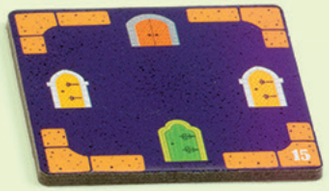
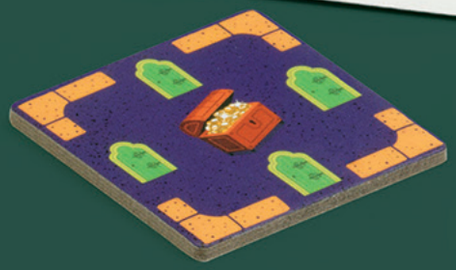
Dungeon Logic

Author **Cédric Martinez** – Design **Steve Simpson**





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Dungeon Logic

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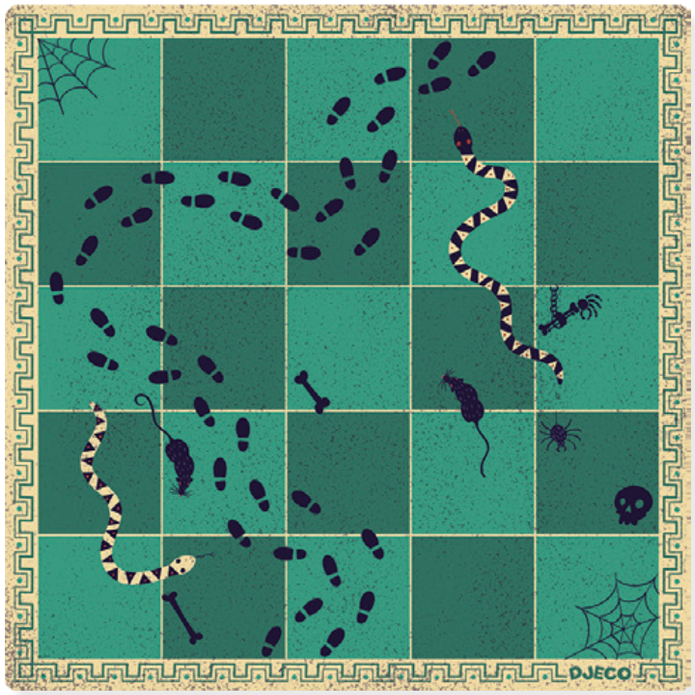
Inhoud • Innehåll • Indhold • Conteúdo • Игровой комплект



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x 40

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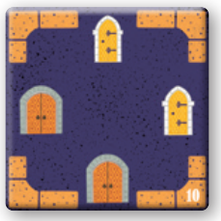

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Contenido del juego: 1 tablero, 4 fichas puerta de entrada, 1 carta salida, 8 cartas obstáculo (2 muros, 2 dragones, 2 puertas cerradas, 2 cofres cerrados), 16 fichas «de paso» normales (numeradas del 1 al 16), 8 fichas «de paso» especiales (2 caballeros, 4 llaves, 2 cofres abiertos), 40 cartas de desafío (4 niveles de dificultad creciente).

Fácil	Intermedio	Difícil	Muy difícil
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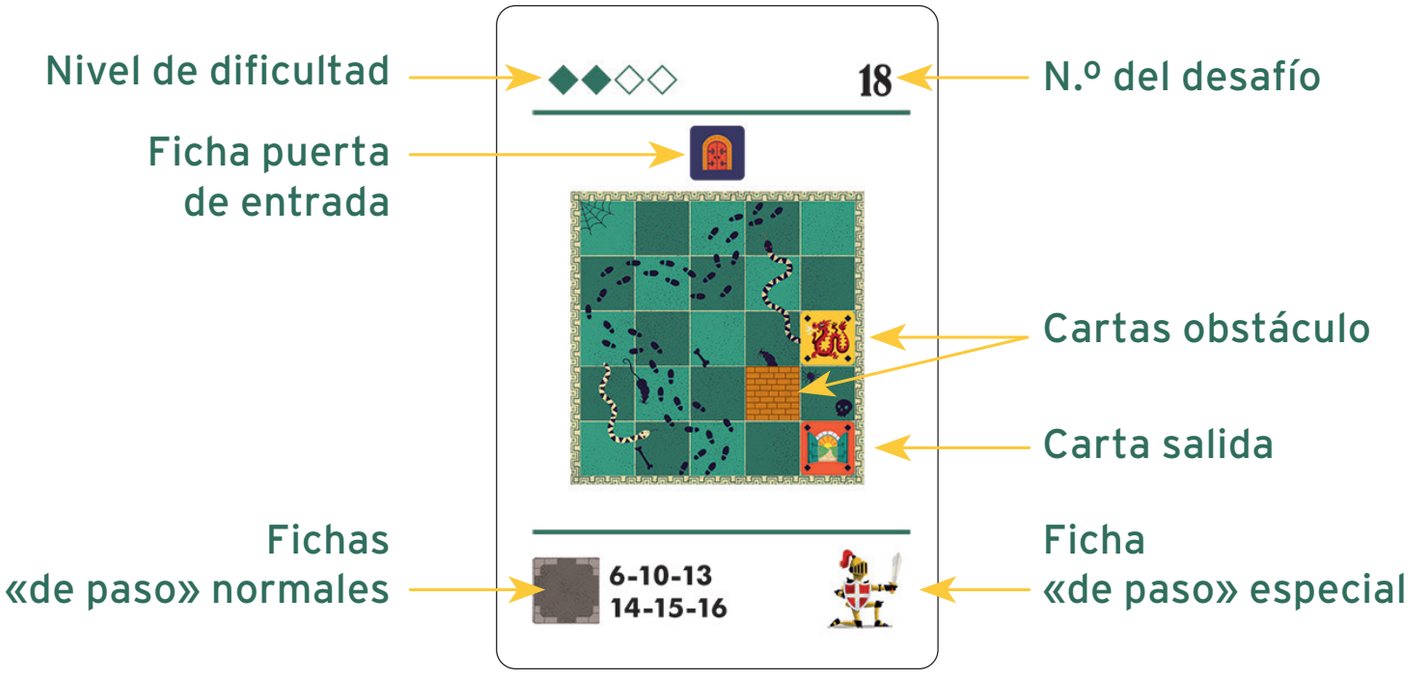
Perdido en el torreón, tendrás que utilizar los pasos correctos para salir. Con las cartas que te imponen y siguiendo la misma lógica que en el dominó, traza el camino hasta la salida.

Objetivo del juego: trazar un camino con las fichas «de paso» para ir desde la entrada hasta la salida.

Preparación del juego: se monta el tablero. Al lado, se ponen las fichas «puerta de entrada», la carta «salida» y las cartas «obstáculo» (muros, dragones, puertas cerradas y cofres cerrados). Se separan las fichas «de paso» normales y las fichas «de paso» especiales (llaves, caballeros, cofres abiertos). Se ponen las cartas de desafío al lado.

