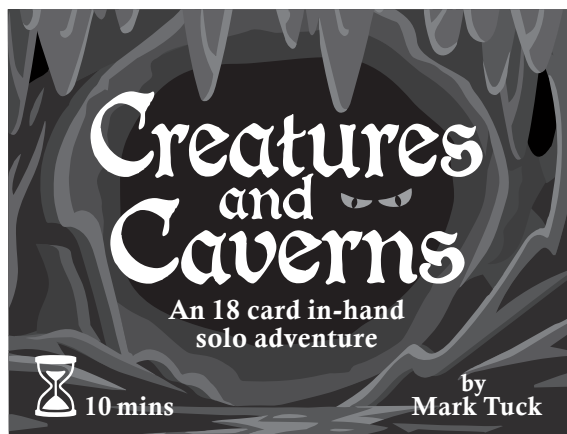




On the outskirts of the village of Handerley there lies the entrance to a large network of caverns running deep below the ground. And within these caverns can be found untold treasure - riches jealously guarded by all manner of fearsome creatures. Many a brave, or foolish, soul has ventured into the darkness to seek their fortune. But very few have returned to tell their tale.

The aim of the game

Journey through 3 levels of pathways and caverns, overcome creatures and other obstacles, gain treasure and useful items... and make it out alive!

Components

16 **Cavern** cards. One side of a card shows caverns (small and large) connected by pathways. The dice will be used for resolving encounters. The other side shows **encounters**, as well as treasure (on the short edges) and items (on the long edges).

1 **Character** card with two adventurers on either side. Each has different values for health ♥ and skills (magical ☯, weaponry ✂ and stealth/agility 🦏), as shown on trackers on the card.

1 **Level/Exit** card.

Set up

The game is played completely in-hand. Shuffle the 16 Cavern cards (caverns side facing up) rotating some 180° as you do so.

- Place the Level card, with 'End of Level 1' facing up, at the bottom of the Cavern deck.
- Place the Character card behind the Level card and slide it upwards so that the half of the card with your chosen character is visible above the deck (the character's baseline should be level with the top of the deck).
- Finally, move the top 3 Cavern cards to the bottom of the deck (behind the Character card) with their caverns side facing up.

You are now ready to enter the **Caverns of Handerley**.

Terminology

During the game you'll be **recycling**, **discarding**, **packing** and **equipping** cards:

Recycle: place the card, caverns side up, at the bottom of the deck.

Discard: place the card, encounter side up, fully into the deck, directly in front of the Character card.

Equip: when you gain an item, it is 'held' by your character.

Slot the card into the left hand side of the deck (or right hand side if it's easier), directly behind the Character card, so that just the long edge of the card with the item is visible.

If you gain a second item, then slot it behind the first item so that both are visible. **You may only hold a maximum of 2 items at any one time.** If you gain a third item then one of the items must be used immediately or **discarded**.

Some items are magical (indicated by stars surrounding it). These have a single use and, once used, they must be **discarded**. Non-magical items may be used indefinitely.

Pack: any treasure you gain is put into your 'backpack'. Place the card, with the treasure at the top, fully into the deck, behind the Character card (and any held item cards) and in front of any recycled cards.

Character health and skills

Your health value is the highest number visible on the Character card tracker (see example on the next page). You keep track your health by sliding the card up or down accordingly.

When you lose health, slide the card down into the deck by the amount of health lost. As you slide the card down, your skill(s) value may also be reduced.

If you gain health then slide the card up by the amount of health gained so that your new, higher, health value becomes visible. As you slide the card up, your skill(s) value may also be increased.

Starting the game

You start your adventure (and each new level) at the crossroads in the centre of the top card. Both caverns on this card are considered empty.

On each turn:

Decide on the direction you want to explore (N, W, E or S).

