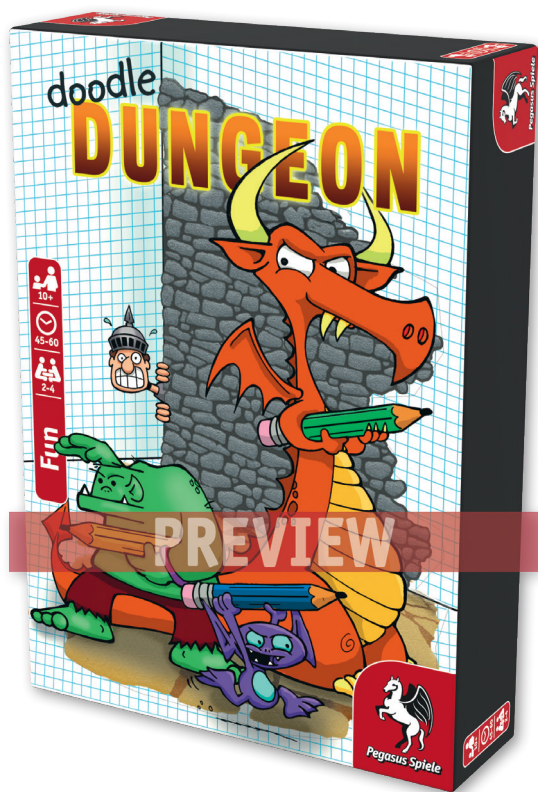


Doodle Dungeon



ARTWORK NOT FINAL

What is it about?

The dungeon bosses of the world are in agreement: Too often have pickpocketing heroes looted their riches – amassed under great efforts – from their dungeons. Too often have they slain trusted minions for easy experience. But no more! Now, the dungeon bosses have abducted the best architects in the world to create the ultimate, hero-secure dungeon. The players draw blueprints for these dungeons and fill them with monsters, traps and treasures. At the end, a dummy hero is sent through each one, to test the designs.

How does it work?

- Cards are drafted to create the dungeons. Whenever a player takes a card, they add the depicted dungeon elements to their plan.
- Once every player has 14 cards, they hand their dungeon plan over to their left neighbor who draws a path for the dummy hero and gives the dungeon plan back to its owner.
- Now everybody places their hero figure on their starting space and moves it along the path turn by turn, slaying monsters and collecting treasures, hoping the hero will ultimately fail. The players can use the drafted cards to hinder their own hero figure or strengthen those of other players.

- The whole game in 1 deck of cards
- Easy to learn & quick to play

Doodle Dungeon

Prod.No.: 51846E MSRP: \$ 29.99
Case: 12 Box Size (pending): 225 x 315 x 70 mm
Language: ENG Categories: Fun and Party Games

Content (pending): 1 blueprint pad | 4 pencils | 60 cards | 4 dice |
4 hero figures | 1 start player marker | 1 rulebook

Designer: Ulrich Blum
Artist: John Kovalic



Pegasus Spiele