The cover features a central green rectangular sign with rounded corners and four orange rivets. The sign contains the title 'CAVERN SHUFFLE' in large, white, bold, sans-serif letters with black outlines. Below the title, the subtitle 'MAZE OF THE MINOTAUR' is written in a smaller, white, sans-serif font. The sign is set against a background of a grey stone wall with a central vertical pillar. The wall is decorated with various icons: a bell in the top-left and top-right corners, a shield in the top-right corner, a keyhole in the center, a downward-pointing triangle in the bottom-left corner, and a dagger in the bottom-right corner. Green bushes are visible behind the wall panels.

CAVERN SHUFFLE

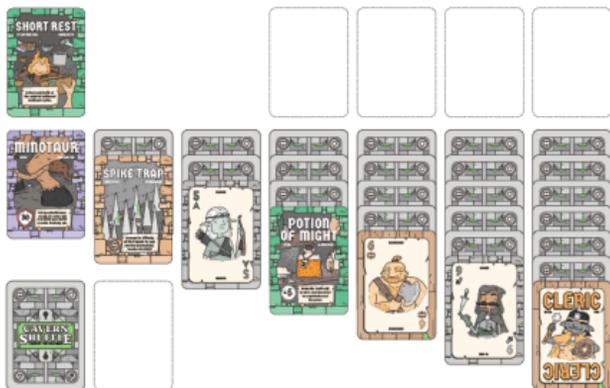
MAZE OF THE MINOTAUR

RULEBOOK

THE PREMISE

Based on the classic Solitaire, players will shuffle up and deal out a dungeon filled with Adventurers, Items, Enemies, and Obstacles.

Players will have to sequence their way to victory by leveling up their four Adventurers until they are strong enough to defeat the Minotaur and win!



SETUP

Set aside the Short Rest and the Minotaur cards from the rest of the deck and shuffle.

Next, form the Dungeon. On the left-most pile, place the Minotaur face up (ⓐ) to make the first pile. Using the shuffled deck, deal one card face down for the next six piles. Starting again left to right, place one card face up on the second pile and deal one card face down on piles three through seven. Repeat until the seventh pile has a card facing up with six face-down cards **(example on page 1)**.

Place the Short Rest card above the first pile. The remaining cards in the shuffled deck will form the Explore pile, and are placed on the table in front of you.

CREDITS: Ryan D. (Creator, Designer, Writer),
Bodie H. (Key Illustration), Dave G. (Production)

TYPES OF PILES:

The play area consists of five (5) sections:

- 1 Dungeon:** Seven piles that make up the different corridors in the Dungeon.
- 2 Party:** Four piles located above the Dungeon which each Adventurer will level up in ascending order from one (1) to ten (10). Piles will begin with nothing in them.
- 3 Explore:** Located below the first pile in the Dungeon, these are the remaining cards from the Dungeon setup. This pile is revealed three (3) at a time into the Discard pile. The top card can be put into play as the game progresses.
- 4 Discard:** Cards from the Explore pile that have no place in the Dungeon or in the Party are laid face up in the Discard.

- 5 Inventory:** As the player traverses the dungeon, they will uncover Item cards that are able to be "**Set Aside**". Place these cards with the Short Rest card, where they will remain until needed in the game.

Items and Encounter cards that are used or completed, will be set out of play.

5 INVENTORY



EXPLORE/DISCARD

2 PARTY



1 DUNGEON

TYPES OF CARDS:

The game will have four (4) types of cards:

- 1 Adventurers:** Four characters divided into two alignments: Lawful and Chaotic. The **Cleric** and **Barbarian** will be your Lawful suits, while the **Rogue** and **Ranger** will be Chaotic.
- 2 Obstacle Encounters:** There are four obstacles, each tailored to one of the four Adventurers in your party. These can only be completed by the specific Adventurer.
- 3 Enemy Encounters:** Purple-bordered cards that block the players ability to progress through the game.
- 4 Items:** Green-bordered cards that provide players with one-time effects used to overcome challenges.

ADVENTURERS

Think suits in a standard deck of cards! As there are four (4) suits in Solitaire, there are four (4) Adventurers in Cavern Shuffle.

