

Dice Dungeon

Premise

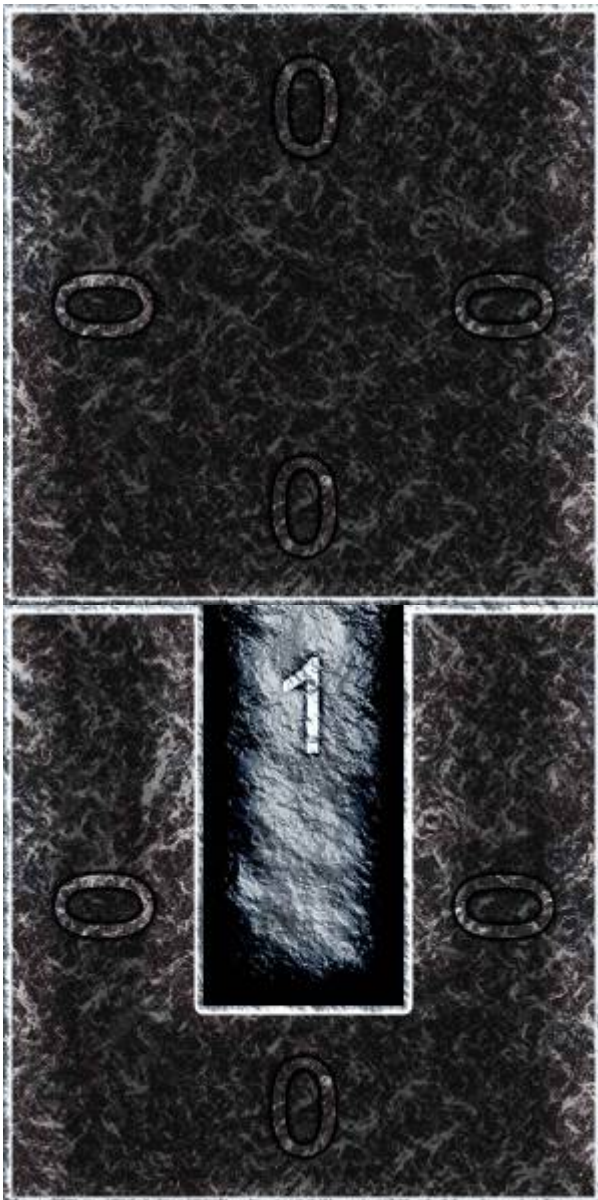
Dice matching to play cards as a tile dungeon

