

# Deduction Dungeon

An asymmetric, competitive, puzzle game

2 players • 10 minutes • Age 10+

8 Tiles • 12 Gold cubes • 12 Mini cards • 32 Standard cards

Deduction Dungeon's vast treasures tempt adventurers from across the land...

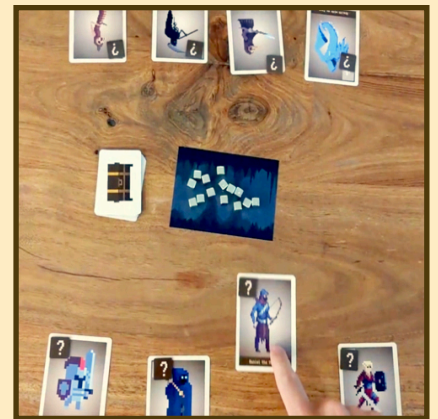
But the dungeon is guarded, and each time you enter, the monsters get better at keeping you out. Will you loot the treasure before they learn how to stop you?

**1** Set up 4 adventurers and 4 monsters, each with a face down strength tile between 1 and 4. Each player picks a side to play. **Only one player knows each card's hidden strength!**

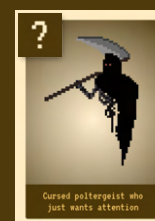
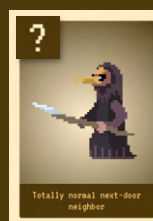
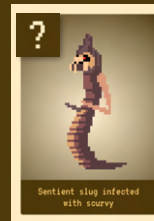
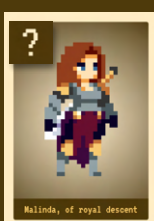
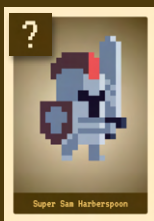
**2** Choose 1 card each to battle. The adventurers player peeks at the hidden strength tiles to announce the winner and takes 1 gold if victorious.

**3** Repeat until all cards have battled. The adventurers player can use treasure cards to help get more gold or to hide information about their strengths (unless it is a trap!).

**4** Keep playing until either **the adventurers player wins by looting all of the gold, or the monsters player wins by figuring out how to defeat all of the adventurers.** Each game is a unique puzzle for both players!



Play the online prototype at <https://screentop.gg/@jschomay/deductiondungeon>



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