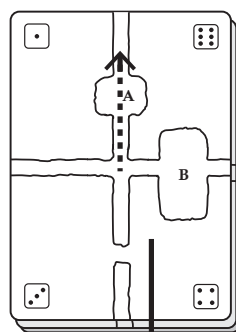
Slide the top card in the *opposite direction* to reveal almost all of the card below and show where the pathway leads to:

A pathway can lead to either:

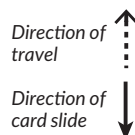
- A **cavern**: either small (A) or large (B). Large caverns generally have trickier encounters but greater rewards. Flip the card you slid to discover what you encounter when you enter that particular cavern.
- A **crossroads**. You can choose which cavern to enter (A or B). After choosing, flip the card you slid to find out what you encounter inside.
- A **dead end**. You cannot travel through a dead end. **Recycle** the card you slid (don't look at the encounter side). **The turn ends**. On your next turn you *must* travel away from the dead end you revealed.

If you entered a cavern you must then **resolve the encounter**. The other cavern on that card is considered to be empty.

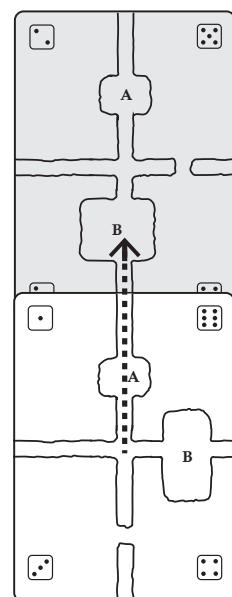
Example of exploring



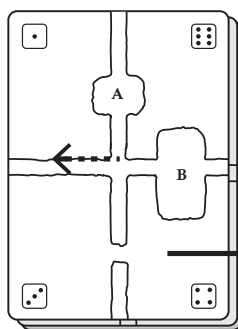
You are at the crossroads.
Both caverns are empty.
You can travel north, east or west.
You cannot travel south as there is a dead end.
You decide to travel **north**.
Slide the cavern card **down**.



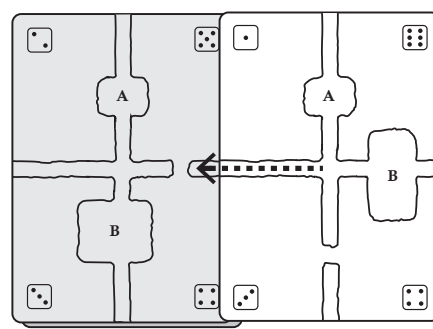
The path north leads to a large cavern (B) on the card below it.
Flip the card that you slid to discover what you encounter inside the cavern.



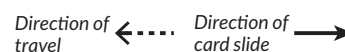
Another example of exploring



You are at the crossroads.
Both caverns are empty.
You can travel north, east or west.
You cannot travel south as there is a dead end.
You decide to travel **west**.
Slide the cavern card to the **right**.



The path west leads to dead end on the card below.
Recycle the card that you slid.
On the next turn you must travel **east** (back the way you came, away from the dead-end).



Resolving encounters

An encounter can be with a creature, a peaceful dweller or an obstacle.

Each encounter has a difficulty rating, for each level of the game.

The dice in the corners of the cavern cards are used to resolve encounters.

To resolve an encounter, choose either 'left' or 'right'. Slowly slide the **top cavern card** upwards, just enough to reveal the dice at the bottom of the card below it. The die value revealed in your chosen bottom corner (left or right) is your **encounter score**. Slide the top card back down.

To succeed in an encounter your score must equal or exceed the **encounter difficulty** of the current level of the game.

Using a skill: If you have one of the applicable skills shown for the encounter then add its current value (shown on our Character card) to your score. Only one skill type may be added.

Using an item: Before an encounter die is revealed, you may use an item you hold to increase your score, as detailed in the item's description.

Adding effort: Before an encounter die is revealed, you may also add 'effort' to improve your chance of success. Adding effort will decrease your health.

Add the amount of effort you wish to exert to your encounter score and then decrease your health by the same amount.

Note that the amount of effort you add cannot make the required encounter score less than 2.