Desarrollo del juego: cada carta de desafío indica las posiciones de la entrada y la salida, las fichas que hay que utilizar y los posibles obstáculos (puertas cerradas, dragones, muros y cofres cerrados) que habrá que superar utilizando fichas de paso especiales.
Se roba una carta desafío y se coloca el material según sus indicaciones:

1. La ficha puerta de entrada se pone en el borde del tablero y la carta salida en una de las casillas del tablero.
2. Si así lo indica la carta desafío, se ponen las cartas obstáculo en las casillas del tablero.
3. Se cogen las fichas «de paso» necesarias para superar el desafío.



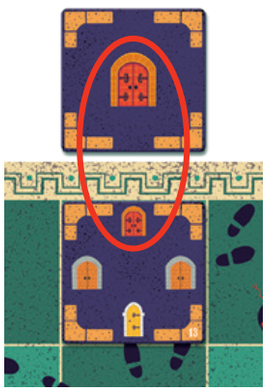
Resolver el desafío: hay que utilizar las fichas «de paso» indicadas para ir de la entrada a la salida. Para lograrlo, hay que trazar un camino poniendo las fichas «de paso» unas junto a otras.

Para pasar de la entrada a una ficha y luego de ficha en ficha, el color de las **dos puertas en contacto debe ser el mismo.**

- Las fichas de paso no se pueden girar y se tienen que utilizar en el sentido en el que se lee la carta (puertas del derecho).

- Las fichas se ponen encima de las casillas del tablero.

- La última ficha se pone en la carta salida.



Superar los obstáculos: En algunas cartas desafío, se imponen obstáculos.

Muro: no se puede poner ninguna ficha de paso en la casilla en la que se encuentra esta carta.

Dragón: solo se pueden poner fichas de paso **«caballero»** encima de una carta dragón. Hay que optar por una sola de las dos fichas caballero:

Puerta cerrada: solo se pueden poner fichas de paso **«llave»** encima de una carta puerta cerrada. Hay que optar por una sola de las cuatro fichas llave:

Cofre cerrado: solo se pueden poner fichas de paso **«cofre abierto»** encima de una carta cofre cerrado.
Hay que optar por una sola de las dos fichas cofre abierto:

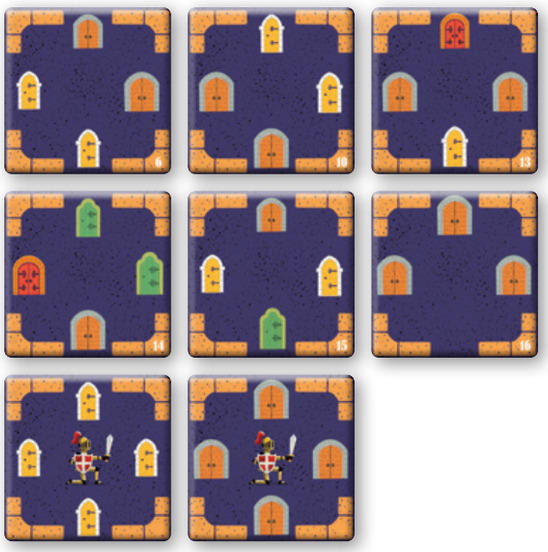
Ejemplo:

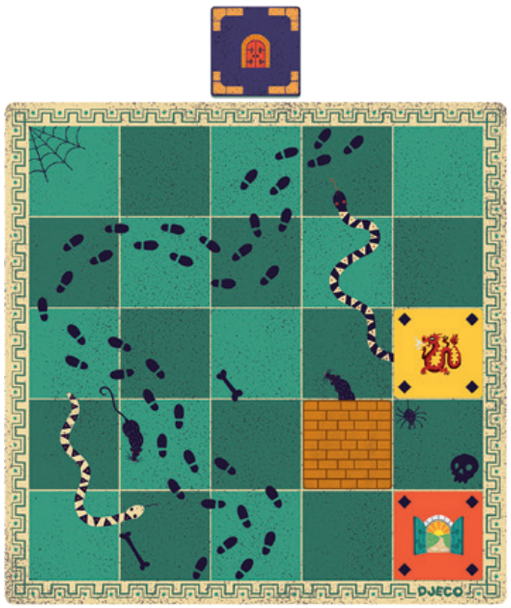
Carta de desafío

Ficha puerta de entrada necesaria

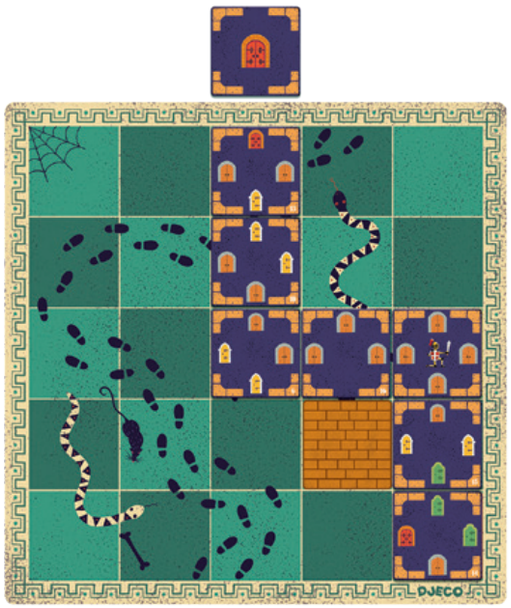
Cartas obstáculo y salida necesarias

Fichas de paso necesarias





Configuración de partida



Solución

Carta caballero no utilizada:

Las soluciones se encuentran al final de las instrucciones.
Unos desafíos de Cédric Martinez.

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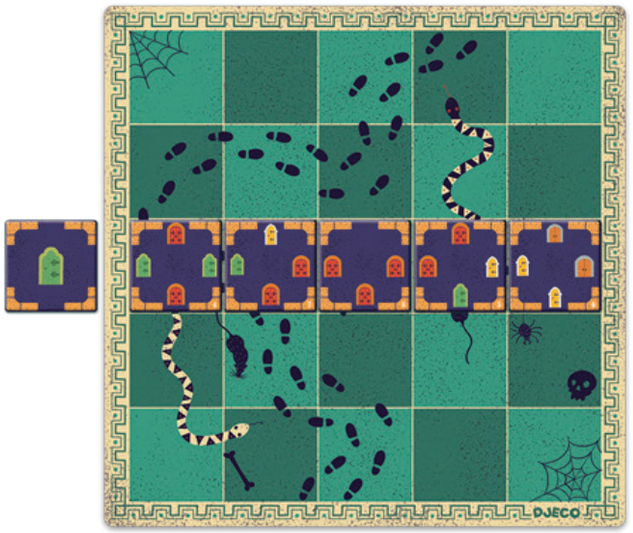

