

DEADLY DOODLES™

Collect loot and weapons! Fight monsters . . . or run away screaming! Can you defeat the dragon for the big score?

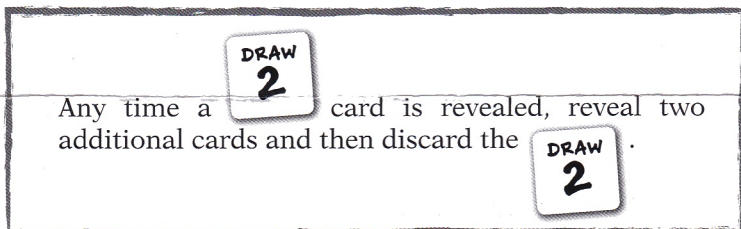
CONTENTS

- 4 dungeon map boards
- 4 dry-erase markers
- 36 cards

SETUP

Each player takes one map board and a dry-erase marker.

Shuffle the cards together to form a face-down deck, and then reveal the top four cards so that all players can see all of them at once. Leave space nearby for a discard pile.



You are now ready to start the first round.

OBJECTIVE

Draw path segments through your dungeon based on the cards revealed at the start of each round. Draw your path through Loot for points, and through the Dragon for bonus points. Kill Monsters for even more points by drawing your path through a Monster and its matching Weapon, but be careful – Monsters will maul you if you don't have the right Weapon!

After seven rounds, points will be awarded based on the entire path (or multiple paths) you've drawn.

THE DUNGEON MAP

Your map board shows the dungeon, divided into squares that represent rooms. These rooms are marked by coordinates along the top and left edges. There are also six entryways marked by arrows along the outside edges of the dungeon. Within the dungeon, there are four bags of Loot, a Dragon, and six Weapon/Monster pairs (labeled A–F).



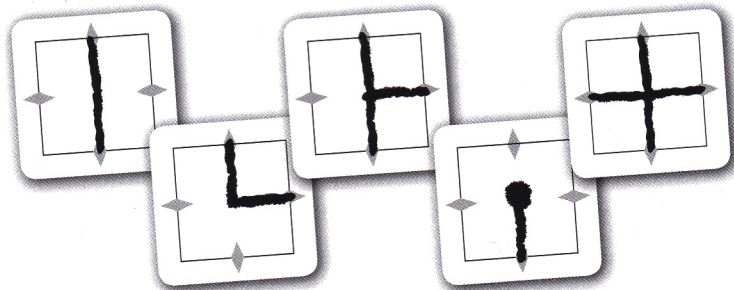
There are small, diamond-shaped passageway markers (♦) between many of the rooms and in entryways. There are also walls, indicated by a heavy line, that do not have passageway markers. Your path segments must always connect to a passageway and cannot cross or end at a wall.

The bottom portion of your dungeon map shows the scoring section, which will be addressed later on.

THE CARDS

There are three types of cards:

Path Segments



Path Segment cards show specific patterns that must be drawn on your map.

Only one path segment may be drawn within a room, and you may not draw a path segment within a room that contains one of your Traps.

All ends of a path segment (except for the dead end) must link to passageways.

You may rotate the path segments as needed. The orientation of the cards does not matter.

Traps (For a solitaire game, remove the two Trap cards.)



When a **TRAP** card is revealed, you must draw an "X" within any empty room on your dungeon map.

You may set a Trap in a room that has an entryway.

You may not set a Trap in any room containing Loot, Weapons, Monsters, the Dragon, your previously drawn path segments, or another Trap.

Draw 2

Any time a **DRAW 2** card is revealed, reveal two additional cards and then discard the **DRAW 2**.

If a **DRAW 2** card is revealed at the start of a round, there will be five total cards in play for that round. If both cards are revealed, there will be six cards in play!

HOW TO PLAY

The game consists of seven rounds, followed by a scoring phase.

Start of Round

At the start of the round, reveal the top four cards of the deck (or more if you've revealed any cards).



Draw the revealed path segments and Traps in any order you choose on your dungeon map.

Then write the number of the current round in the small box at the upper-left corner of each room where you drew a path segment or Trap.

At the start of the game, your first path segment must link to an entryway. After that, all new path segments must either link to a previously drawn path segment OR start a new path at another entryway.

If a revealed path segment cannot be drawn on your map for any reason, place a tally mark next to item 6 in the scoring section of your dungeon map.

End of Round

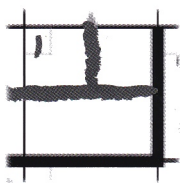
Once all players have completed drawing their path segments, the revealed cards are discarded and four new cards are revealed to start the next round.

END OF GAME

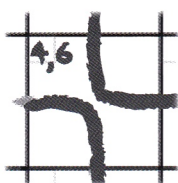
After the seventh round is completed, the game ends. Calculate your score by following the instructions in the Scoring section.

Try and beat your best score, or challenge your friends – the player with the most points wins!

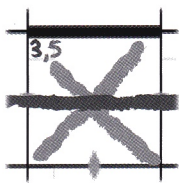
Some WRONG ways to draw your path:



Wall!



One path per room!



Paths and Traps can't share rooms!

SCORING

All path segments you have drawn on your map count as your "path" when scoring. Linking to a room does not count as having entered that room – a path segment must be drawn within a room to count as having entered the room.

1. +2 points for each room you've entered that contains a

If your path entered the room with the , double the score for item 1.

2. +1 point for each room you've entered that contains a

3. +4 points for each room you've entered that contains a with a letter that matches a scored in item 2.

4. -2 points for each room you've entered that contains a with a letter that does NOT match a scored in item 2.

5. +1 point for each entryway arrow that is NOT linked to a path segment.

6. -2 points any time you cannot use a path segment during a round.

7. -3 points for each Trap that hits you.

Traps

One player at a time, reveal the coordinates of any Traps you drew during the game. Place tally marks to the right of item 7 to track each time you are hit by a Trap.

If another player has a Trap in the same coordinates as one of yours, you are each hit by your own Trap, and those Traps are immediately erased from all maps. Otherwise, if you have drawn a path within any room where another player has a Trap, you've been hit by their Trap.

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