

Quick guide to special areas

Map 1 Darrowell Dungeon

Rickety Bridges: Roll 3 dice and add them up. This shows the most items you can carry over the bridge. (page 15)

A - Wishing Fountain: Roll a 1-3 and get nothing. Roll a 4-6 and collect 7 gold. (page 15)

B - Fighting Pit: 1 action per fight with guard. Beat the guard on your first try and collect his gold. If you lose on your first attempt you lose all your weapons. Fight as many as you want. (page 16)

C - Wall of Flame: Roll and move. If you land in fire, remove 1 piece of armor and continue or jump down into room below. Collect 10 gold if you reach the end. (page 16)

D - Watchers: Roll a die and move the gate marker down by that amount on the gold track. (page 17)

E - Dragon's Lair: 1 action per roll. Roll a 1 or 2 and the dragon chases you out and you get no gold. Roll a 3-6 gain 3 gold. Can roll as many times as you like. You do not gain gold until after you leave. Must leave at end of turn or you will get nothing. (page 17)

F - Coffin Room: Roll 3 dice. Arrange the numbers however you like, open coffins and collect the items. You must enter the room from the alligator pit or you cannot pull the levers. (page 18)

G - Guard Room: 1 action per roll. Roll a 1-2 guard chases you out and you get no items. Roll a 3-6 and gain 1 random item. Can roll as many times as you like. You do not gain items until after you leave. Must leave at end of turn or you'll get nothing. (page 19)

H - God of gold: Roll to see who you steal 5 gold from. If you are chosen, you lose 10 gold. Person on left is 1, next is 2 and so forth clockwise around the table until the number is reached. (page 19)

i - River Squid: Roll 1 die. On a 1 or 2 you lose a random item. On a 3-6 nothing happens. (page 20)

J - Grave Dig: One skull, roll a 1 and get a random cursed item, roll a 2-6 get a weapon. Two skulls, roll a 1 or 2 get a random cursed item, roll 3-6 get 7 gold. Three skulls, roll a 1-3 get a random cursed item, roll a 4-6 get a lock pick of your choice. (page 20)

Map 2 Darrowell City

Tower next to river - Ride the catapult and roll a 4, collect 10 gold, fall into the river and use an action to move onto the steps.

K - Ten Up Ten Down: Roll a 1-3 and lose 10 gold. Roll a 4-6 and gain 10 gold. If you can't pay, you lose what gold you have and go to jail. (page 21)

L - Weapon Shop: Roll a 1 or 2 and go to jail. Roll a 3 or 4 and gain 1 weapon. Roll a 5 or 6 and gain 2 weapons. You do not have to leave the area when finished. (page 21)

M - Catapult Ride: Roll 1, 2 or 3 dice. Add them up and move your figure that number of areas. 1 - shield room, 2- alley, 3- benny the buyer, 4- tower top, 5- pick pocket, 6- visitors section of jail, 7- prisoner's section of jail, 8- prize room, 9- alley, 10 - treasure room, 11- outside the city walls. Use action to re-enter city. (page 22)

N - Bounty Board: Roll to see who you duel. Person on left is 1, next person is 2, continuing clockwise around the table. Reroll if no one is selected. If you can reach them, duel them this turn and win, you gain 10 extra gold (not taken from losing player). (page 22)

O - Inn: Roll a die and move your figure across the planks. Pick up any items you land on. Pay 1 armor to stay on planks and continue to roll. If you have no armor (or refuse to use it), you are thrown out the closest window, picking up items before you go. If successful in crossing the floor, use 1 action to leave the inn. The guard dog requires 1 armor to pass him from either direction. (page 23)

P - Benny the Buyer: 1 action to sell each item. Remove chip from your card and roll a die to see how much gold you get. Repeat as many times as you like. (page 23)

Q - King's Hoard: Roll a 1 or 2 and go to jail. Roll a 3-6 and gain 7 gold. Must leave during your turn or you go to jail. (page 24)

R - Fountain of Luck: For the rest of your turn you will get an additional 2 gold for every item you pick up, even if you have no place for it. Picking up gold does not count as an item. (page 24)

S - Fried Piper: Roll a straight on 3 dice and gain 7 gold. Use additional actions to reroll any unwanted dice. If you roll double 1's or triple 1's you lose all items (except cursed ones). (page 24,25)

T - Pick Pocket: 1 action per group, 4 chances to rob. Put an action chip on a group and roll. Roll a 1 or 2 and go to jail. Roll a 3-6 and gain 3 gold immediately. (page 25)

U - Tower Fire: Roll a 1-3 and move down the tower. Roll a 4-6 and move up. Use an armor to move up automatically. If the top is reached, gain 8 gold and jump into the hay wagon. (page 26)

V - Jail - Visitor's area: If other players are in the prisoner's area, collect 3 gold from each. 1 action to collect all gold including gold on the floor. (page 26)

V - Jail - Prisoner's area: When sent to jail, move the gate marker down by 3 gold. Roll a 5 or 6 to get out, 1 action per roll. Move your figure to manhole outside of the jail. While in jail, others can steal 3 gold from you. (page 27)

X - Rubbish Heap: Roll a 1 and receive a random cursed item. Roll a 2 and receive nothing. Roll a 3-6 and receive a random item. (page 27)

Y - Goblin Fight: Place your figure next to a goblin. Put a chip on the gong and roll. Slide the chip onto the number of that goblin and collect 1 gold. Place another chip on the gong and roll. Slide this chip onto that number goblin and collect 2 gold (for a total of 3 gold). Reroll if the same number comes up. For each new goblin that is knocked out, one additional piece of gold is added to the amount you collect each time. If your goblin's number comes up, this activity is over. (page 27,28)