

DELVE

Brave delvers from across the realm have journeyed to seek their fortune within the dungeons of Skull Cavern. Gold, treasures, and perilous encounters await behind every door! Grab your gear, sharpen your swords, and watch out for those kobolds!

Object of the Game

In **Delve**, players guide their band of adventurers through the dungeons of Skull Cavern. Each turn: Place a dungeon tile and an adventurer, to explore the dangers below and search for loot. When a room is completed, delvers must fight for their share of the gold and treasure. If a player manages to complete a room alone, they must overcome dangerous encounters before collecting their riches.

Delve combines tile-laying and an immersive narrative experience in a new and exciting way.

Credits

Game Design: **Richard Launius and Pete Shirey**

Game Development: **Travis R. Chance and Nick Little**

Illustration: **Gong Studios**

Art Direction: **Travis R. Chance**

Playtesters: **Brian "Big Mac" McCarthy, Asher Pinsler, Darrell Simmons, Hillary Wilson, Christian Wilson, Mark Zoghby, Ryan Launius, Steve Avery, Joe Vigil, Joshua Githens, Bill Beckman, John Emory, Scott "Scooter" Smith.**

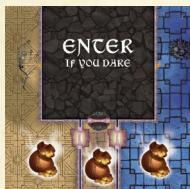


Contents

1 GAME BOARD



1 ENTRANCE TILE



78 DUNGEON TILES



85 GOLD CARDS



20 TREASURE CARDS



60 ENCOUNTER CARDS



4 FACTION MATS

These contain a special ability for the associated faction as well as player references.



20 DELVER TOKENS

Five tokens for each of the four factions



8 CUBES

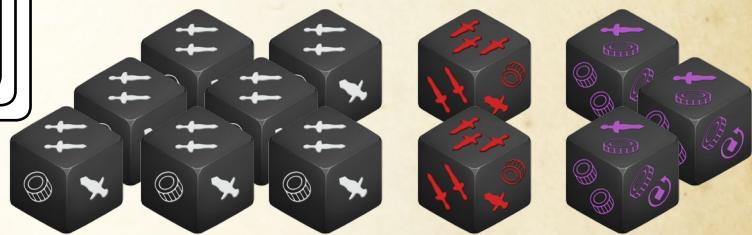
Two cubes in each of the four faction colors



12 COMBAT DICE

Seven white, two red, and three purple dice

These are rolled when resolving Battles, Fights, and Tests.



1 SUN MARKER



1 FIRST PLAYER MARKER



25 EXPERIENCE TOKENS



Component Anatomy

FACTION MATS

Faction mats have five pieces of information:

1. **Name of the faction**
2. **Delver tokens:** Each faction has a slightly different configuration of Delvers.
3. **Faction ability**
4. **Player aid:** You can find important info about the rules of the game here.
5. **Faction Symbol**

DELVER TOKENS

Delvers are the members of your team that you will place on the Dungeon tiles to fight for gold and treasure.

Note: Before play, place one front sticker and one back sticker on each plastic token according to the faction color of the token.

1. **Name**
2. **Color:** Indicates to which player the Delver token belongs (background).
3. **Dice:** Indicates how many and which dice you will roll when this Delver is involved in a Battle, Fight, or Test.
4. **Magic Rift:** A Delver with a Magic Rift gains +3 Combat (X) when in a Battle or Fight in a room with a Magic Rift.

GOLD CARDS

These cards range in value from 1 to 3 points. Keep their values hidden from other players until the end of the game.

1. **Value:** This is the number of points the Gold card is worth at the end of the game.

TREASURE CARDS

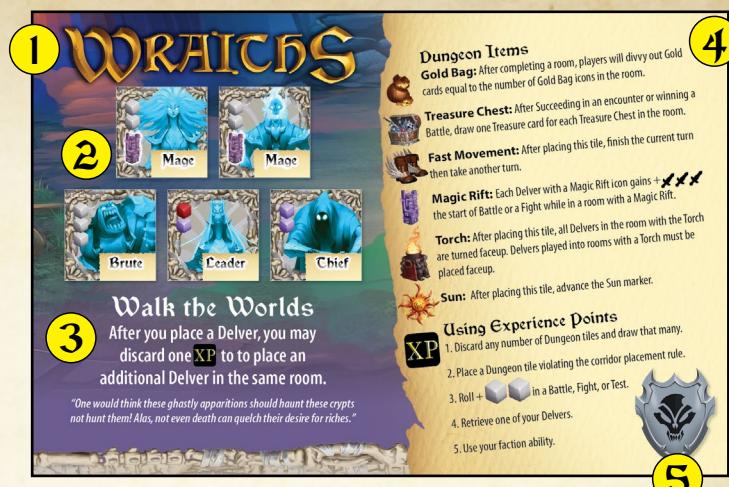
Treasure cards have four parts:

1. **Name**
2. **Ability:** Most Treasure cards have an ability.
3. **Image**
4. **Value:** This is the number of points the Treasure is worth at the end of the game.