- **Success:** If your final encounter score is equal or greater than the encounter difficulty, then you succeed (you defeat the creature, charm a dweller or get past an obstacle).

The treasure or item you gain depends on the cavern size (A or B) and the level you are on (1, 2 or 3) as shown on the encounter card.

You may choose to take a lower level treasure or item, as long as it is for the same size of cavern.

Pack the treasure or **equip** the item gained.

Food gained instead of treasure (shown on the short edges of the cards) must be used immediately. **Discard** the card.

Food gained as an item (shown on long edges of the cards) may be held, to be used on a later turn, as long as your 2 item limit is not exceeded (you may use and/or discard an item held to make room for the food). Otherwise it must be used immediately.

You cannot exceed the maximum health shown for your character, so any additional health gained is lost.

You are then free to either pass through the cavern or go back the way you came to start your next turn.

- **Failure:** If your score is less than the encounter difficulty then you fail. Reduce your health by the difference between the encounter difficulty and your score.

Then **recycle** the encounter card.

You cannot pass through the cavern and must go back the way you came to start your next turn.

Avoiding encounters

You may also choose to avoid an encounter by **retreating**. Reduce your health by 1 (you were dealt a glancing blow) and **recycle** the encounter card.

You must go back the way you came to start your next turn.

Optional encounters

Encounters marked with an (C) in the corner are optional.

These cards are always recycled, whether or not you decide to accept the encounter (unless a treasure or item on the card is gained, in which case the card is then either **packed** or **equipped**).

After the encounter you may pass through the cavern, even if you failed.

Note that, whether the encounter resulted in success, failure, retreat, acceptance or not, the other cavern on the card is considered to be empty.

End of level

Once you reveal the Level card then you have reached the end of the level.

Recycled the final cavern card that you slid.

Follow the instructions on the Level card to set up the deck for next level.

End of game

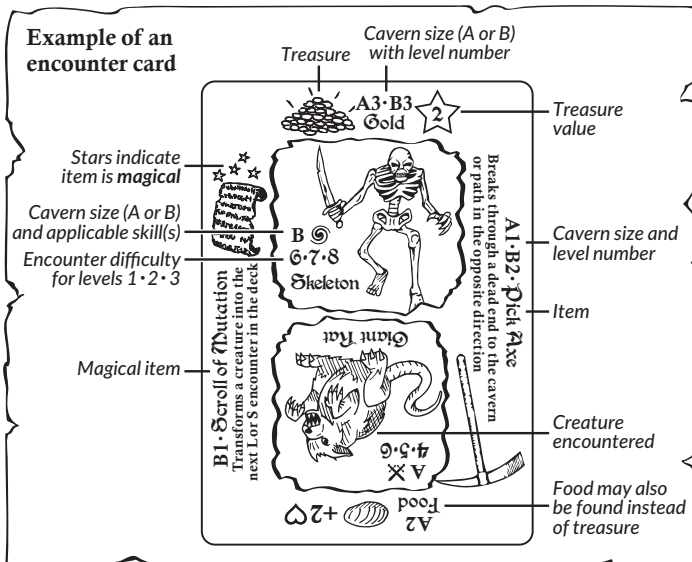
If your health ever falls **below 1** then, unfortunately, you perish in the caverns and lose the game.

If you reveal the Exit card at the end of level 3 then you have managed to make it out of the caverns.

Add up the value of all the treasure in your backpack. Check the scoring table on the Exit card to see how well you did.

Note that, if there is ever a contradiction between the rule on a card and these rules, then the rule on the card should be followed.

Example of an encounter card



Example of treasure gained

If you succeed in a large cavern encounter (B) on level 3, you would gain the 'B3' treasure or item shown on the encounter card.