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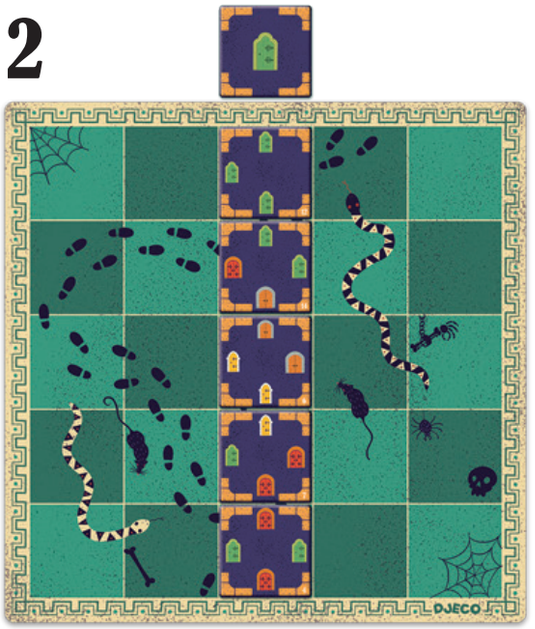

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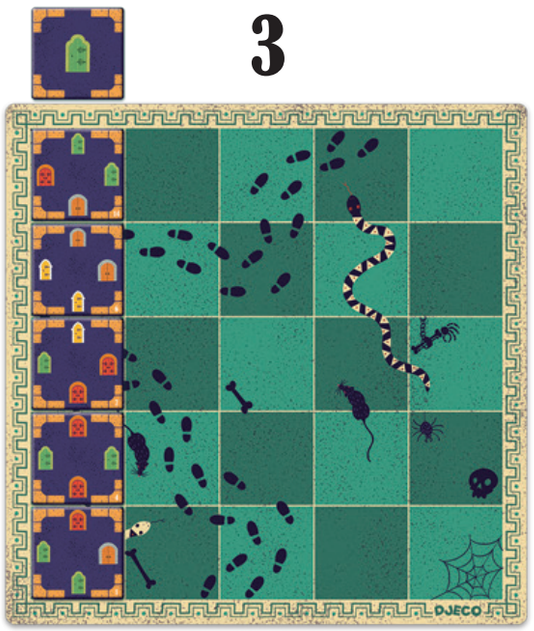

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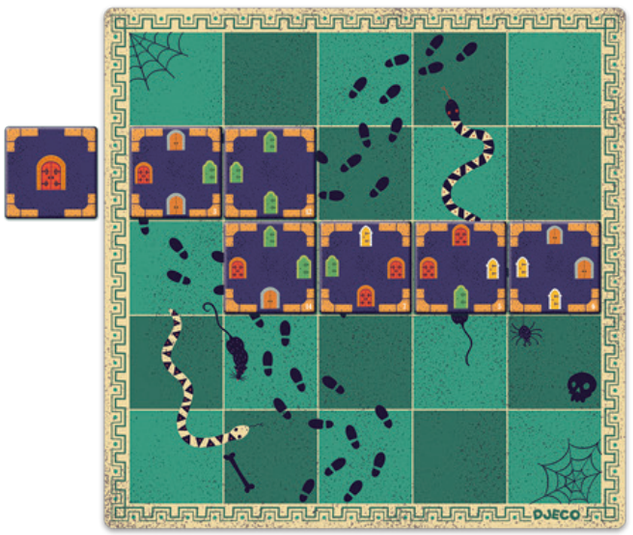

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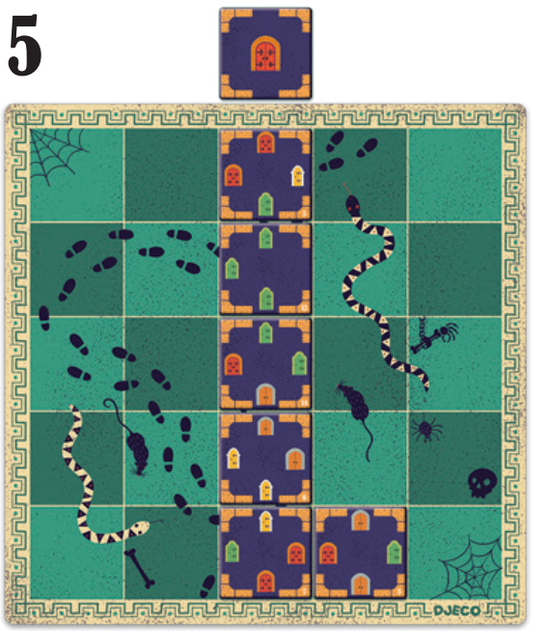

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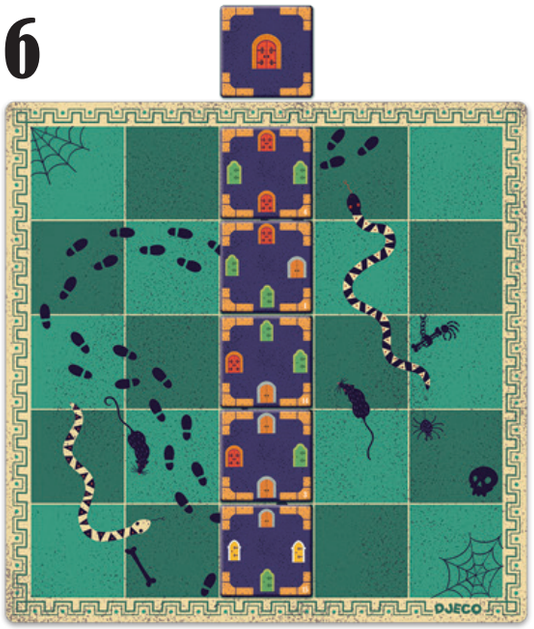

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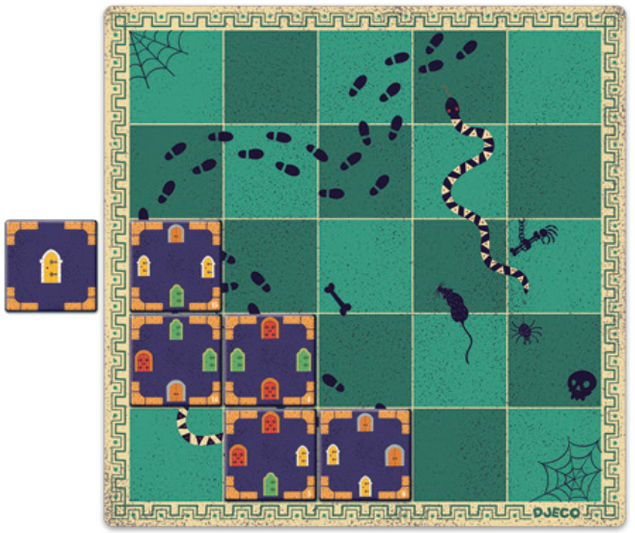

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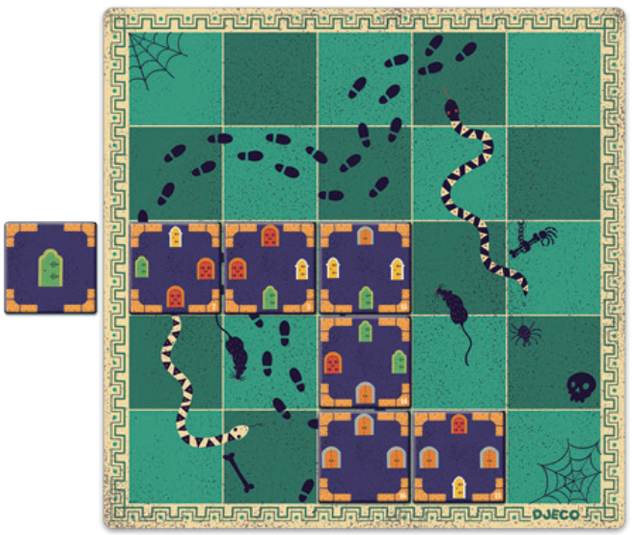