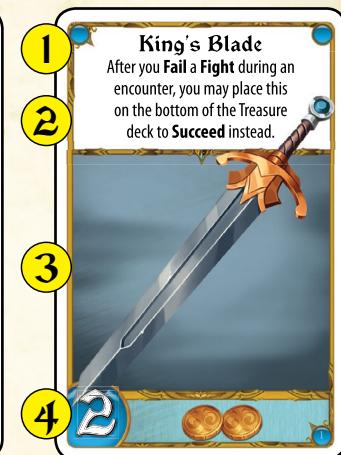
ENCOUNTER CARDS

Encounter cards have three parts:

1. **Story:** This should always be read when an Encounter card is drawn.
2. **Option 1:** Read just the title aloud.
3. **Option 2:** Read just the title aloud.



GOLD CARD



TREASURE CARD



ENCOUNTER CARD

4

5

3

DUNGEON TILES

Dungeon tiles have three different sections that will form the rooms of the dungeon where the players will battle to gather gold and treasure. These tiles come in many different configurations and have several different icons.

DUNGEON TILE ICONS



Gold Bag: After completing a room, players will divvy out Gold cards equal to the number of Gold Bag icons in the room.



Treasure Chest: After *Succeeding* in an encounter or winning a Battle, draw one Treasure card for each Treasure Chest in the room.



Fast Movement: After you play this tile, take another turn after the current turn is finished.



Magic Rift: Each Delver with a Magic Rift icon gains +3 Combat () at the start of a Battle or a Fight while in a room with a Magic Rift.



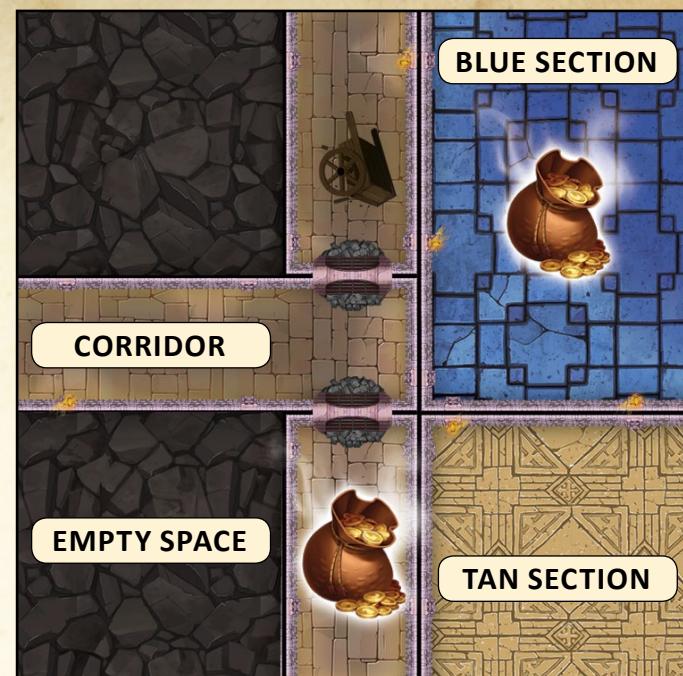
Sun: After a tile with a Sun is placed, advance the Sun marker.



Door: Doors complete rooms of corridor sections.



Torch: After a tile with a Torch is placed, all Delvers in the room with the Torch are turned faceup. Delvers played into rooms with a Torch must be placed faceup. If Dungeon tiles are played in a way that makes a room contain a Torch, all Delvers in the room are turned faceup.



COMBAT DICE

Combat dice are rolled whenever you are in a Battle, Fight, or Test. If you ever need to roll more dice than are included with the game, keep track of what dice you are owed and just roll those dice when you are done rolling the first time.



White Dice



Red Dice



Purple Dice

Each color of die contains different amounts of the following icons:



COMBAT ICON

Gain 1 Combat for each instance of this symbol that you roll.



SPOILS ICON

Gain 1 Spoils for each instance of this symbol that you roll.



