

Rules

The objective of the game is to gain as much treasure as possible and the best loot you can find in the caves under the castle! Gold is worth the most (1 point per unspent gold), but other resources have value too (0,2 points per unspent resource). Beware though: if you're not out of the caves before the game ends you have lost all your resources (e.g. you have 0 points) and another player (or the game) wins.

Every turn you throw 2 dice and use these die to gain resources. After you have gained resources you have the option to spend it by fighting monsters (as many as you have resources for) and/or move one step into or out of the caves.

Dice can be spent and resources can be gained within the various "mini-games". You can only use one die of the two per mini-game unless stated otherwise (e.g. Resources, Doubles and Mazes). With other words: the other die has to be used in a different "mini-game". The resources you have gained previously can be used to manipulate the die (through the use of Spell Books) or fight monsters to gain even more resources. Once you have done that you may move one step into or out of the caves for the given price and gain loot if you are in a room with offers such.

You can keep track of the turns (20 in total) and all your resources at the bottom of the game. Be aware that the turns and the resources you can gain are limited, so think carefully about every move you make.

Mini-games

Resources

Use either one or two dice to gain the resources listed under the correct die icon. These options can be reused as long as there are spots left to register your resources in.

Spell Books

There are three spell books (or scrolls) which you can use to manipulate your dices rolls. Every player can manipulate a thrown die. These manipulations are for yourself and not for the other players. So if one player decides to change a die value all other players still use the die thrown (the original value) unless they decide to change it for themselves off course. The various options are:

- For one skill resource you can shift (add or remove) one point of a die (can never be lower than one and higher than six and you can not go from a six to a one or vice versa).
- For two skill resources you can flip the die over and use the value on the other side of the die (e.g. a six can be turned into a one, a five into a two and so on).
- For three skill resources you can change the value of the die in any die value.

Doubles

You have to use both dice to get the resources shown in the matrix. Once received you have to cross off the resources from the matrix (every square can only be used once).

Monsters

These monsters can be attacked as often as you like and have the correct resources for. Attacking a monster is done with swords off course and they defend themselves with their shields. In other words: to defeat a monster with two shields you need to use two swords to attack, to defeat one with three shields use three swords. Once a monster is defeated the player gains the loot (resources) listed.

Mazes

There are two small mazes and you can use one die per maze. The mazes begin at the grey start marker (arrow) and from there you can decide to go east or to go south (one of the mazes goes round). Once you use a die in a maze you need to write down the number in the given square. If there a resources listed next to the square you have gained them. Every number you write down in the maze must be one higher or lower then the numbers next to it (remember that one of the mazes is a circle). If you can finish the maze (write down a number on each square) you gain an extra gold.

Castle

Castles are being built from the ground up and the base has to be strong. Therefore you can use 1 die on the castle and use them to build rows. Every row, be it horizontally or vertically, give resources.

You can only use 1 die in the castle every turn. Using the thrown numbers bottom up. So you can only write a number on a start spot (bottom row) or on top of an existing number. Every number on top of an existing number in the castle must be lower than the one below.

Quests (used to be called Cards)

You can use one die per turn on one of the four quests. Each of these quests have their own number written down on them. If you are able to match this number of the quest with the total of the numbers of the three thrown dice you wrote down you get an extra resource (gold). Otherwise you only get the resources listed in the squares. Remember that you have to start at the grey start marker (arrow) to write down your die values.

Trails (used to be called Rows)

There are several different trails and you can only use one die per turn one on one of them (so you can't use more than one trail per turn). If you use a square you need to write the used value into the squares. You get the resource belonging to that square and if you are able to fill up an entire trail you also get a bonus resource (gold). The first two rows depict that the following number must be higher or lower. That last two rows follow a few simple calculation rules that need to be met or that an equal number must be used (the second = after the calculations).

Caves (used to be called Map)

Every path and room in the caves may only be used once (with the exception of the start spot with the large blue shield). So every time you move you need to cross the path and room. In other words: paths and rooms cannot be traversed twice, once you have used a path or room you cannot use it again this game. You are only allowed to move to the next room once per turn. So every turn you can move over one path and into the next room. If that room contains treasures (either a purse with one gold or a chest with three gold) you immediately receive them.

The cost is either one or more walking resources, one or more shields (where you need to defend yourself against attacks) or a combination of these. There is also a little "shop" where you can pay two gold to get access to a secret path out of the caves. Expensive, but better than losing everything.

There are many treasures to be found in the caves that most surely will help you gain victory. The catch here though is that when you are not out of the caves (back to the room with the shield) before or in the last turn you will lose everything you own and therefore lose the game (0 points). In a play with several players that probably means another player will win, in a solo game this means the game won.

Turns and Resources

Every turn you throw two dice and you can keep track of them here. The game has as many turns as you can write down, in other words 20 turns. The same goes for the resources. When you gain a resource you can encircle it and when you pay one you can cross it off. You cannot gain (and thus spend) more resources than are listed here.

Rolling Adventures_{v2}

by Sinédia

Enter the caves and find riches, but make sure you get out before the last roll!

Resources

Use 1 or 2 die to gather, can be reused.



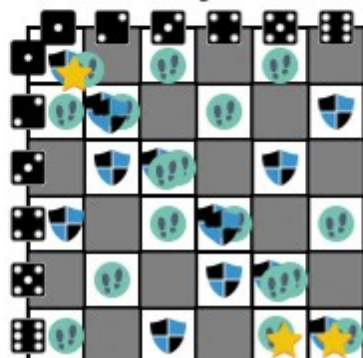
Spell Books

Use your skills to achieve wondrous things.



