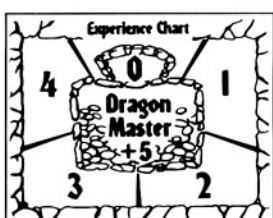


## EXPERIENCE CHART:

The Experience Chart shows how skilled you are at defeating monsters. (0 is low, 4 is high.) Each time you defeat a monster, you move clockwise around the Experience Chart and earn experience points. (See Figure 6.)



Experience points increase as you move around the chart.

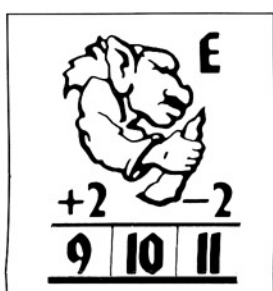
need 5 points to be successful. But suppose you only spin a total of 4 points on Spinner A and B. If your marker is on number 1 (or greater) in the Experience Chart, you combine numbers (4 + 1) and you'll have enough points to defeat the monster.

■ **TO LEAVE A CAVERN:** You must earn enough experience points to move your marker full circle on the Experience Chart, back to 0 (or through the door to 1 again if you earn enough points battling the monster). Then move your playing piece to the starting circle in the center of the next cavern level. This ends your turn.

## PENALTY AND BONUS NUMBERS

Each monster section also has a set of two numbers, each with a plus or minus sign (+ or -). These numbers tell you how many spaces to move forward in the Experience Chart after defeating a monster (*bonus numbers*); or how many to move backward if you fail to defeat the monster (*penalty numbers*).

**For Example:** See Figure 7. In Level 1, if you're fighting monster E, you need 9 points to succeed. After spinning, if you had at least 9 points, you would defeat the monster and move ahead +2 spaces on the Experience Chart. If you didn't have 9 or more points, you would have to move back 2 spaces on the Experience Chart. You cannot move back any farther than 0 (zero) on the chart. **Note:** If you fail to defeat a monster that has a -0 Penalty number, you do not have to move back any spaces on the Experience Chart)



**6**  
Figure

**Experience points are needed for two reasons - to fight monsters and to leave a cavern.**

### ■ TO FIGHT MONSTERS:

Experience points are added to total shown on Spinners A and B to help defeat a monster.

**For Example:** If you are trying to defeat Monster A in Level 1, you

**7**  
Figure

**+2 BONUS NUMBER**  
Defeat the monster and move 2 spaces on the Experience Chart.

**-2 PENALTY NUMBER**  
Fail to defeat the monster and move back 2 spaces on the Experience Chart.

**Now make your decision to fight or hide from a monster.**

## FIGHTING A MONSTER:

If you decide to battle a monster, spin the spinner and add the numbers on Spinners A and B together. Then add that total to the number your experience marker is on. If the grand total is equal to or larger than the number in the monster strength box, you have defeated the monster. Move ahead the number of spaces on the Experience Chart designated by that monster's bonus number. It is then your opponent's turn.

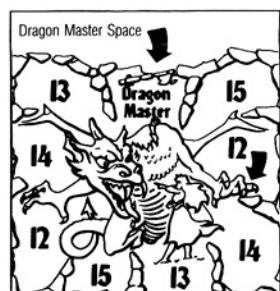
**The Risk:** If the combined number is not high enough, you lose the battle and you have to move backward on the Experience Chart the number of spaces designated by that monster's penalty number.

## HIDING FROM MONSTERS:

If the monster you are directed to fight has a high monster strength or penalty number, you may want to hide instead of fight. By hiding, you avoid having to move back in the Experience Chart should you fail to defeat a monster. If you decide to hide, your turn is over.

## IN THE DRAGON'S LAIR... HOW TO WIN THE GAME!

After you've made it through all 3 cavern levels, move your experience marker onto the +5 section of the Experience Chart. This gives you 5 extra points to use when fighting the dragon. Now you are ready to enter the dragon's lair!



**8**  
Figure

1. Move your playing piece onto the Dragon Master space in the dragon's lair.

2. Spin the spinner and read the number on Spinner A. Move your playing piece in a clockwise direction by counting each numbered space as 1.

3. Read the number you've landed on. Then spin again.

4. Add your +5 points to the total number on both spinners. If this total is equal to or higher than the number on your space, then you have defeated the dragon! If not, try again on your next turn. First player to slay the dragon wins.