

TORCHLIT



Every adventurer dreams of delving into a monster-filled dungeon and returning home to bask in fame and fortune. However, choosing the right dungeon can be tricky. Some have barely any monsters, while others are teeming with adventurers eager to split the spoils. And lurking behind it all is the fickle Dungeon Warden, forever tugging at the strings of fate. It's no wonder adventurers carry a torch to light the way.

In this trick-taking game, players must decide when to win tricks and when to increase the value of the number of tricks they think they will take. After 3 rounds, the player with the most points is the winner!

Contents



56 Monster Cards

Numbers 0-7 in 7 colors



8 Dungeon Cards

Numbers 0-7



11 Player Tokens

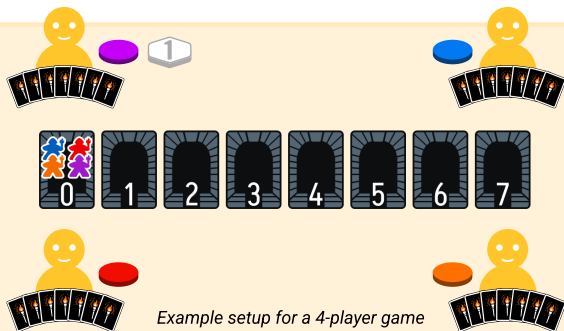
2 each in 5 player colors
1 starting player token

Setup

1. In the middle of the play area, arrange the Dungeon cards in a row ascending from 0 to 7, with the white number side facing up. In a 3-player game, use only dungeon cards 0-6. The dungeon 7 card is not used.
2. Each player selects a set of two player tokens of the same color, then places their adventurer pawn token on the dungeon 0 card, keeping their circular token in front of themselves for player color reference.
3. In a 4 or 5 player game, use all monster cards. In a 3 player game, remove all monster cards of one color except red (*dragon*), and also remove all number 7 cards. Removed cards will not be used. The remaining monster cards will be numbers 0-6 in six colors.
4. Shuffle together all monster cards, then deal them out evenly. In a 5-player game, set aside the one undealt card face down. Players should not reveal their hand of cards to other players.
5. The last player to explore someplace dark becomes the starting player for the first round. They place the white starting player token in front of themselves for reference.

Players	3	4	5
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Hand Size	14	14	11
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Round Flow



Light a Torch

Prior to the first trick of a round, each player simultaneously examines their hand of cards and secretly selects one card to place face down in front of themselves, becoming their torch.

Players may consider choosing a card with a number that matches how many tricks they believe they will win this round. This card cannot be played until later in the round; however, players are free to look at their own torch card at any time as a reminder.

After all players have lit their torch, the starting player becomes the lead player of the first trick.



Trick Step 1: Play Cards

The lead player of a trick chooses any card from their hand and plays it face up in front of them.

In clockwise order, each subsequent player chooses a card from their hand and plays it. They must play a card of the same color as the lead player's card if possible. If they do not have a card of that color, they may play any card from their hand. Continue until all players have played one card.



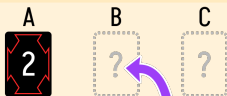
Important! If the lead player plays a dragon card, other players may play any card from their hand, even if they have dragon cards.



(A) led the trick with a green 5.

(B) did not have any green cards, so they played an orange 2.

(C) must play either the green 3 or 6.



(A) led the trick with a dragon 2.

(B) has a dragon 3 in hand, but they may play any card.

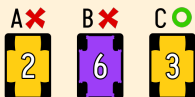
They decide to play the purple 2.

2

Trick Step 2: Move Adventurers

From the cards played during Trick Step 1, a winning number for the trick is determined.

The winning number is the highest dragon card played. If no dragon cards were played, the winning number is the highest card played of the lead player's card color.



(A) led the trick with a yellow 2.

(B) played a purple 6, then (C) a yellow 3

The winning number is 3 as it is the highest card of the lead player's color

(A) led the trick with a blue 1
(B) played a blue 4, then (C) a dragon 1
The winning number is 1 as it is the highest dragon card played.



All players who played a card with the winning number simultaneously move their adventurer pawns to the next dungeon card in ascending order.

A player on the rightmost dungeon card moves back to dungeon 0.

Both (A) and (C) played cards displaying the winning number this trick.



(A) moves from dungeon 2 to 3

(B) does not move from dungeon 5

(C) moves from dungeon 7 back to 0



Trick Step 3: Spawn Monsters

The player who played the card with the lowest number becomes the Dungeon Warden for the trick.