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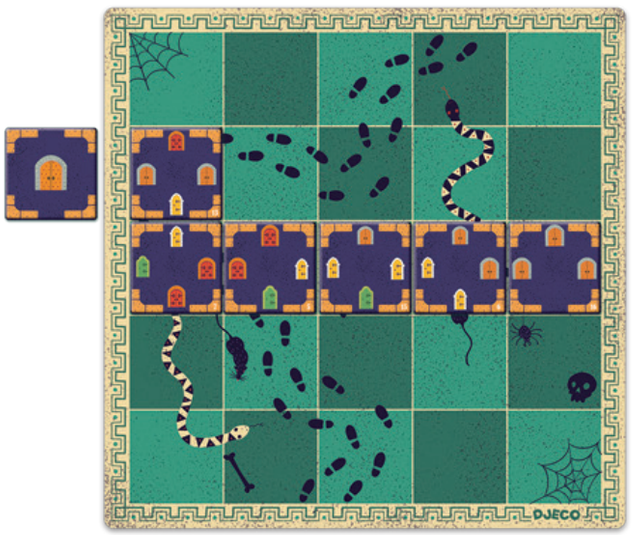

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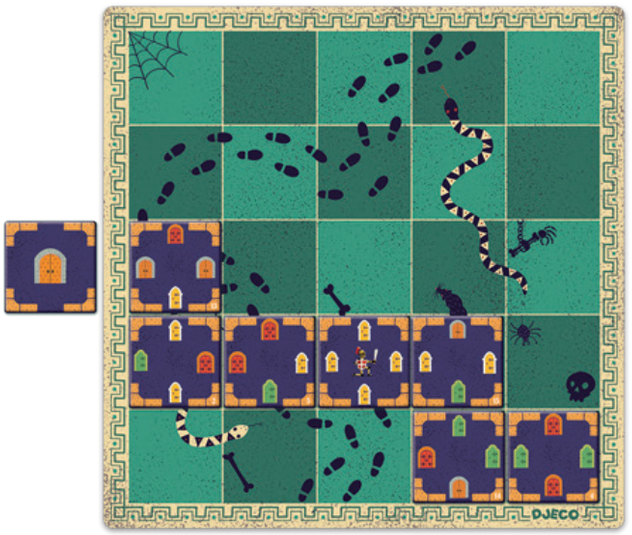

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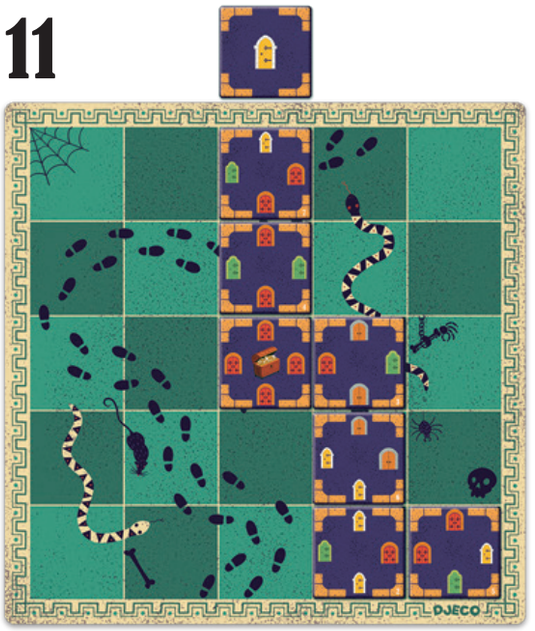

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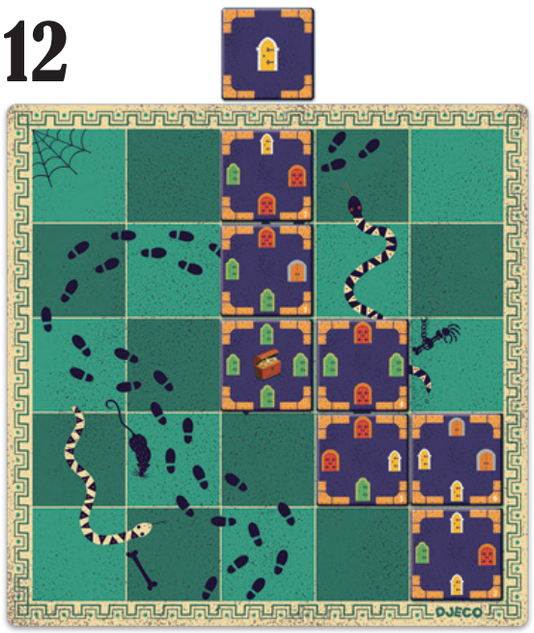

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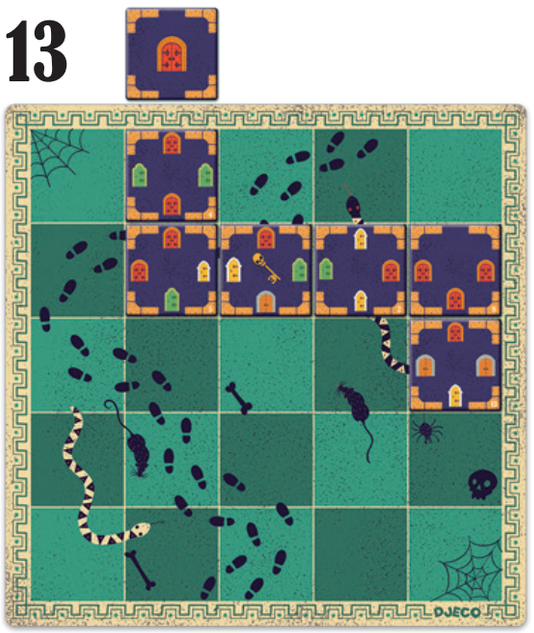

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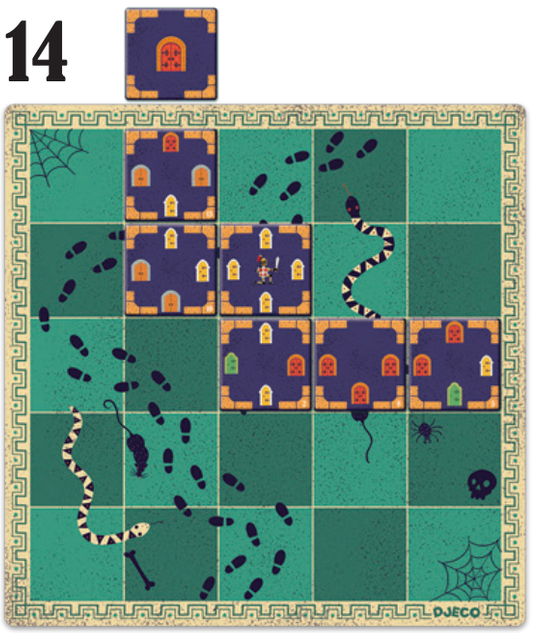

