

EXTRIKATE

An “hour” game from Steam Kitty Games

1-3 players

Objective

Return to your starting point with the most treasure.

Setup

In order to Play Delve, you need the following:

1. 3 six sided dice
2. Sheet of paper, with a 12x12 grid (you can use dots like the [Dots and Boxes](#) game) or a piece of graph paper (Print Free Graph Paper has one at <http://www.printfreegraphpaper.com/gp/c-i-14.pdf> that can be used for several games)
3. Pencil & Eraser
4. Each player rolls 2 dice twice to determine their starting position. Mark this location.
5. Each player starts with 3 Lives
6. Roll die to see who goes first

Turn

There are two phases; the Delve phase and the Exit phase.

During the Delve, you are exploring deep underground, in search of treasure. Watch out for traps, monsters, and cave ins. Once you’ve explored enough, exit with your hard-won treasure!

The game starts in the Delve phase. When you’re ready to leave, you must declare that you’re exiting. Once you’ve started exiting, you cannot change your mind.

Roll 3 dice and do the operation indicated (explanations follow the table):

Roll	Delve Phase	Exit Phase
3	Trap 5	Trap 4
4	Trap 4	Trap 3
5	Trap 3	Trap 2
6	Gain 1 Treasure	Move / Dig
7	Trap 2	Move / Dig
8	Move / Dig	Move / Dig
9	Wall	Move / Dig
10	Door	Move / Dig
11	Wall	Move / Dig
12	Move / Dig	Move / Dig

Roll	Delve Phase	Exit Phase
13	Move / Dig	Move / Dig
14	Monster 2	Move / Dig
15	Monster 3	Move / Dig
16	Monster 4	Monster 2
17	Cave In	Monster 3
18	Monster 5	Monster 4

While delving, you may roll up to 3 times. However, if you find a monster or a trap, you must stop. While exiting, you may only travel through spaces with a '.' in them.

Walls

Draw a wall in any direction adjacent to your current location, connecting two corners along one edge. If you have boxed yourself in, and you roll a wall, you must dig instead of drawing a wall.

Door

Draw a door on any open or wall adjacent to your current location. A door is a "wall" with an '=' through it.

Move

Move one space in any open direction, not diagonally. Place a '.' in the space to denote it being open and explored.

Dig

Roll 1 die, on 5-6 you have successfully dug through a wall.

Cave In

Roll 1 die and subtract two from the roll. This is the number of walls to draw around you.

Fighting Monsters

1. The number after the monster is its strength. Roll a die. To win, your roll must be greater or equal to the strength. If you don't then you lose a life. If you lose all of them, you're out of the game.
2. If you defeat the monster, roll a die; if it is less than the monster's strength, you get your die roll's number of treasures.

Bribe

In lieu of fighting, you may give a monster treasure equal to its strength. You don't lose a life.

Disarming Traps

Roll a single die; you must roll equal or greater than the trap's strength (number after the trap). If you fail, you lose a life.

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