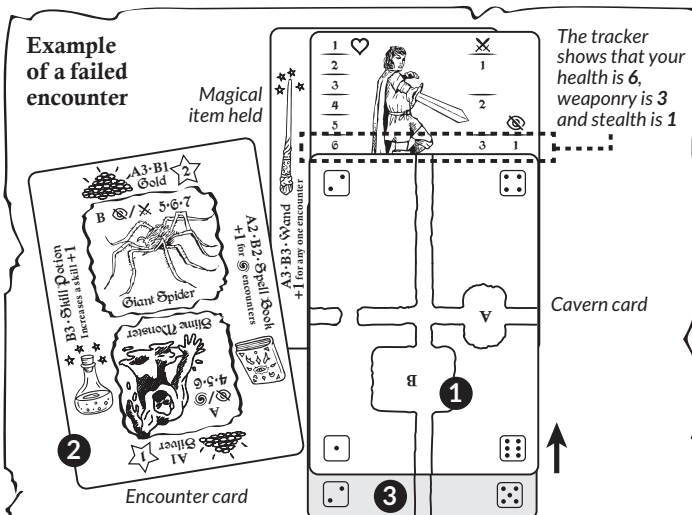
On the example below, this would be a Skills Potion.

Example of tracking health

On the example below, if you lose 4 health then slide the card down 4 spaces on the health tracker. It will then show a value of 2.

Your weaponry will be reduced to 1 and you would have no stealth.

Example of a failed encounter



You have travelled north and revealed the pathway to large cavern (B). ① Your health is 6, as shown on the tracker. On entering the cavern you have flipped the card that you slid ② to reveal the 'B' encounter: a Giant Spider! You are on Level 3 so the Encounter Difficulty, as shown on the card, is 7. You can apply your weaponry skill of 3 and you also decide to use the Magic Wand that you hold to add 1 to your score. So you will require a die value of at least 3 to succeed in the encounter (3 + 1 + 3 = 7).

As you charge the spider you shout "left!" and slowly slide the top cavern card up, stopping as soon as the dice are revealed at the bottom of the card below. ③ The bottom left die is a 2, so, unfortunately, you fail by 1 and must therefore reduce your health by 1. You slide the cavern card back down.

To reduce your health you slide the Character card down into the deck by 1 space on the health tracker, so that your health now shows as 5 (doing this will also reduce your weaponry to 2 and your stealth to nothing).