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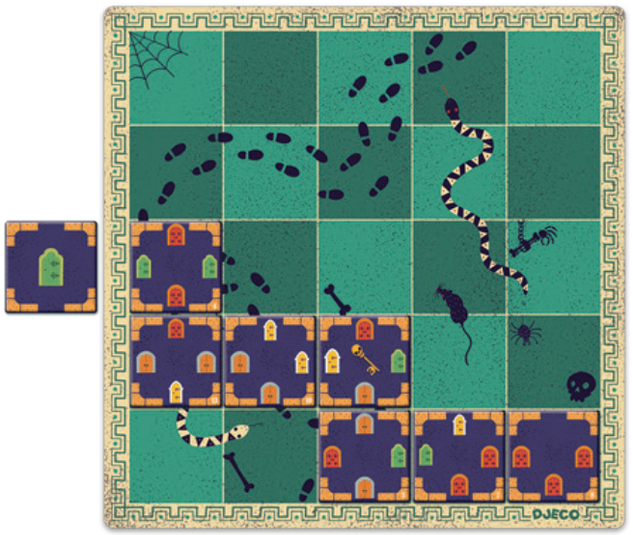

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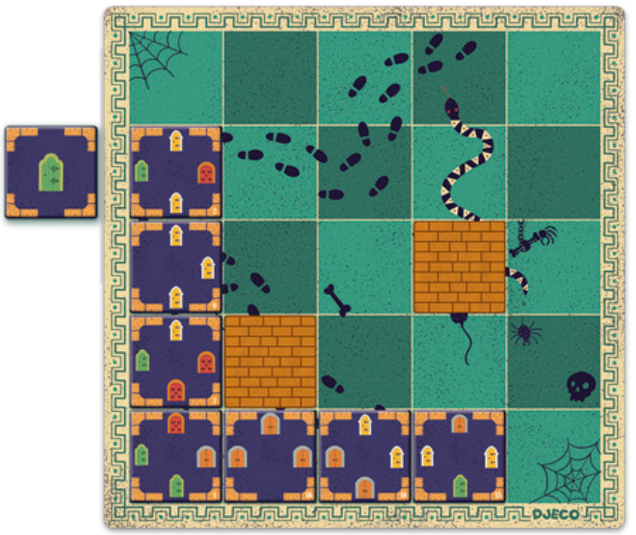

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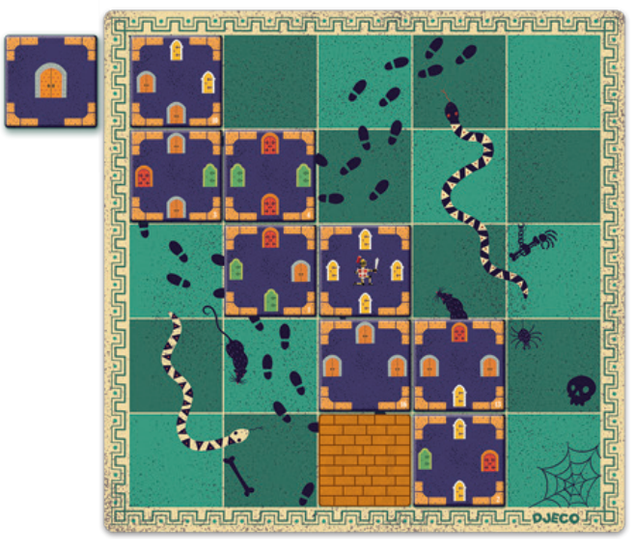

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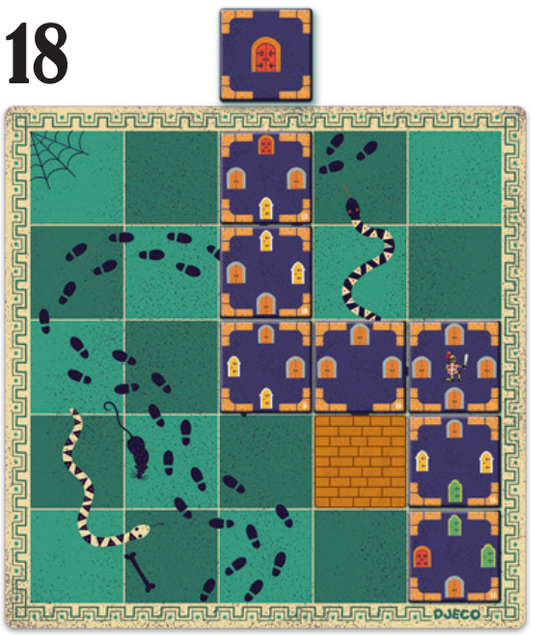

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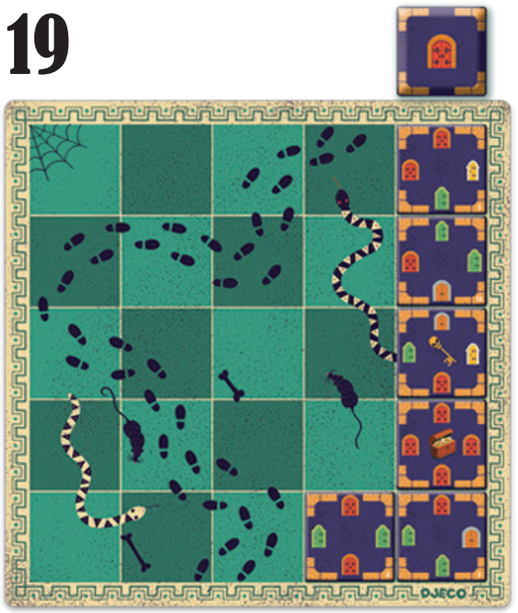

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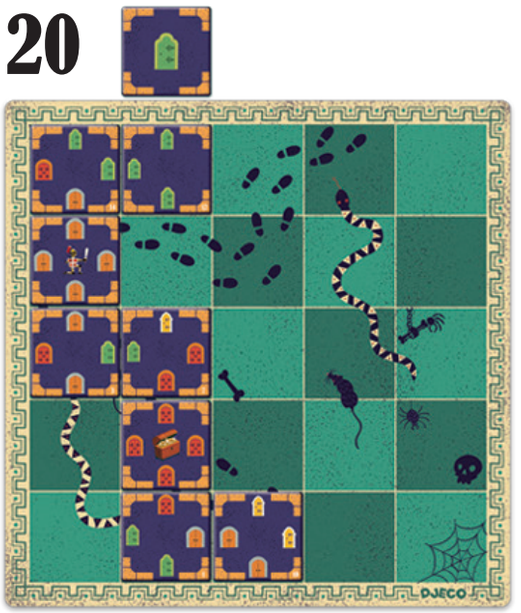

