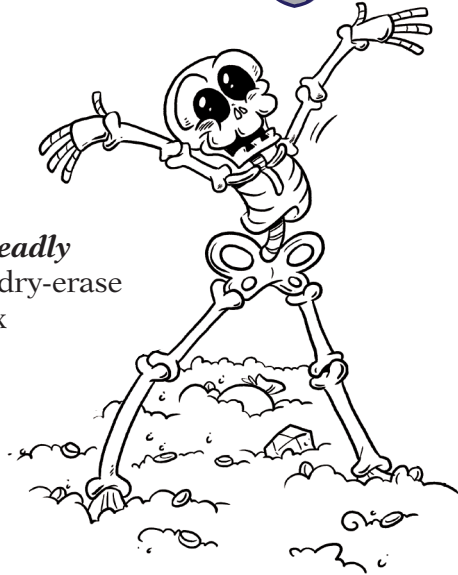


DEADLY DOODLES™ 2

MORE maps! MORE loot and weapons! MORE monsters! MORE screaming!

This expansion for *Deadly Doodles* includes 12 dry-erase boards – featuring six new dungeon maps – and a custom die. The base *Deadly Doodles* game is required to play.



SETUP

Use the same setup as the *Deadly Doodles* core game, with two exceptions:

At the start of the game, choose which map will be used. Each map is numbered. All players must use the same map. To choose a map at random, roll the die and use the map from this expansion that matches the number rolled. Return the unused maps to the box.

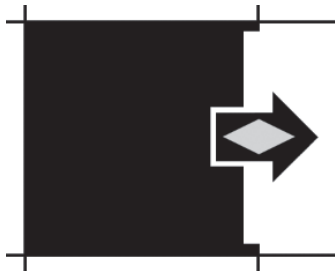
When playing with maps 2-6, keep the die within easy reach. The die is not used with map 1 (or the original *Deadly Doodles* map).

GAMEPLAY

The rules of the *Deadly Doodles* core game do not change. When using maps 2-6, **roll the die at the start of each round**, after revealing the cards. New gameplay elements introduced on these maps are described below. Several of these new elements may be in play during a game.

Cave Entrances

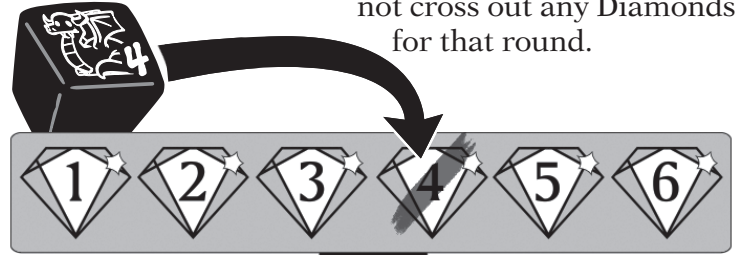
Cave entrances are normal entrances, but they appear in places *other* than the outside edges of the map.



Diamonds



At the start of each round, cross out the Diamond that matches the number rolled on the die. If a number is rolled for a Diamond that is already crossed out, do not cross out any Diamonds for that round.



= 1 = # of NOT crossed out

Crossed-out Diamonds that you've drawn your path through are each worth 1 point.

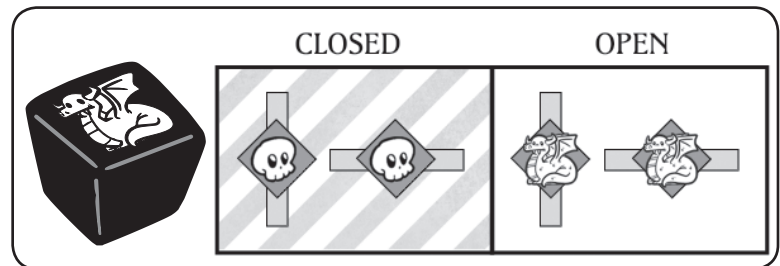
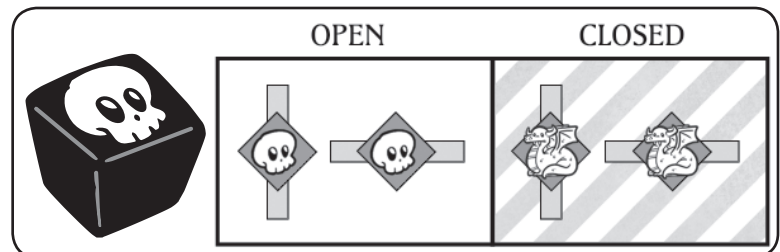
Each Diamond you've drawn your path through that is NOT crossed out is worth an amount equal to the TOTAL number of Diamonds that are NOT crossed out at the end of the game.