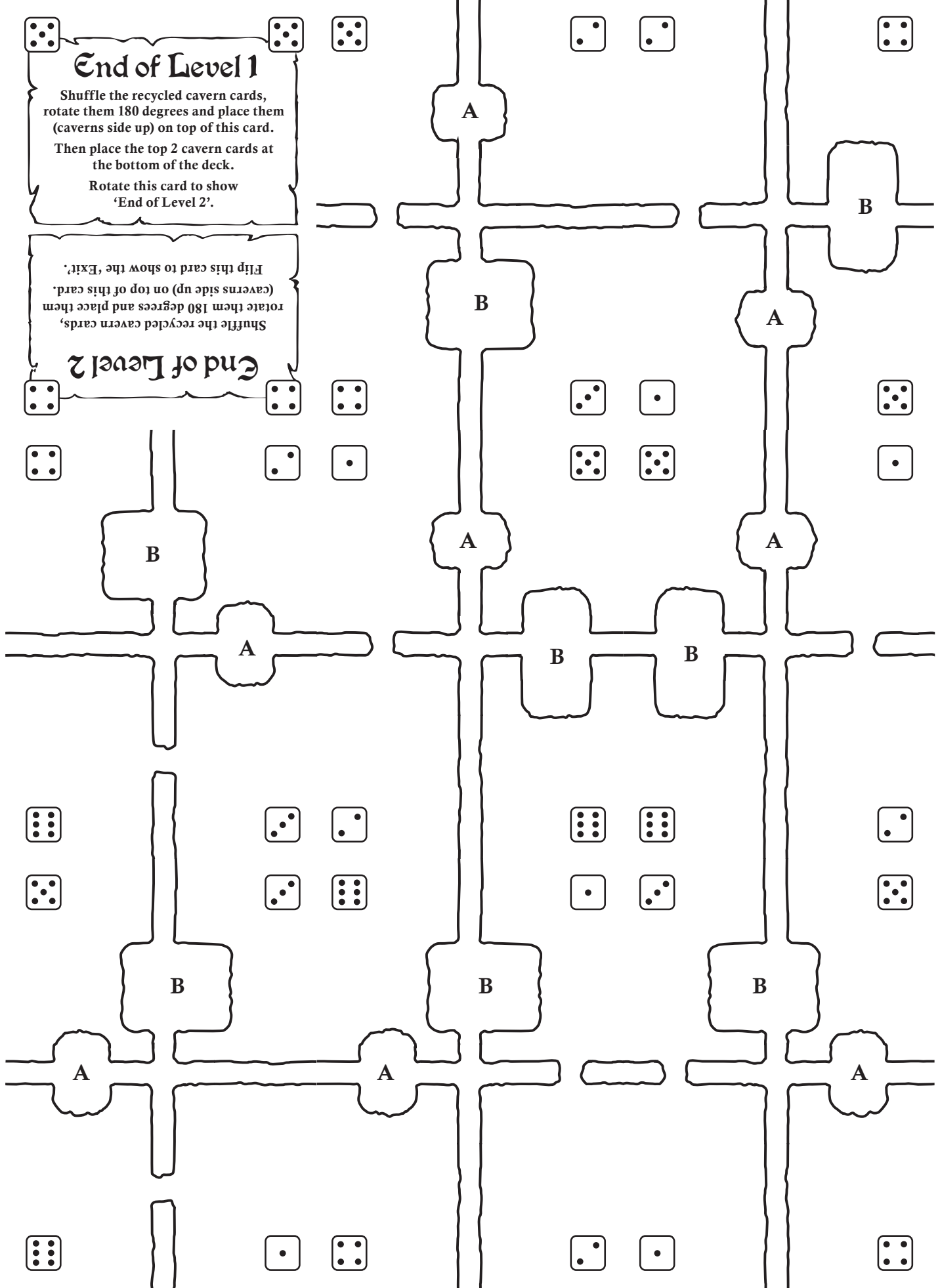
You **recycle** the encounter card and **discard** the magic wand.

On the next turn you must travel south.

Tips

If you see a treasure or item that you really desire, but it is for a higher level than the one you are on, you can **retreat** and recycle that card with the possibility that you'll encounter it again later in the game.

If you have difficulty keeping the Character card in the correct position to show your health, trying using a paper clip to keep track of your health level. Slide it up or down on the card's health tracker as necessary.



A1·Enchanted Axe ☆
+3 for one ✕ encounter

A2·B1 Gold 2

B3·Amulet
Protects against failed encounters

Rickety Bridge
A 4.5.6

Mystic Pool
B 5.6.7

A3 B2 Sapphire 4

A3·B3
+1 Main skill (☉/☉/✕)

Wise Wizard
3.3.3
FAIL:
No effect on ♥

A2·B2·Bottomless Bag
No limit to how many items you can hold

A1·B1 +1 ♥

Exit

Congratulations!
You've made it out!
Count up your treasure ☆:
 <5 You pay off your debts
 5-9 You treat yourself to a holiday
 10-16 You buy an alehouse and name it "The Handerley Arms"
 17-23 You write a bestseller based on your adventure and retire throughout the kingdom
 24-29 You become a celebrity across all the lands and bards sing songs about your daring exploits!