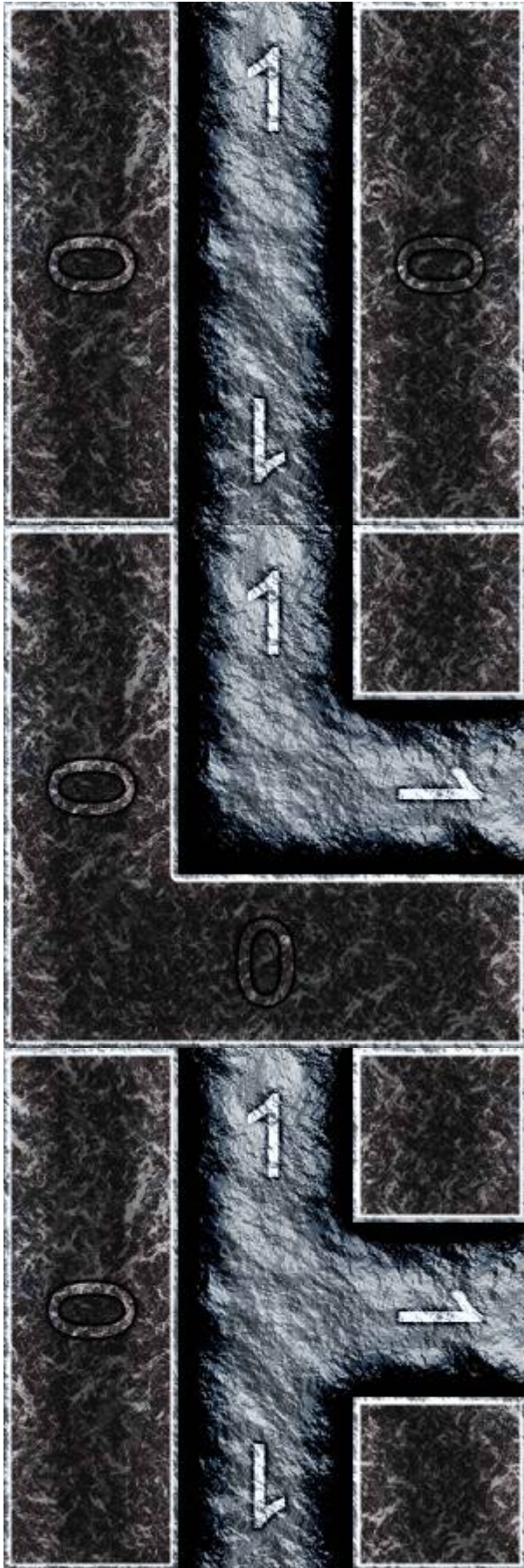
Number of Players

1+

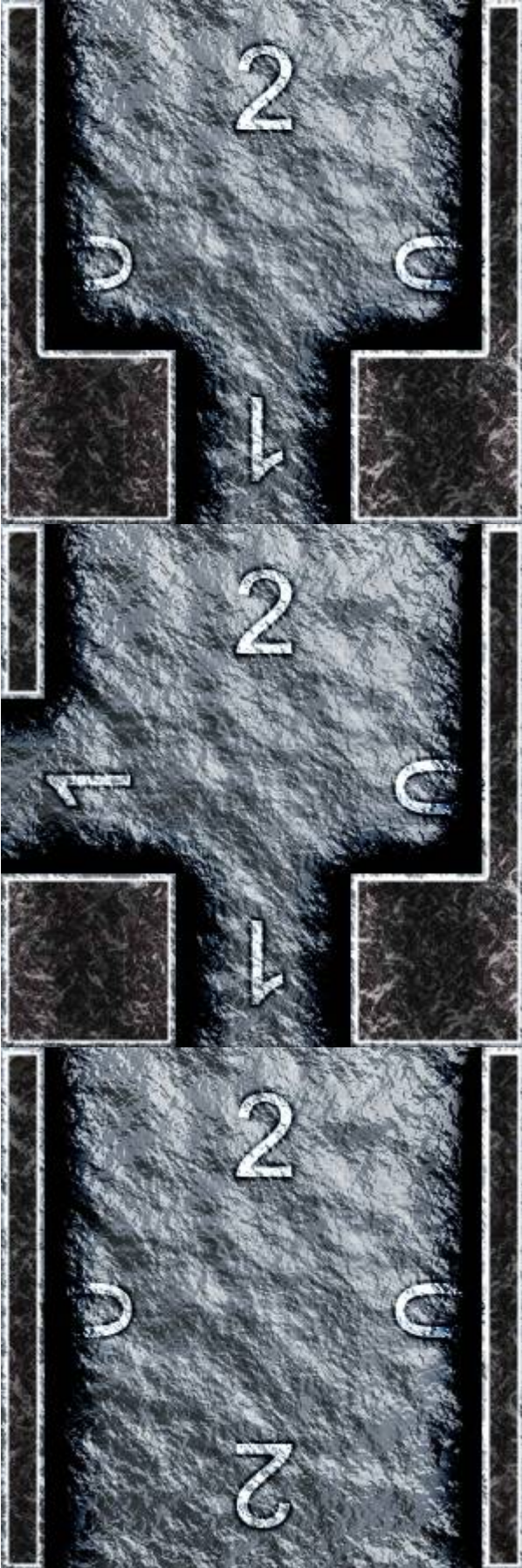
Decks

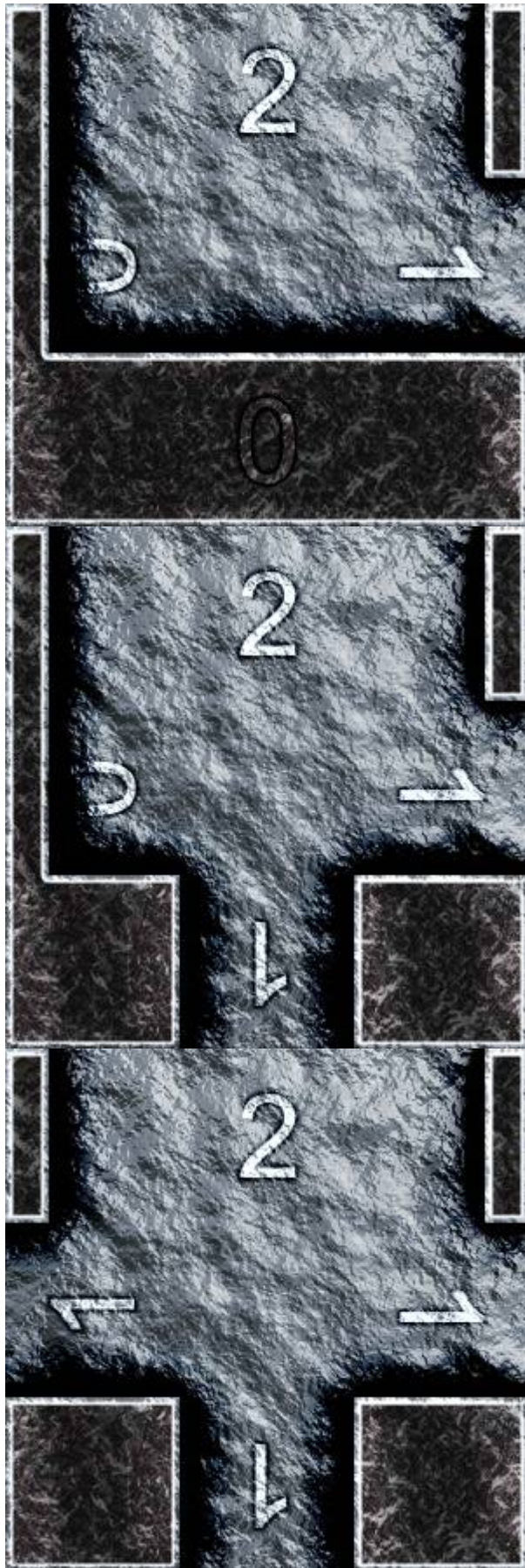
- Room Cards

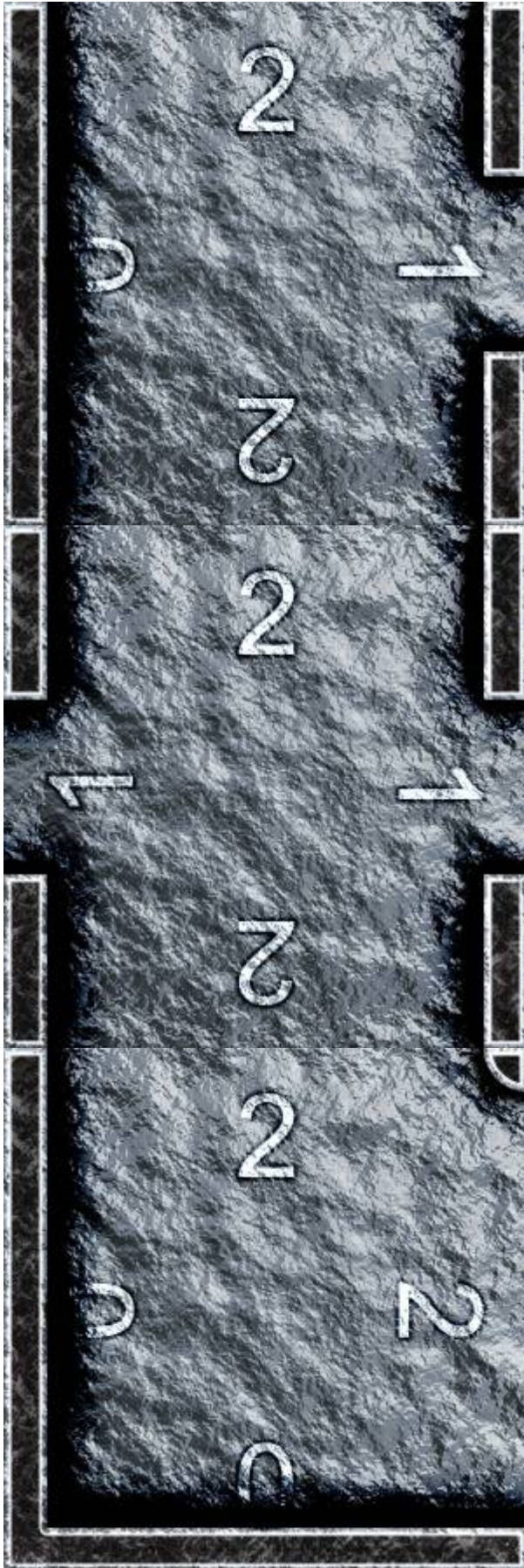