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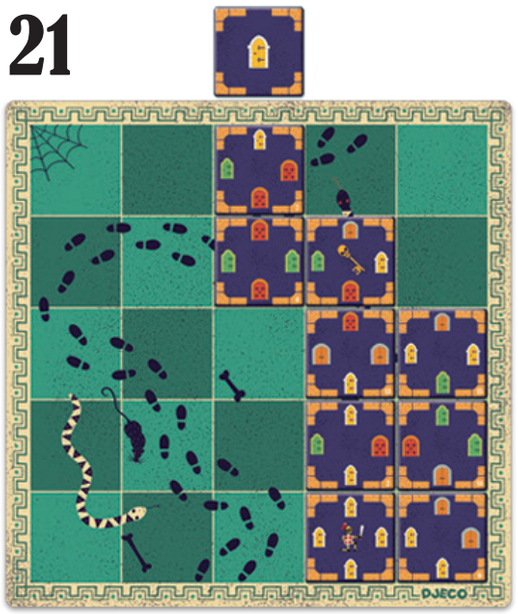

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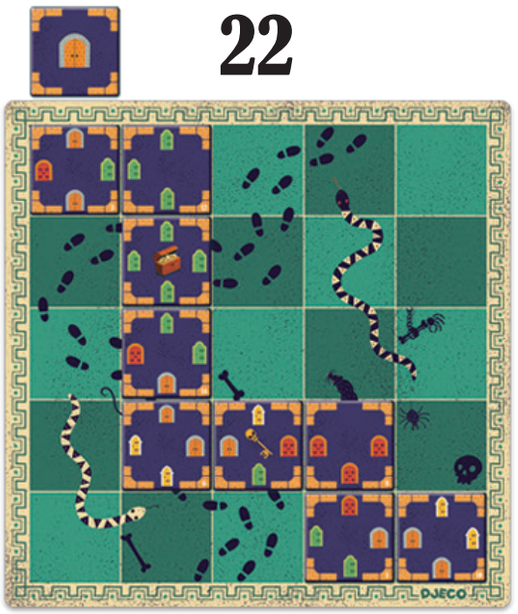

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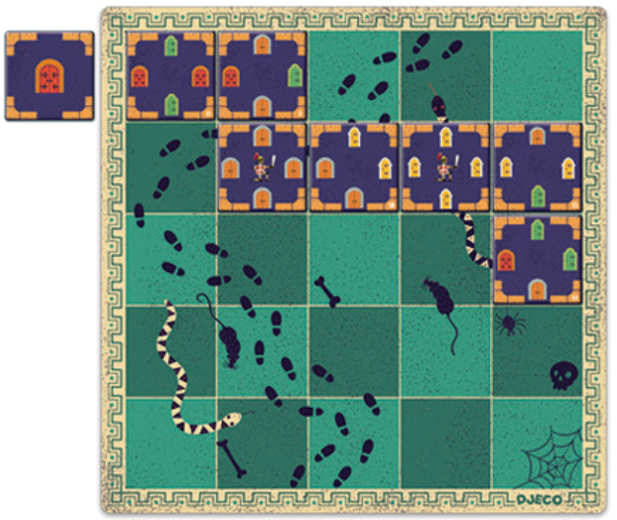

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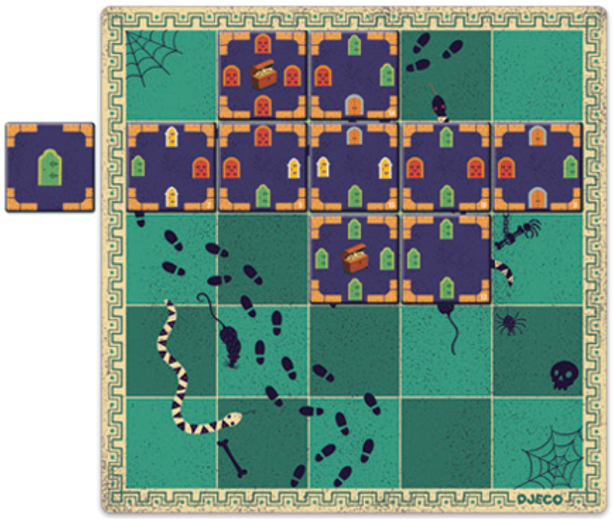

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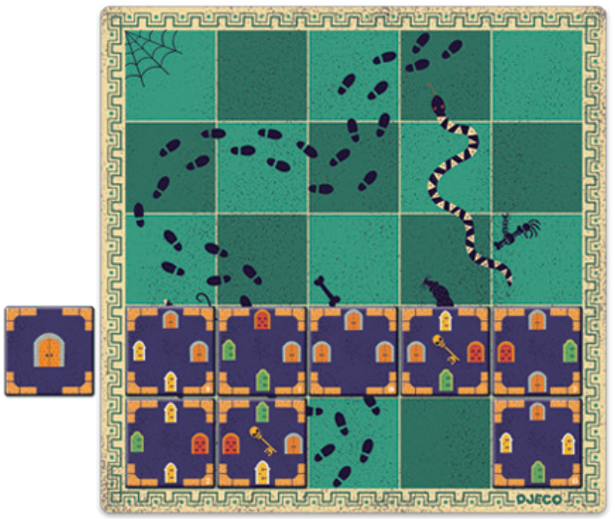

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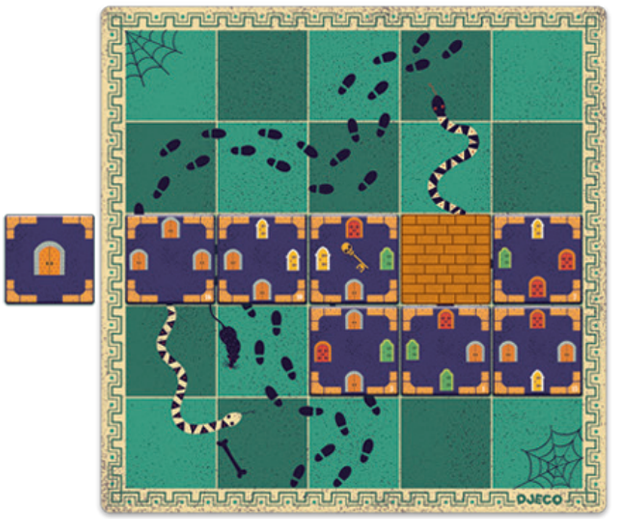

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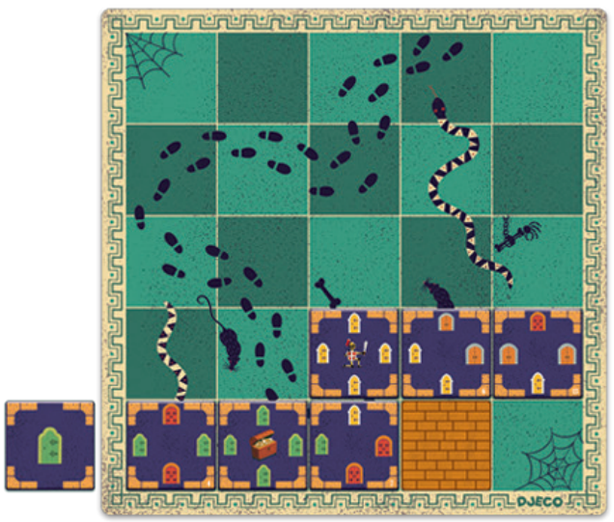