REROLL ICON

When you roll this symbol, gain Spoils and Combat equal to what is showing on this die, and roll this die again. Gain the results of the second roll also. This symbol may cause you to roll this die several times.



Setup

1. Each player chooses a faction and takes the corresponding faction mat, five Delver tokens, and two cubes in that faction's color.
2. Each player receives three XP tokens.
3. Set the game board to one end of the play space.
4. Each player places their cubes on the 0 spaces of the Combat and Spoils tracks.
5. Place the Sun marker on the Sun track space corresponding to the number of players in the game.
6. Place the entrance tile against the bottom of the board with the corridor pointing away from the game board.
7. Shuffle the Gold cards together facedown to form the Gold deck. Place it next to the game board where it says "Gold."
8. Shuffle the Treasure cards together facedown to form the Treasure deck. Place it next to the game board where it says "Treasure."
9. Shuffle the Encounter cards together facedown to form the Encounter deck. Place it next to the game board where it says "Encounters."
10. Place the Combat dice and remaining XP tokens to the side of the game board.
11. Shuffle the Dungeon tiles and place them facedown in a couple of stacks near the play space.
12. Each player draws three Dungeon tiles.
13. Randomly determine a first player and give them the first player marker.

Gameplay

During the game, players will take turns in clockwise order. During each player's turn, that player completes the following actions in order before the turn passes to the next player.

1. **Place a Dungeon tile.**
2. **Draw a Dungeon tile.**
3. **Place a Delver.**
4. **Resolve completed rooms.**

1. Place a Dungeon tile

The first action a player must do on their turn is placing a tile. To do this, choose one of the three Dungeon tiles in your hand and add it faceup to the dungeon. These rules must be followed when placing your tile:

At least one edge of the tile must be adjacent to one edge of a tile already in the dungeon.

- You cannot place a tile where it touches no other tiles or only touches on the corner.
- You cannot place a tile so that any one side of the tile touches more than one other tile.

Corridors must always align with other corridors.

- You cannot place a tile so that it is cutting off a corridor on a tile already in the dungeon.
- Also, you cannot place a tile so that the corridor on that tile connects to a part of the dungeon without a corridor.
- You may place the tile so that a corridor ends at the game board. Other sections of the tile do not have to align when placing tiles.

PLACING DUNGEON TILE NOTE

There is no requirement that tan sections, blue sections or empty spaces need to be aligned when placing tiles.

For example, a tile may be placed with a blue section that abuts a tan section and/or an empty space of the adjacent tiles.

Dungeon tiles cannot be placed above the line formed by the bottom of the game board.

- The bottom of the game board is considered to continue on in both directions indefinitely for the purpose of placing tiles.



If the tile placed has a Sun icon on it, advance the Sun marker on the game board's Sun track.

- When the Sun marker reaches the end of the track, the game is over at the beginning of the first player's next turn.



If the tile placed has a Fast Movement icon on it, you will take an extra turn after this turn is finished.

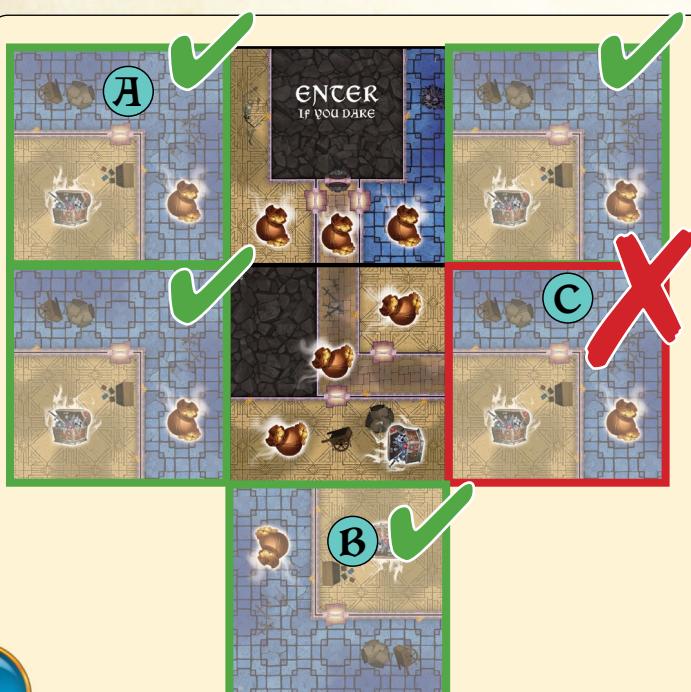


If the tile placed has a Torch icon on it, turn faceup all Delvers on tiles in the room that contains the Torch.