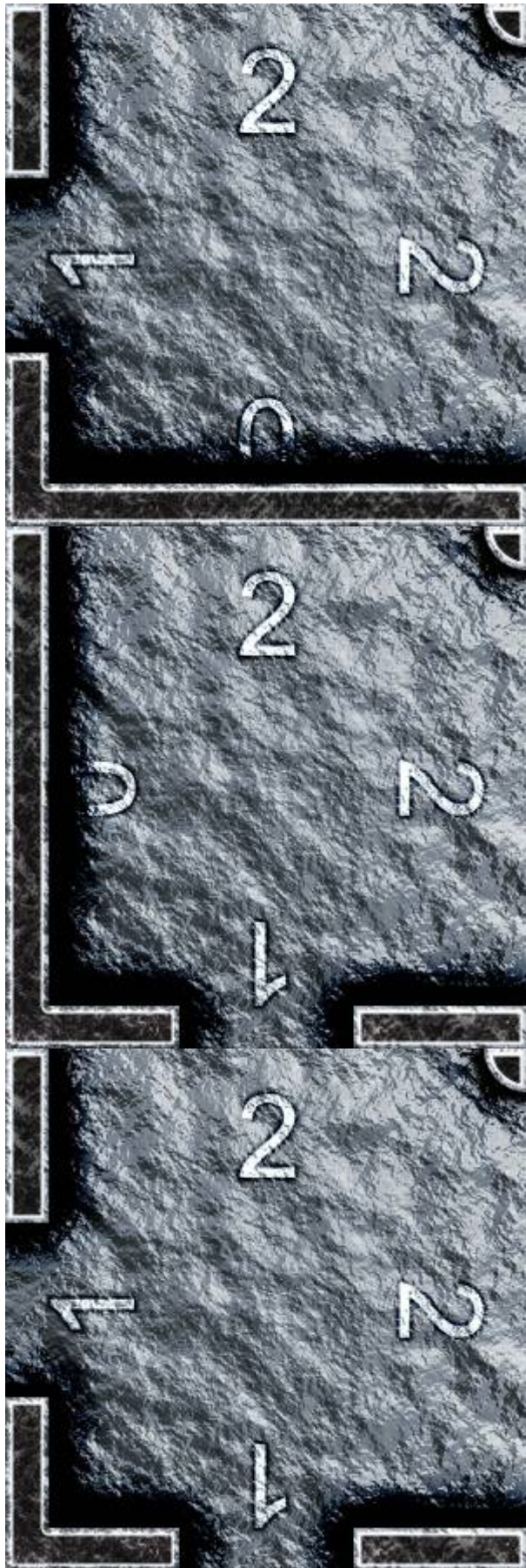


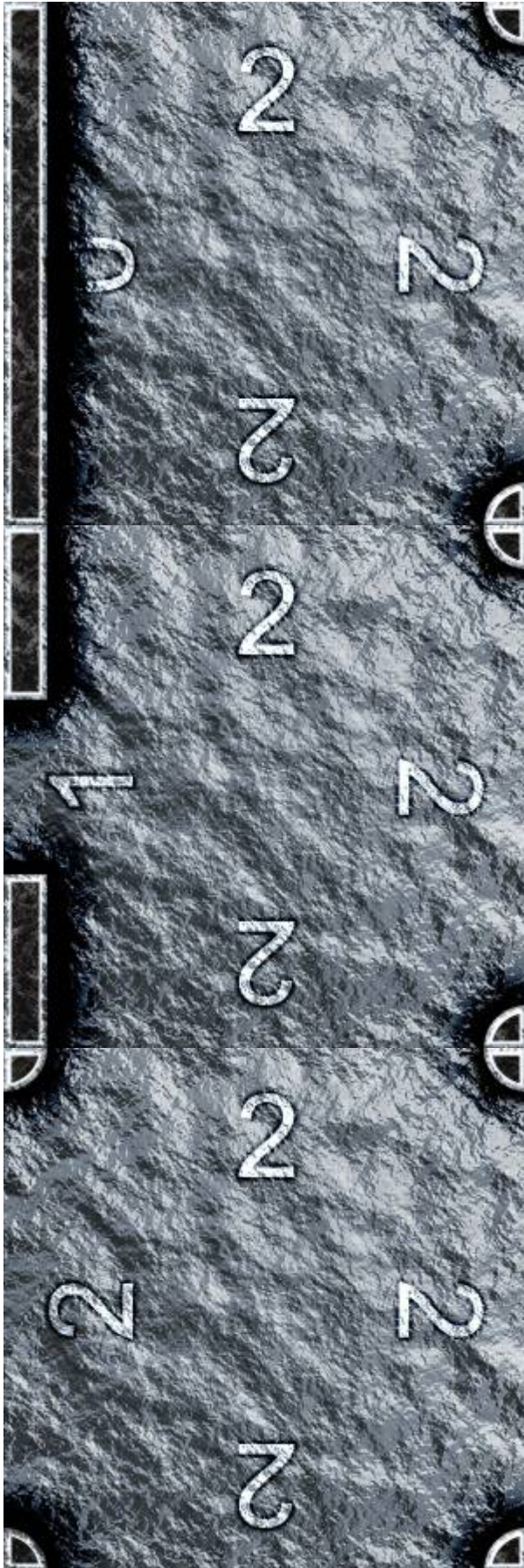












Goals

To collect the most total victory points from the stages of the game.

The Board

Setup

Objective

The Stages

1. Foundation
 - Rolling and matching dice
2. Digging
 - Placing tiles
3. Exploration
 - Adventurers enter

Winning the Game

[n/a: Access denied]

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