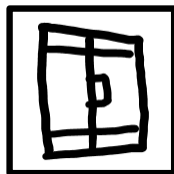


Cavemaster

On Your Turn:

Add a Chest, and 3 different things to the Cave Map. Things of the same type cannot be adjacent.



How you win:

Fill all the spaces in the Dungeon Map, OR Knock out all of the heroes.



Troll

-1 HP to any Hero that lands on this. Fick them once.



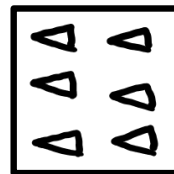
Goblin

When you place a Goblin, place a second one. -1 HP to any Hero that lands on this.



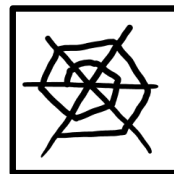
Bones

Once per turn, football flick the matchstick off this, -1HP to any Hero the head lands on.



Spike Trap

-2 HP to any Hero, besides Penny, that lands on this.



Web Trap

any Hero, besides Penny, that lands on this can't move next turn.

Heroes

On Your Turn:

Move each of your coins once by flicking them. If they go off the map, they return to the edge, and lose one health.

How you win:

Gain 5 points, by landing Penny on Chests.

Points:

Penny the Burgler

HP

Is immune to traps.

Land on a chest for 1 point.



Nicodemus the Firebreather

HP

Before or after moving, football flick the matchstick off this coin.



Diane the Healer

HP

Bump into ally to grant 1 HP.

Don't move to gain 1HP.



Two-Bits the Brute

HP

Before or after moving, straight drop the matchstick onto this coin.