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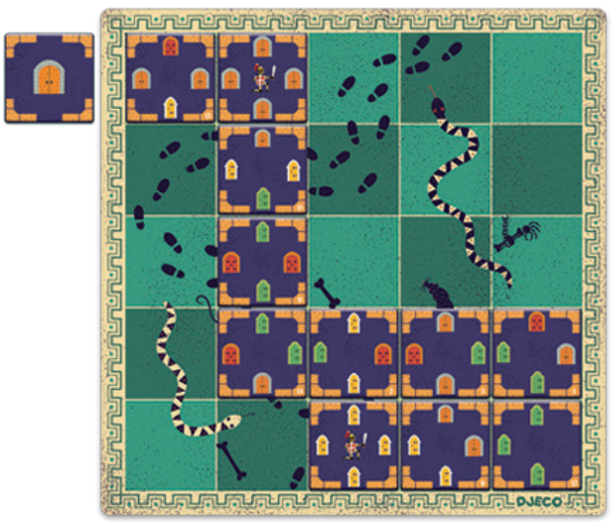

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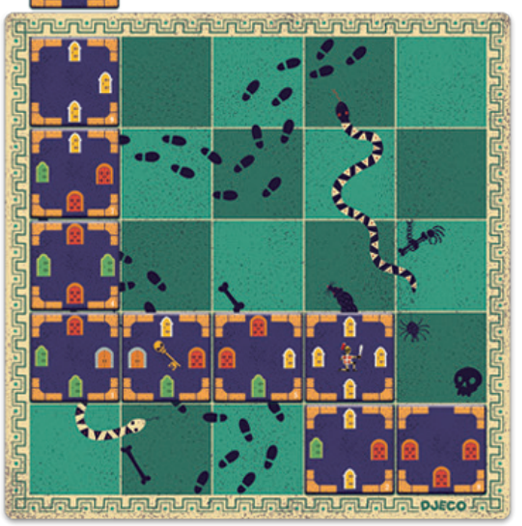

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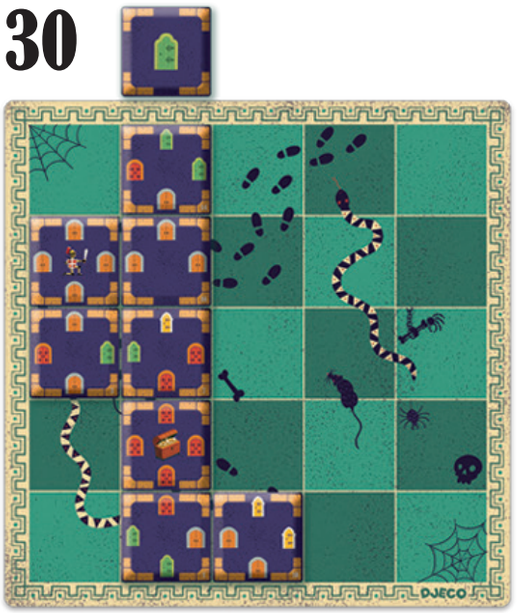

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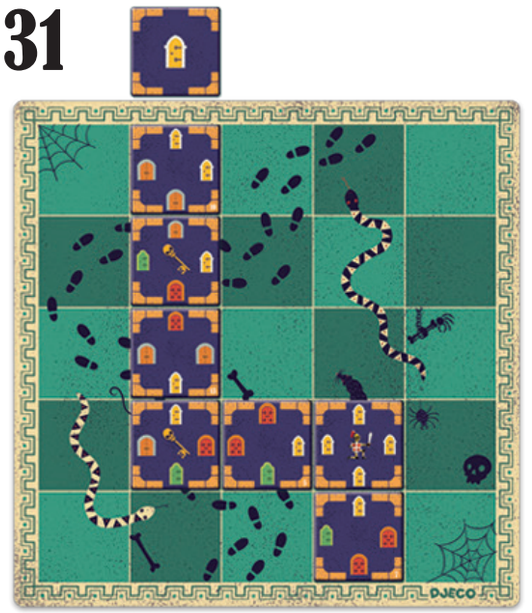

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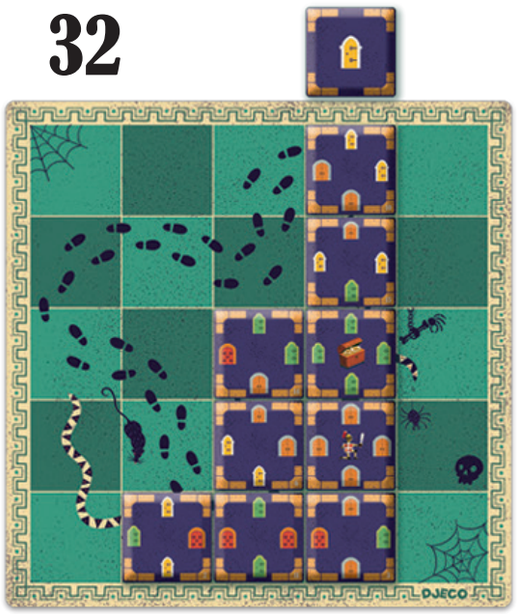

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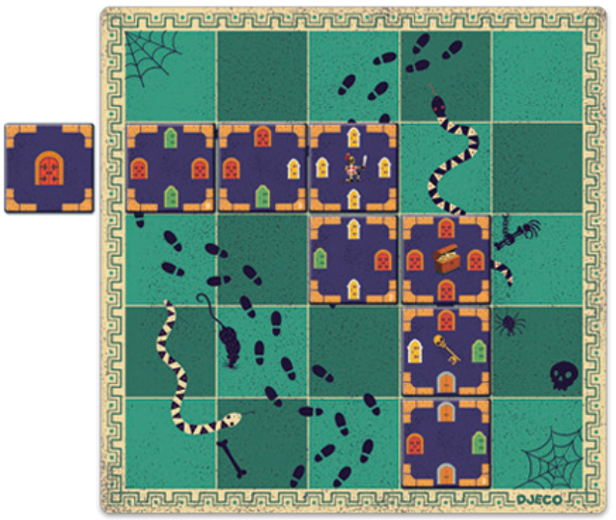