Doubles

Use 2 die to cross of and get the resource(s).



Caves



Use your saved up resources to explore these caves. After every die roll you can take 1 action on the map.

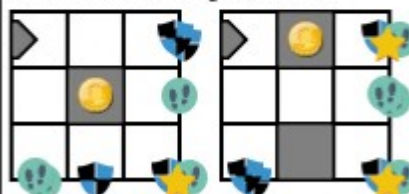
Monsters

Fight these monsters with your swords and reap the rewards.



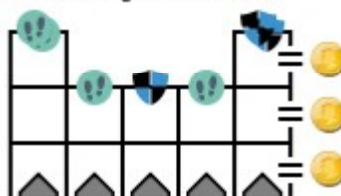
Mazes

Use 1 die (per maze) to follow the trail. Adjacent numbers must be +1 or -1. Finish the maze to get a bonus.



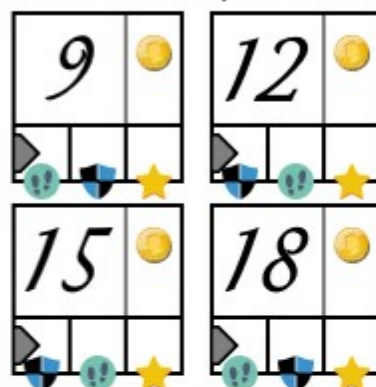
Castle

Use 1 die to build the castle bottom up. Higher numbers must be lower, finished rows give resources.



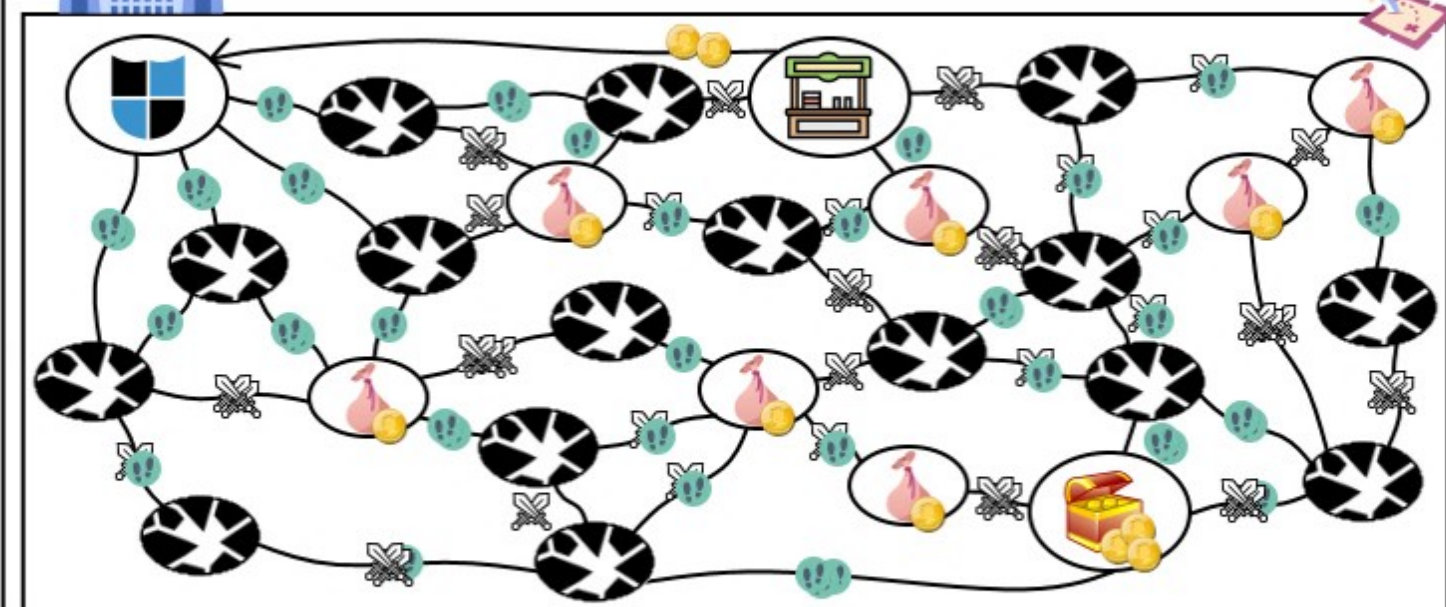
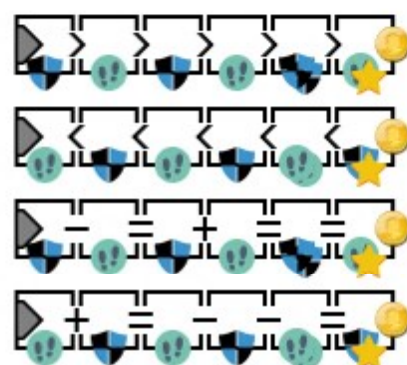
Quests

Use 1 die in any quest from left to right. If the total matches the quest, get a bonus.



Trails

Use 1 die in any trail from left to right and follow the indication to get the resources. Finish a row to get the a bonus.



Turns & Resources

There are 20 turns. At the end of the game every unused gold is worth 1 pt. All the others are worth 0,2 pts.