Magic Doors



Maps 3-6 feature Magic Doors. These are special passages that open and close based on the result rolled on the die.

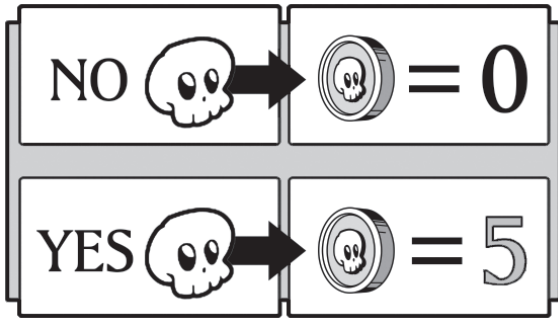
At the start of the round, all Magic Doors that match the icon showing on the die are open. Magic Doors that do *not* match the icon showing on the die are closed.



When your path connects to either side of a Magic Door, you cannot continue that path through that Magic Door unless it is open. If your path connects to both sides of a Magic Door, the door is permanently opened.

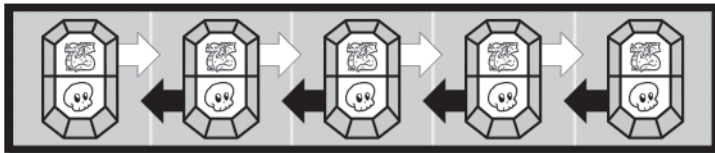
Skull Coins

Maps 3-6 feature the Skull and Skull Coins. Each is worthless by itself, but if your path is drawn through the Skull, the Skull Coins increase in value to 5 points each!



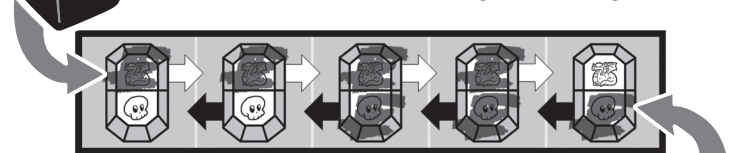
Cursed Emeralds

Maps 5 and 6 feature Emeralds, which can be either helpful or harmful based on the roll of the die.



At the start of each round, you must fill in one half of a space within the Curse Track, based on the die result. Each Emerald on the map links to a Curse Track space. The links depicted on the map do not prevent you from drawing paths through or placing Traps in those spaces.

For each Dragon result rolled, fill in the top half of a Curse Track space, starting from the left side and moving to the right.

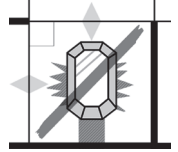


For each Skull result rolled, fill in the bottom half of a Curse Track space, starting from the right side and moving to the left.

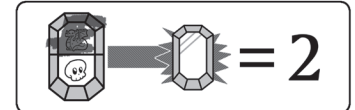
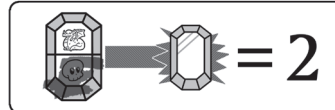


If all Curse Track spaces in either the top or bottom half are completely filled in and you roll another result of that type, do not fill in anything in the Curse Track for that round.

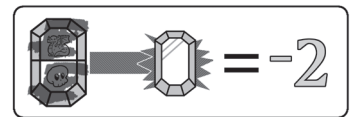
When both halves of an Emerald in the Curse Track are filled in, cross out the Emerald in the map that links to it – that Emerald is now *cursed*.



Normally, you cannot draw your path in spaces where you've already drawn something. However, you *are* allowed to draw your path through crossed out Emeralds. Similarly, it is possible that you must cross out an Emerald where you've already drawn your path.



Gain 2 points for each Emerald your path is drawn through if it has NOT been crossed out.



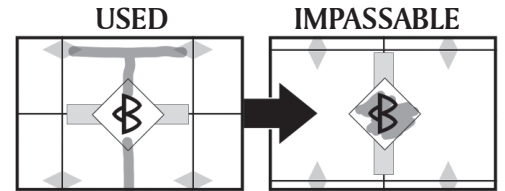
Lose 2 points for each Cursed Emerald your path is drawn through.

Rune Gates

Map 6 features Rune Gates, which are marked with unique glyphs. Each Rune Gate has a counterpart somewhere else on the map that shares the same glyph.



If your path crosses through a Rune Gate, fill in the other Rune Gate that shares the same glyph. A filled-in Rune Gate is closed. You may connect your path to a closed Rune Gate, but you may not continue that path on the opposite side.



SCORING

Step-by-step scoring instructions are listed at the bottom of each map. Once scoring is complete, the player with the most points wins!

CREDITS

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