Each Adventurer will have cards ranging from level one (1) to ten (10) that will be used to form sequences or be leveled up by being transferred to the Party.

As you transfer Adventurer cards to their corresponding Party piles, the highest card will indicate the Adventurer's **Individual Level**. The sum of these levels will determine the **Party Level**.

Once you move a card into the Party, it cannot be moved back to the Dungeon.



ENCOUNTERS

In Maze of the Minotaur, you'll have two kinds of Encounters: **Obstacle Encounters** and **Enemy Encounters**. Obstacle Encounters leverage the unique skills of each Party member, whereas Enemy Encounters affect the entire party.

Either Encounter may be completed in the Explore pile or one of the seven Dungeon piles.



OBSTACLES

There are four Obstacle Encounters tailored to each of the four Adventurers.

In order to complete an Obstacle, your Adventurer's **Individual Level** must be equal to or greater than the difficulty level to pass.

The difficulty of each Obstacle increases based on the number of Obstacle Encounters that have already been completed, in the order of 1/3/5/7.

For example, if there are two Obstacle Encounters flipped up in the Dungeon and you have already completed an Obstacle, the next Obstacle you choose to complete will require that corresponding Adventurer's **Individual Level** to be three (3) or greater.

ENEMIES

On an Enemy Encounter, there will be a number located on the card that will indicate the **Party Level** required in order to complete (e.g., in your Party, if you have a level-3 Barbarian, 2 Ranger, 1 Cleric, and no Rogue, your Party Level is 6.)



If your **Party Level** is equal to or greater than the Enemy Encounter, you are able to defeat the Enemy. When that happens, place the Enemy Encounter off to the side out of play and uncover the following card.

Most Enemy Encounters will have an ability. These will take effect in the Dungeon or Explore pile, unless specified.

THE MINOTAUR

Beginning face up (☺) in the first pile of the Dungeon, the Minotaur will be this game's **Boss Enemy Encounter**.



The Minotaur has a unique mechanic whereby every time an Adventurer is leveled up, the Minotaur moves one pile over — **blocking whatever is occupied in that pile** — until they reach the farthest corridor in the Dungeon.

When the Minotaur reaches the seventh corridor, it will flip over (☹). On its next move, it will continue in the opposite direction until it reaches the other end.

When your **Party Level** is equal to or greater than the Minotaur's power of 30, **you win the game**.

ITEMS

In every good dungeon crawl there is bound to be loot. In Maze of the Minotaur, players will begin with one starting item, and three found as you traverse through the Dungeon.

As you find items, you may set them aside and wait to use them when the time is right. **Each item may only be used once.** You will begin the game with a Short Rest.



ITEM CARDS:

Short Rest: Collect and shuffle all the cards in the Discard and Explore piles.

Potion of Strength: Temporarily add an additional five (5) levels to an Adventurer to complete the next Enemy or Obstacle Encounter. This item may be added to a level zero Adventurer.

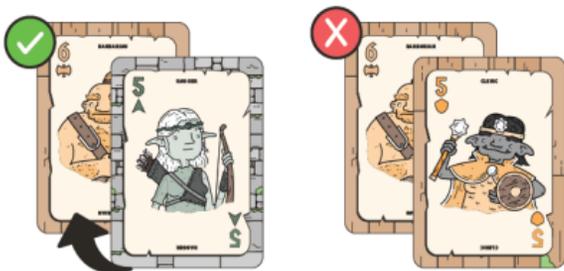
Treasure: Permanently level-up one Adventurer in the Party (this will move the Minotaur). The original card once revealed can be placed out of play.

Minor Illusion: Place this card in the Dungeon to continue any sequence. Once played into a sequence, it cannot be changed from its declared card. I.e., once declared a Lawful eight, it cannot become anything else. This will fade when the Minotaur finds itself directly on top of the Minor Illusion card or you choose to put it out of play. **This cannot be a Level 10.**

HOW IT WORKS

Gameplay will be centered around forming sequences with your four Adventurers and leveling them up into the Party piles at the top to overcome Encounters.