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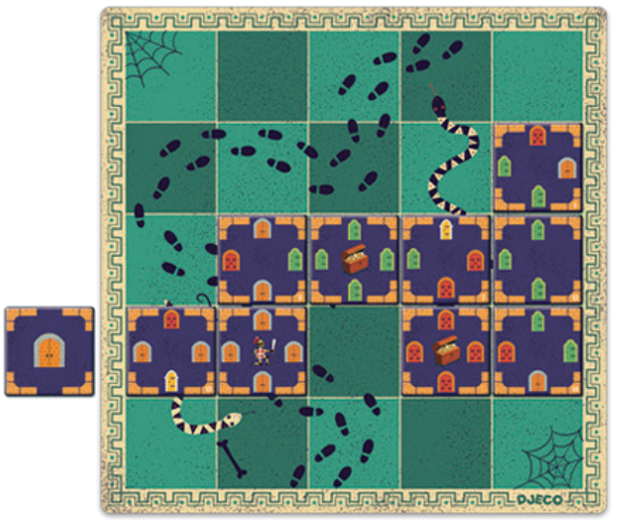

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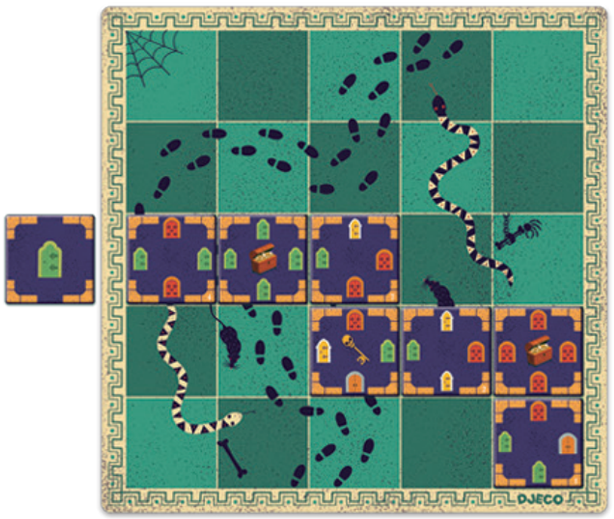

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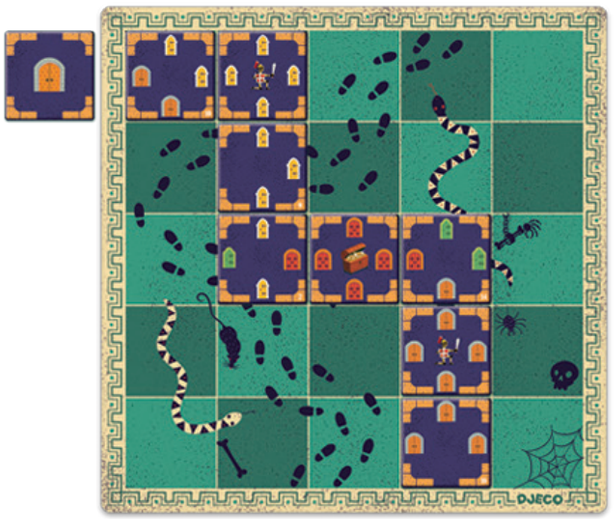
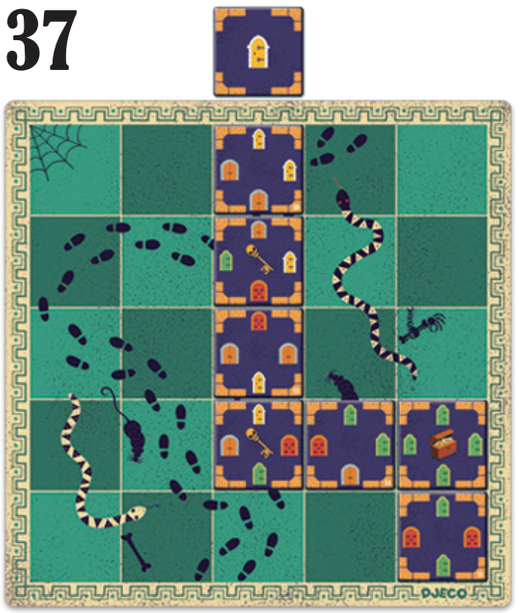


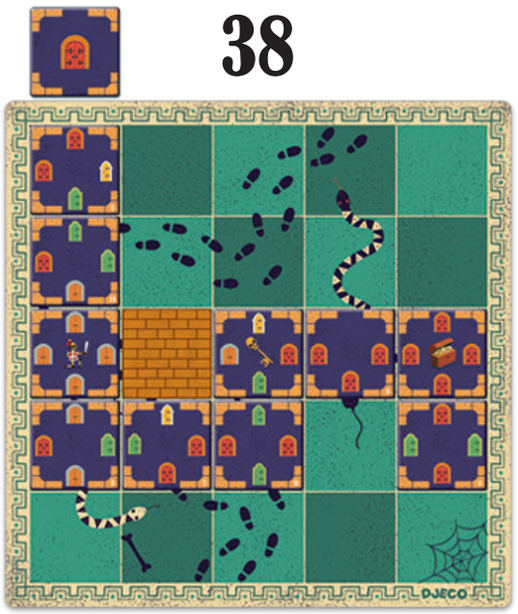
10, , 9, 2, , 14, , 16

37



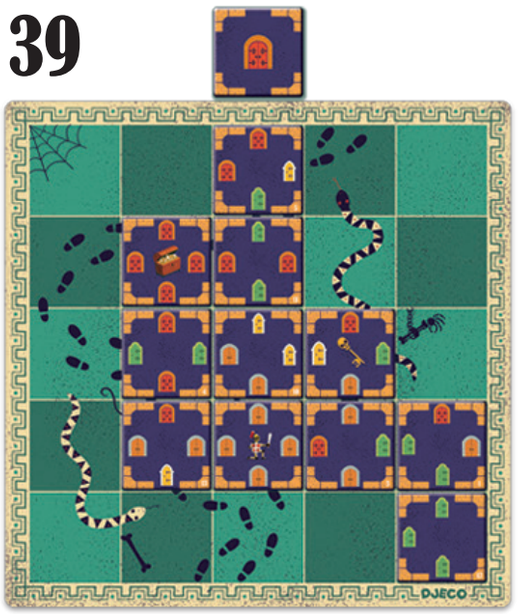
10, , 13, , 14, , 11

38



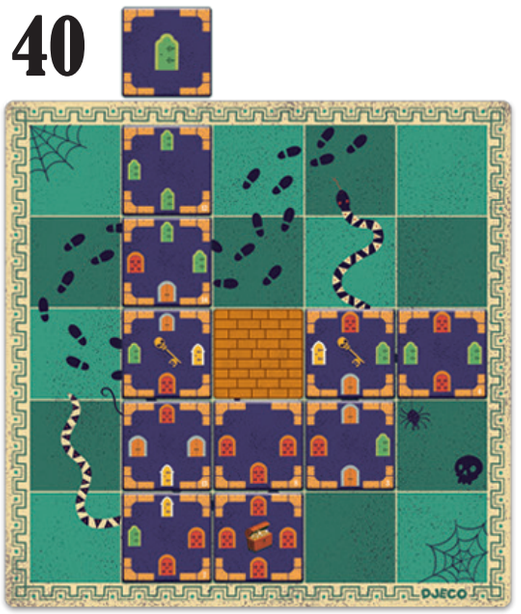
5, 14, , 3, 7, 11, , 8, , 4

39



5, 11, , 4, 13, , 10, , 3, 1, 12

40



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