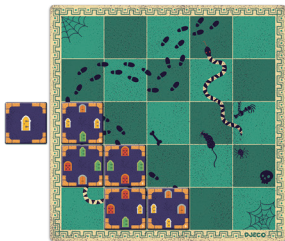
5, 12, 14, 6, 7, 3

6



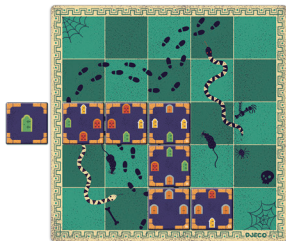
4, 1, 14, 3, 15

7



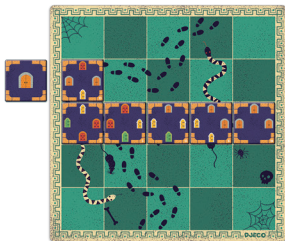
15, 14, 4, 5, 6

8



7, 5, 15, 14, 16, 13

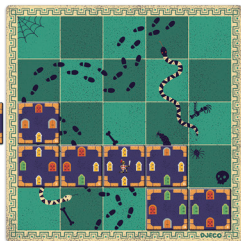
9



13, 7, 5, 15, 6, 16

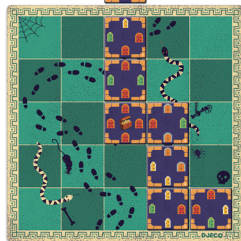


10



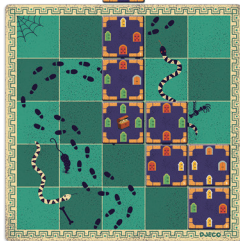
13, 2, 5, , 15, 14, 4

11



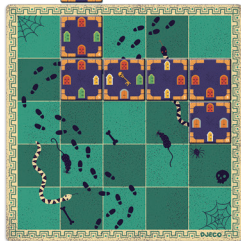
7, 4, , 3, 6, 2, 5

12



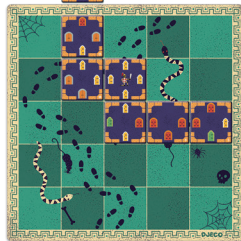
7, 1, , 4, 5, 6, 2

13



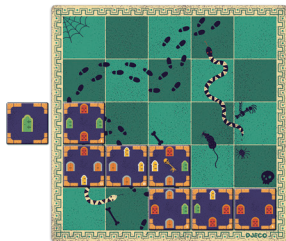
4, 5, , 2, 8, 13

14



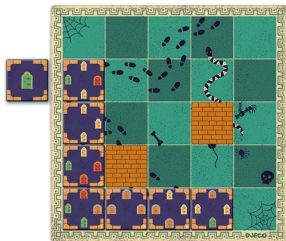
13, 10, , 2, 8, 5

15



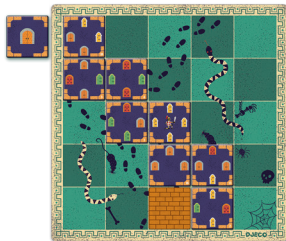
4, 13, 10, , 3, 7, 8

16



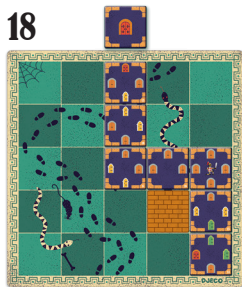
2, 9, 7, 1, 16, 10, 15

17



10, 3, 4, 1, , 16, 13, 2

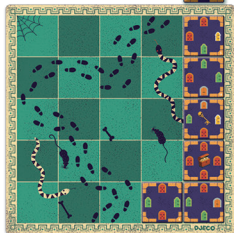
18



13, 10, 6, 16, , 15, 14

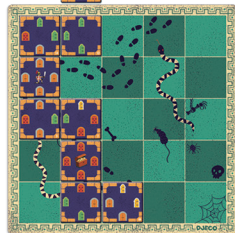


19



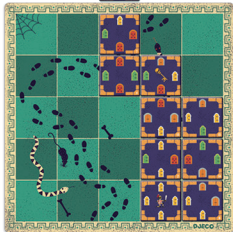
5, 14, , , 1, 4

20