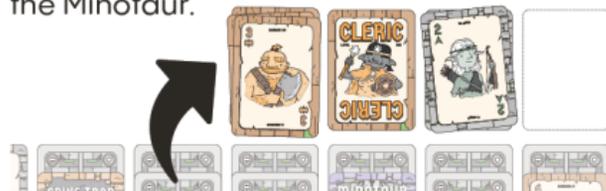
Sequences: These are formed by moving Adventurers from the Explore or Dungeon pile into another Dungeon pile. Alternating Lawful and Chaotic suits, sequences in the Dungeon must always count down.



Encounters: As you begin traversing the Dungeon and begin building sequences,

you will start uncovering Obstacles and Enemies (**see page 7**) in the Dungeon that will require stronger Adventurers.

Leveling Up: This is done by placing each Adventurer in order of level one (1) to level ten (10) in the Party piles above the Dungeon. **Be warned:** This will move the Minotaur.



Exploring: If you can't move any more face up cards in the Dungeon, you can utilize the Explore pile by flipping over three (3) cards at a time into the Discard pile. The top-most card in the Discard is always in play. If you cannot play that card, turn over another three (3) cards, and repeat. Once you are at the end of the Explore pile, flip over (**without shuffling**) and repeat.

Passages: If a vacancy in the Dungeon is created by the removal of cards it is called a “passage”. If a passage is created, it can only be filled with a level-10 Adventurer. Once a level-10 Adventurer moves into a passage, it cannot be moved into another passage for the remainder of the game.

End: Continue to bring cards into play from the Explore pile and build sequences in the Dungeon until your **Party Level** is equal to the Minotaur’s power or you run out of available moves and become lost to the perils of the dungeon.

Scoring: Defeating the Minotaur is only half the battle, hopefully you left with some items.

Novice: You won using all your items.

Seasoned: You won using some items.

Legend: You won + have all the items.

BEGINNER TIPS

Winning a game of Cavern Shuffle can often feel impossible. **Trust me, it isn’t.** Here are some tips to get you started:

Go through the Explore pile before moving any cards in the Dungeon. There is no limit to the amount of times that you can go through the Explore pile. Be sure to note how many Level One Adventurers are in the pile. This will help you determine what type of game it will be; whether you need to strategically move cards in the Explore pile or whether you need to dig for the right cards in the Dungeon piles.

Wait to complete your Obstacle Encounters. They aren’t hurting anyone. Even though you can get rid of it, should you? For instance, if the Ranger Obstacle is out in the Dungeon and you have access to

leveling up the Ranger to Level Five, you should probably prioritize passing through other Obstacle Encounters first.

You don't need to level all your Adventurers to Level 10. The Minotaur's difficulty is only 30, which means you can have two Adventurers be Level 7 and two Level 8. Alternatively, if you have the Potion of Strength, you only need to get to 25!

Remember to be patient. Similar to a tabletop experience, strategically planning ahead versus kicking in every door can often improve your chances of success.

Not every game is a winner. Just like Solitaire, some games you will deal an unwinnable board — this is a great way to sharpen your shuffling skills.

RULINGS

Does the Minotaur move into empty spaces? Yes. Thematically, the Minotaur will always check every corridor of their dungeon. Mechanically, this allows players to track how many spaces the Minotaur has moved based on the Party's Level.

Does the Minotaur move before you reveal a Dungeon pile card? No. You would reveal the card in the Dungeon pile before moving the Minotaur. To increase difficulty, you may reveal it after the Minotaur moves.

When the Minotaur covers the Fanatic, is the Fanatic's Ability still in effect? No. Can't curse what you can't see.

Can you play the Treasure as a Level One Adventurer? No. You can't play gear on a Adventurer that isn't there.

Can Minor Illusion start a sequence?

No. It must be played into an already existing sequence.

What happens when there are less than three cards left at the end of the Explore pile? You would reveal the remaining cards and these would be playable. When you are ready start over, you would flip over all the cards in the Discard pile and continue.

Variation — Players may treat the Explore pile as such: If you have less than three remaining cards, lay those down, flip the rest of the Discard over and flip up additional cards to complete the three. And continue.