- Delvers placed in rooms with Torches must be placed faceup.

PLACING TILE EXAMPLE 1

- A In the example to the left, the new tile can be placed in four of the five possible locations.
- B Additionally, it could be rotated in any orientation and still be legally placed in any of these four locations.
- C This is the only location this tile could not be placed because it would block the corridor regardless of the new tile's orientation.



2. Draw a Dungeon tile

A player's second action is drawing a Dungeon tile. If there are ever no Dungeon tiles able to be drawn, shuffle all of the discarded Dungeon tiles to create a new Dungeon tile stack.

3. Place a Delver

The third action you will take on your turn is placing a Delver of your choice facedown on the Dungeon tile that you placed this turn. These rules must be followed when placing your Delver:

- The Delver must be placed on only one section of the tile (blue, tan, or corridor). Delvers cannot be placed on the empty space.
- The Delver must be placed on the tile you placed this turn.
- Some sections of a Dungeon tile might be too narrow to entirely fit a Delver. In that case, just do your best to make it clear which section your Delver is on.

ROOMS

A **room** is one or more contiguous tile sections of the same type: blue, tan, or corridor. Rooms are **completed** when there is no possible way to add more sections of the same type.

Note: Rooms may be completed by the bottom edge of the game board.

CORRIDORS

Corridors are **completed** when both ends have terminated, typically when doors are placed on each end. Corridors can also be terminated at the bottom edge of the game board. They may be terminated by another section of a tile placed using XP tokens that ignore the corridor placement rules (covered on page 11).

PLACING TILE EXAMPLE 2

In the example to the right, a corridor tile is being placed and therefore the options are more limited.

- A. The tile could be placed here as the corridors align with both corridors already in play.
- B. The tile is legal as well because the orientation has the corridor aligning with the already played corridor tile. Note that the tile could be placed in another orientation so long as the corridors align.
- C. The tile is legal to place in either of these locations because the empty space is placed adjacent to the existing tile and the corridor sides do not violate any other rule.
- D. The tile could not be placed in this location because the corridor cannot align with the empty space. Note that it could be rotated so that the empty space on this tile aligns with the edge.

CORRIDORS AND ROOMS NOTE

When you see the word "corridor" on a card, it refers only to corridors.

However, the word "room" refers to all three types of sections (blue sections, tan sections, and corridors) of a Dungeon

COMPLETING A ROOM EXAMPLE

When this Dungeon tile is placed, the tan room is completed (there is no way to place another tan section contiguously to the two tan sections).



COMPLETING A CORRIDOR EXAMPLE

When this Dungeon tile is placed, a corridor is completed (there are doors at both ends).



4. Resolve completed rooms

The fourth action you may take on your turn is resolving completed rooms. If the tile you placed completed a room, resolve that room by performing the following:

1. Turn all Delvers in that room faceup.
2. Complete an Encounter, or Battle, based on the number of players with Delvers in that room (see right).
3. Return all Delvers in the completed room to the corresponding player(s).

Placing a tile can result in multiple rooms completing on the same turn. The current player determines the order in which the completed rooms are resolved.

Once there are no completed rooms with Delvers in them, the current player's turn ends.

For more information about keywords on Encounter cards, see page 10.

COMPLETING A ROOM WITH:

Zero players with Delvers in it

Nothing happens.

One player with Delvers in it

When only one player is in a completed room, the player to the left of that player draws an Encounter card and reads the story section of the card aloud to the player in the completed room.

The reader lists the titles of the two options on the card but does not read the possible results. Then the player in the completed room chooses one of the two options and resolves the text of that option.

Once an encounter is resolved, the Encounter card is discarded faceup next to the Encounter deck. If the Encounter deck is ever empty, shuffle the discarded Encounter cards to form a new deck.

ONE PLAYER COMPLETING A ROOM EXAMPLE

Alan places a tile that completes a room in which only he has a Delver. Alan reveals that Delver, a Brute.

Betty is to Alan's left. Betty draws an Encounter card. After reading the story section of the card concerning a crazed goblin, Betty asks Alan whether he wants to "Lose the loot" or "Fight the goblin."



Alan knows that since the second option starts with "Fight..." he'll be rolling the dice shown on his Brute () against Betty who'll be rolling some amount of dice for the goblin. He's not sure which dice she'll roll, that goblin might be pretty tough. Alan doesn't like the idea of losing his loot, so he chooses to fight.