In the case of a tie, the player who played the lowest number last becomes the Dungeon Warden.

A ✖



B ○



C ✖



The lowest number played is a 3.

Since the purple 3 was played later, (B) will become the Dungeon Warden for this trick.

The Dungeon Warden must select from the cards played in the trick, placing exactly **one card from each card color** beneath the dungeon matching the number on the card.

Place cards beneath any already existing cards in a dungeon, creating a column of overlapping cards so that all remain visible.

Every card placed in a dungeon will remain there for the whole round, and will increase the point value of that dungeon during end of round scoring.

Discard any cards from the trick that were not placed in dungeons.



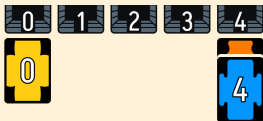
The Dungeon Warden must select one card from each card color present (blue & yellow)

They select the blue 4 and discard the blue 7.

There is only one yellow card, so it must be selected.

The yellow 0 is placed in dungeon 0.

The blue 4 is placed in dungeon 4, beneath an existing orange 4.



By playing the only card of a certain color during Trick Step 1, players can force the Dungeon Warden to place that card in a specific dungeon, increasing its point value.

However, when every card in the trick is a different color, the Dungeon Warden gains full control. They may place any cards of their choice in dungeons, including all cards or none at all.



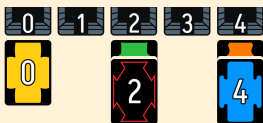
Every card in the trick is a different color.

The Dungeon Warden gains full control.

*They decide to place the green 2 & dragon 2.
The orange 5 is discarded.*

*The green 2 and the dragon 2
are both placed in dungeon 2.*

*Cards will continue to accumulate
as players perform additional tricks.*



Afterward, the Dungeon Warden leads the next trick, starting with Trick Step 1. Continue to perform tricks, repeating all three steps each time until players have one card remaining in hand.

The Final Trick of the Round

Before performing the final trick of the round, all players take the card they lit as their torch at the beginning of the round and add it back into their hand.

Each player will now have two cards in hand. Players then perform one final trick this round, selecting one of their two cards to play.



Important! Players are not required to play a card of the same color as the lead player's card during step 1 for this trick. Complete the rest of the steps of the trick as normal.

Afterward, pass the starting player token  to the Dungeon Warden from the final trick of the round, then proceed to End of Round.

End of Round

Relight Torches

Players simultaneously reveal the card they chose not to play in the final trick of the round. If the number on their card matches the number of the dungeon where their adventurer pawn is, they place the card face down in front of themselves, relighting their torch. It is worth bonus points during scoring.

If the revealed number doesn't match their pawn's location, they add the card face down to the dungeon matching the card's number. This becomes a dropped torch card that increases the point value of that dungeon during scoring.



(A) is in dungeon 2. They reveal a green 2. The numbers match! They relight their torch.

(B) is in dungeon 4. They reveal a dragon 5. It doesn't match! They drop their torch.

They must add their dragon 5 face down to dungeon 5.

(C) is in dungeon 5 and will benefit from the dropped torch card during scoring.



Scoring

Players add up the total value of cards placed in the dungeon where their adventurer pawn is to determine their base score for the round.

- 2 points for each dropped torch card
- 2 points for each dragon card
- 1 point for each monster card of other colors

If multiple players' pawns occupy the same dungeon, the total value of cards in that dungeon is divided by the number of pawns present. Any fractional values are rounded down.

Bonus Points!

Any players who relit their torch find the way out of the dungeon with ease, scoring an additional 3 points on top of their base score.



1 + 1 + 1 + 2

(A) scores all 5 points from dungeon 2.
They also relit their torch. 3 bonus pts.
Their score this round is 8 points (5+3)



1 + 2 + 2

(C) & (D) each score 2 points from dungeon 5.
The total value of 5 points was divided by 2
(two pawns are present) then rounded down.

Prepare The Next Round

If three rounds have been scored, proceed to End of Game.
Otherwise, prepare for the next round:

- Return all adventurer pawns to dungeon 0.
- Shuffle the monster cards and deal a new hand to each player.
- The player with the starting player token becomes the lead player for the first trick of the next round.

End of Game

Following scoring for the third round, the player with the most combined points from all three rounds is the winner of the game!

If tied, the player that scored the most points in the final round is the winner. If still tied, share victory.

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