A2·B1·Healing Potion ☆
Increases ♥ by current level number

A1 Silver 1

Vampire Bats
A 3.4.5

A3·B2·Lantern
See into a cavern before encounter
Recycle that card if you decide not to enter and retreat

Croll
B 6.7.8

B3 Diamonds 2

A1·A2 Food 1 ♥

Hermit
A 2.3.4
FAIL:
No effect on ♥ & can pass through cavern

B1·Charmed Flute ☆
Puts a creature into a stupor: +2 for one encounter

A3·B3·Food 2 ♥

in the hand
A Bard & can pass through cavern
B 3.4.5
FAIL:
No effect on ♥

B2·Silver Crotals 1

A1·B2 Silver 1

Sabretooth
A 3.4.5
No retreat

Chief
Choose one treasure/item from you!
FAIL: Steals
No retreat
B 5.6.7

B1·Ring of Teleportation ☆
Before the encounter transports you to the other cavern encounter

B3 Gold 3

A1·Crystal Ball ☆
If a choice of caverns, see the encounter card before choosing

A3·B1 Emerald 6

Cobra King
A 5.6.7

Dragon Queen
B 8.9.10

B2·Jewelled Clava 8

A2·B3·Food 4 ♥

A2 Food 2 ♥

Giant Rat
A 4.5.6

B1·Scroll of Mutation ☆
Transforms a creature into the next A or B encounter in the deck.

Skeleton
B 6.7.8

A3·B3 Gold 2

A1·B2·Pick Axe
Breaks through a dead end to the cavern or path in the opposite direction