Betty now reads the result for "Fight the goblin." The goblin is going to roll two purple dice (, and if Alan Succeeds at defeating the goblin, he'll collect one additional Gold card.

Alan rolls his three white dice for his Brute. Those dice give Alan and .



Betty rolls the two purple dice for the goblin. The goblin's roll is and . Betty rerolls one die, because of the , and adds another . Her total is and .



Alan has Succeeded at defeating the goblin so he collects a Treasure card for each Treasure Chest in the room, a Gold card for each Gold Bag in the room, and an additional Gold card as a result of the Encounter card.

The goblin rolled more Spoils than Alan, so Alan will not receive any additional loot for his Spoils.

Two or more players with Delvers in it

When two or more players have Delvers in a room that is completed, those players must Battle for the loot in the room.

In player order, starting with the current player, each player will roll the dice indicated on the Delvers they have in the completed room. After each player has rolled their dice, that player uses their cubes to mark their total Combat and Spoils on the game board's Combat and Spoils track.

Once all of the players who have Delvers in the completed room have rolled their dice, a winner is determined. All ties are broken based on player order with the current player taking precedent.

Deal out Gold cards equal to the number of Gold Bag icons and Treasure cards equal to the number of Treasure Chest icons in the room.

The players receive the following rewards based on their results in the Battle:

- **Highest Combat Total:** This player receives all of the Treasure cards and half of the Gold cards, rounded down.
- **Second Highest Combat Total:** This player receives half of the remaining Gold cards for the room, rounded down.
- **Third Highest Combat Total:** This player receives half of the remaining Gold cards for the room, rounded down.
- **Highest Spoils Total:** This player receives additional loot. If their Spoils total was 1-4, they collect one additional Gold card. If their Spoils total was 5 or higher, they collect one additional Treasure card. If multiple players tie for the highest Spoils total, no one receives the additional loot.

Return any remaining Gold cards to the Gold deck.

USING TREASURE CARDS NOTE

Some Treasure cards have a one-time ability. To use an ability, reveal the card when directed and resolve the action.

Some abilities must be used when collected. These cards must be revealed and resolved immediately. After revealing, flip that card back over as its point value remains hidden for the rest of the game.



MAGIC RIFT NOTE

Delvers with the Magic Rift icon gain +
X X X while in a room that also has a Magic Rift icon.

This effect is gained **only once per Delver** with this icon, even if there is more than one Magic Rift icon in the room.



TWO OR MORE PLAYERS COMPLETING A ROOM EXAMPLE



Alan, Betty, and Cedric have Delvers in a room that was just completed by Alan. That room contains two Treasure Chests and nine Gold Bags.

After rolling dice for his Kobold Leader in the room, Alan has the highest Combat total of 7 X. He collects the two Treasure cards in the room. He also collects four Gold cards, which is half of the nine Gold cards rounded down.



Betty and Cedric tie for having the second highest Combat total at 5 X. Betty's turn is next so she holds the tiebreaker. Betty collects half of the remaining Gold cards rounded down. There are five Gold cards remaining, so Betty collects two cards. Cedric now receives half of the three remaining Gold cards, which is one card.



The final two Gold cards are returned to the Gold deck.

Cedric had a higher Spoils total than Alan or Betty, with a total of 2 O. Cedric collects a Gold card for having the highest Spoils.

Encounter Cards

Here are some important terms found on the Encounter cards:

SUCCEED

You may Succeed in a few different ways: passing a Test, winning a Fight, or choosing an option that results in a Succeed.

- When you Succeed, you collect one Treasure card for each Treasure Chest and one Gold card for each Gold Bag in the completed room.

FAIL

You may Fail in a few different ways: not passing a Test, losing a Fight, or choosing an option that results in a Fail.

- When you Fail, you collect no Treasure cards. However, you do collect Gold cards equal to half the number of Gold Bags in the completed room, rounded down.

TEST

When you choose an option on an Encounter card that leads to a Test, you will roll the dice shown on all of your Delvers in that room.

- Tests require your Delvers to roll a certain amount of Combat or Spoils results.
- If you roll the required amount (or more) shown after “Test,” you Succeed. If you do not roll the required amount, you Fail.

TEST EXAMPLE

If you choose the “Try a Costly Escape” option that states:

Test:

you will roll all the dice shown on your Delvers in that room.

You need to roll three or more Spoils () to Succeed.

Otherwise, you Fail.



FIGHT...