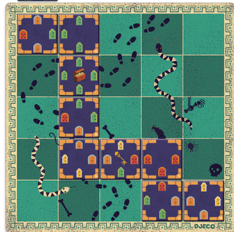
12, 14, , 3, 7, ,
1, 10

21



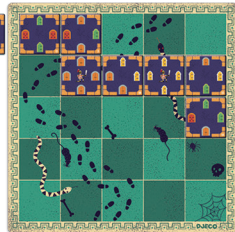
7, 4, , 13, 2, ,
6, 14, 15

22



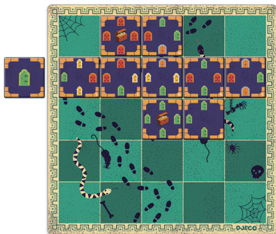
3, 12, , 14, 6, , 8,
1, 10



23



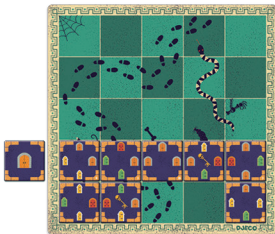
11, 3, , 10, ,
15, 14

24



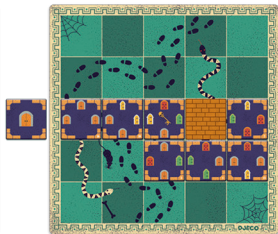
2, 5, , 14, 15, , 12,
11, 3

25



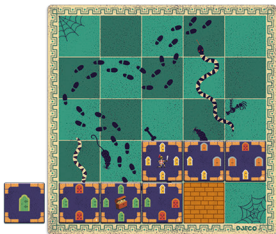
6, 2, , 1, 16, , 3, 15

26



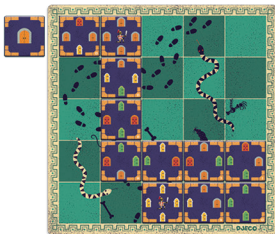
16, 10, , 3, 1, 13, 7



27



4, , 7, , 6, 13

28



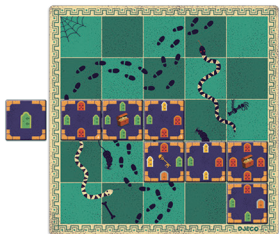
13, , 15, 11, 14, 2, ,
6, 3, 1, 12

29

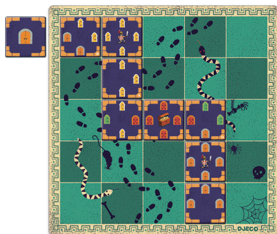


9, 7, 4, 1, , 5, , 2, 8

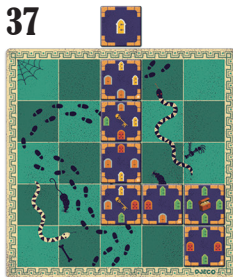
35

4, , 7, , 2, , 1

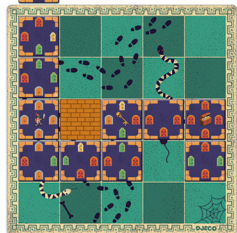
36

10, , 9, 2, , 14, , 16

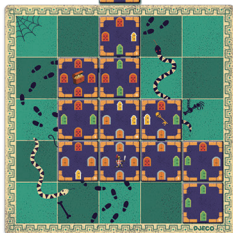
37

10, , 13, , 14,
, 11

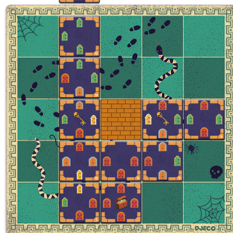
38

5, 14, , 3, 7, 11, ,
8, , 4

39

5, 11, , 4, 13, , 10,
, 3, 1, 12

40

12, 14, , 13, 7, ,
8, 3, , 4