A1 Silver 1

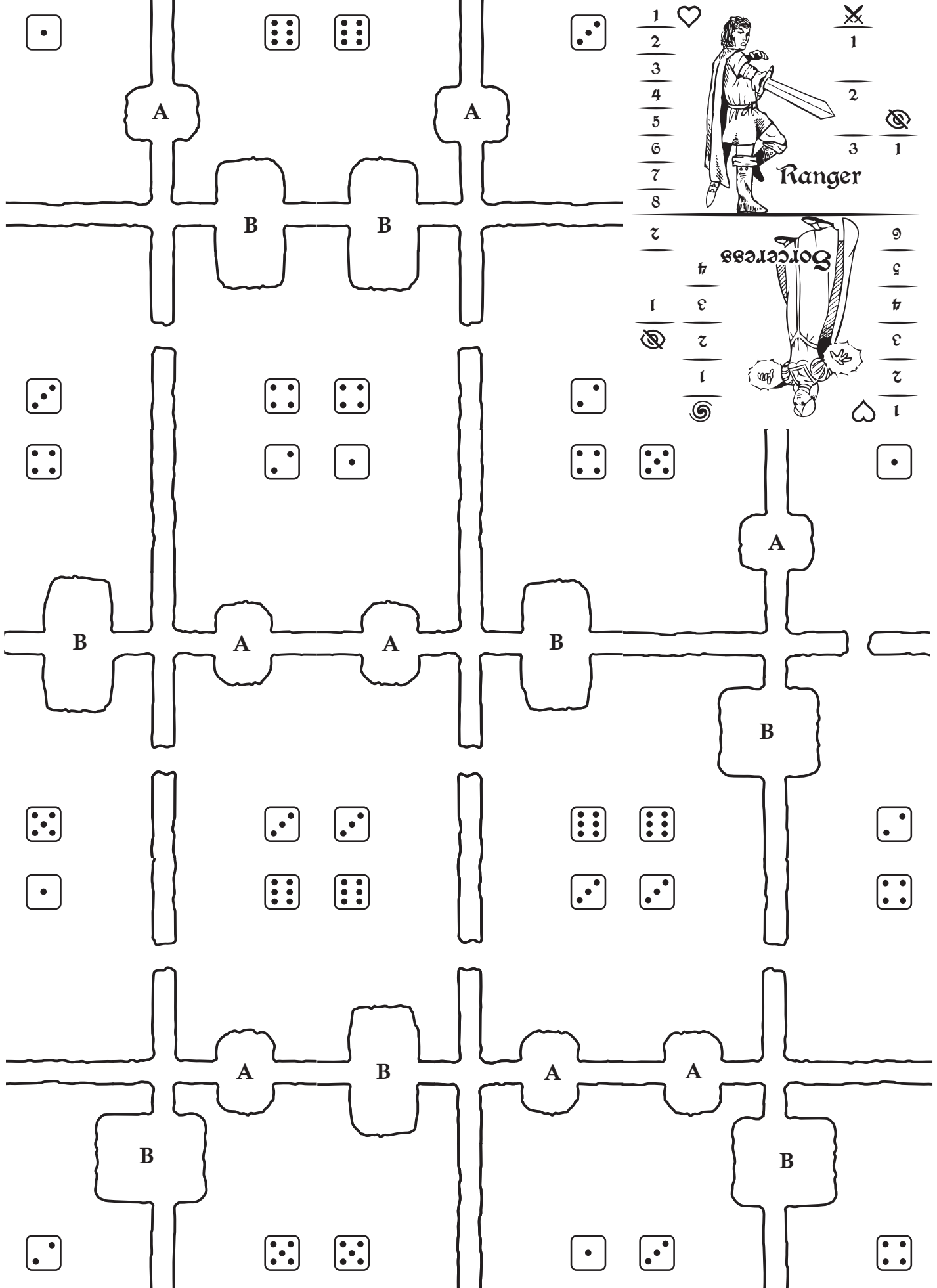
Slime Monster
A 4.5.6

B3·Skill Potion ☆
Increases a skill +1

Giant Spider
B 5.6.7

A3·B1 Gold 2

A2·B2·Spell Book 1 +
+1 for ☉ encounters



1	♥	✕
2		1
3		
4		2
5		⑩
6		3
7		1
8		
2		6
4		5
3		4
2		3
1		2
⑩		1
⑩		♥
		1



1 ♥
2 Halfling
3
4
5
6
7

1 ✕
1
2
3

1 ♥
2
3
4
5
6
7

1 ✕
1
2
3

A1 Silver 1

A 5.6.7 ✕/5

Orc

B2 Sword +1 for ✕ encounters

A3-B3 Staff of Commands +3 for one encounter

A2-B1 Gold 2

Pay silver 1+ ♥
Pay gold 2+ ♥

Pay silver or gold for food (eat immediately: discard this card and your silver/gold card)

Exchange a magical item you hold for a Strength Potion (discard your magical item card)

Sell any item you hold for gold (discard your item card and pack this gold)

Strength Potion 3+ ♥

Merchant

Gold 2

0

A To take a drink choose 'left' or 'right' and reveal the die

Fountain

Poison! -1
No effect
Ale +1
Elixir +2

0

B 5.6.7 ✕/5
Lose ♥ equal to level number

Locked Chest

SUCCESS: Take top card's B cavern treasure for this level (if then chest is empty) Start next turn in B cavern of next card (caverns are empty)

A1-B1 Silver Lamp 1

A 4.5.6 ✕

Goblin Warrior

B2 Invisibility Cloak +1 for ✕ creature encounters

A3-B3 Ruby 5

Mystic Gloves +2 Protects against failed encounters

Witch

A2-B2 Ornate Walking Stick Will fetch a good price from a merchant

A3 Silver 1

Poisonous Stalactites - avoid! A 3.4.5

B 4.5.6 ✕

Rockfall - run!

Bones

B3 Golden Sceptre 4 Hold at end of game to score

A2-B2 Gold 3

A 5.6.7 ✕

Rabid Dog

A3-B1 Shield Protects against failed ✕ encounters

A1-Winged Sandals +3 for one encounter (except Chest)

B3 Golden Chalice 9

0

Gold 5

Equip this card. To break the spell and claim a reward either

- Defeat the Witch 5
- Get the Spell Book 5
- Successfully encounter the Wizard and hold this card when you exit the caverns (once the spell is broken by the Wizard, the frog becomes a Prince and no longer counts as a held item)

Frog (Prince) Counts as an item and cannot be discarded

Frog

Jewelled Crown 10

A1 Silver 1

A 3.3.3

Kobold

B2 Armlet of Protection Protects against one failed encounter or keep hold of to score at end of game

A2-B1 Gold 3

Rock Monster