When you choose the Fight option on an Encounter card, you will exchange blows with one of the monsters lurking in the dungeon.

- First, you roll the dice shown on all of your Delvers in the completed room. Use your cubes to mark your total Combat and Spoils on the game board’s Combat and Spoils track.
- Then the reader of the Encounter card rolls the dice shown for the monster on the Encounter card. That player uses their cubes to mark the monster’s total Combat and Spoils on the game board’s Combat and Spoils track.
- If your total Combat is greater than or equal to the Combat of the monster, you Succeed. Otherwise, you Fail.

Whether you Succeed or Fail, if your Spoils total is greater than that of the monster, you collect extra winnings from the Fight.

- If your Spoils total is 1-4, you collect one additional Gold card. If your result was 5 or more, you collect one additional Treasure card.





XP Tokens

Players will start the game with three of these tokens. Any number of tokens may be used in a turn in the following ways:

Discard and draw Dungeon tiles: Before placing a tile, you may spend an XP token to discard any number of Dungeon tiles from your hand. Then, draw an amount of Dungeon tiles equal to the number you discarded. Discarded Dungeon tiles should be placed faceup next to one of the Dungeon tile stacks.

Place a Dungeon tile that violates the corridor placement rule: When placing a tile on your turn, you may spend an XP token to place a tile ignoring the normal corridor placement rules.

Roll additional white dice: Before you roll for a Battle, Fight, or Test, you may spend an XP token to roll two additional white dice for that Battle, Fight, or Test.

Retrieve a Delver: Before placing a tile, you may spend an XP token to return one of your Delvers from the dungeon to your hand. You may then place that Delver later this turn as normal.

Use your ability: Each faction has an ability that is listed on their faction mat. This ability states a time when you can spend an XP token for a specific effect.

End of the Game

The game ends at the end of a round when either the Sun marker has been advanced to the final space on the Sun track or when there are no more Gold cards left in the Gold deck.

- When either event occurs, play continues until it would be the first player's turn again, then the game ends (so that each player takes an equal number of turns). Even if a Gold card is returned to the Gold deck after it has been emptied, the game will still end at the beginning of the first player's next turn.
- If you would collect Gold cards when the Gold deck is empty, for each Gold card you would collect, instead turn one of your Gold cards faceup for the rest of the game. Those cards are worth one additional point at the end of the game.
- If you would collect Treasure cards after the Treasure deck is empty, turn one of your Treasure cards faceup. Treasure cards turned faceup in this way are worth two additional points.

To determine a winner, simply add up the points from your Treasure and Gold cards.

- The player with the most points wins the game.
- If multiple players are tied, the player with the most Treasure cards among the tied players wins. If there is still a tie, all of those tied players share a victory.



Quick Start Guide

Setup the Game (pg. 5)

Turn to page 5 and follow the instructions to set up the game. Pick a player to start.

Gameplay (pg. 6-10)

Players take turns in clockwise order. During each player's turn, that player completes the following actions in order

1. Place a Dungeon tile (pg. 6). Tiles have three different "sections" (corridors, blue or tan floors) that will be used to form "rooms" full of gold and treasure. Tiles must be placed so:
 - a. At least one edge fully connects to another tile in the dungeon.
 - b. Corridors are aligned with other corridors.
 - c. The tile is below the bottom of the game board.

Some tiles will advance the Sun marker or let you take another turn. Your player sheets show all the icons found on the tiles and what they mean.

2. Draw a Dungeon tile. You will have three tiles in hand after drawing.
3. (Optional) Put a Delver token facedown on one section of the Dungeon tile placed this turn. Each Delver has a different composition of dice rolled to resolve Battles, Fights, and Tests. When a room is "completed" (no possible way to add more sections of the same type), the Delvers in that room will determine how the loot is split.
4. Resolve any completed room(s) based on the number of players with Delvers in that room. Rooms contain one Gold card for each Gold Bag icon in the room, and one Treasure card for each Treasure Chest – Battles, Fights, and Tests determine who receives what loot.
 - a. Multiple players (pg. 9)- Battle the other players by rolling combat dice for your Delvers and tracking Combat and Spoils results on the game board.
 - b. One player (pg. 8) - Draw an Encounter card and choose one of the options to resolve with your Delvers.

End of the game. (pg. 11)

The game ends when the Sun marker is on the last space of the Sun track or when there are no more cards left in the Gold deck. Play through the round so every player takes an equal number of turns.

Each player adds up the value of all of their Gold cards and Treasure cards.

The player with the highest value wins the game!

