



DUNGEON CRAWLER™
LABYRINTH



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DUNGEON CRAWLER™ LABYRINTH

Welcome to Dungeon Crawler™ Labyrinth!

Deep in the crust of Ara lies twisting tunnels that only the denizens of the deep know, and there lie the untold treasures of all of the would-be heroes and adventurers that could not escape the labyrinth of the minotaurs. Be the first to conquer the underworld of Dungeon Crawler!

This is a competitive game of strategy to get to the treasure chest at the center and trap your opponents along the way!

THE GAME CONTAINS

- This rulebook...
- Labyrinth Play Mat x1
- Labyrinth Tiles x60
- Cards, Creature Cards x49
- Cards, Event Cards x20
- Cards, Loot x20
- Cards, Adventurer x10
- Standees, Adventurer x20
- Standees, Character x60
- Tokens, Wound x20
- Tokens, Treasure Pile x10
- Tokens, Secret Door x1
- Tokens, Treasure Chest x2
- Dice, Six-Sided (d6) x16 (x4 / player)

GAME PLAY

How do you win? The first Adventurer to reach the treasure chest in the center of the board wins. This means your Adventurer must be able to “land” on that space during their Activation.

STARTING THE GAME

Who goes first? Each player rolls 2d6, the highest roll goes first (re-roll ties for highest rolls only). Then proceed clockwise from the winner.

The highest roller may choose their starting Adventurer and closest Spawn point indicated on the board by the numbers 1, 2, 3 or 4. Do not start the game on “5”, it is for re-spawning during the game and “6” is found on a feature Tile during play.

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VARIATIONS ON ADVENTURERS

What are the differences between the Adventurers? The Race determines the BPs (Body Points are how many Wounds a Monster or Adventurer can take) and the MV (Movement), while Class determines how the Adventurer attacks.

- Dwarves are stalwart, hardy, tough, but slow on foot.
- Elves are fast, agile, but easy to knock down.
- Humans are sturdy and have a steady pace.

- Clerics are decent at melee, but their real advantage comes from their ability to restore their health every time they activate, which makes them very durable.
- Thieves are equally good at range or melee attacks.
- Warriors hit hard, but fight up close only.
- Wizards can blast an area, there's almost no escaping a Wizard's blast, but they do small amounts of damage to the entire area.

HARD GAME

Place the Lava Island tile in the center tile space of the labyrinth. All lava tiles contain fiery red spaces which are lethal to move through unless a character has flying or a special ability that prevents instant death upon entering a lava space.

JOINING AN IN PROGRESS GAME, or MORE THAN 4 PLAYERS

If you want to join a game in progress, 1 full round of each of the first players must be completed, then the new player simply rolls a Spawn point and spawns as per the rules.

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ACTIVATIONS

You MUST do all of the steps listed here on your turn (your Activation) and they must be done in the order found below:

1. Move each Monster you control.
2. Each Monster you control Attacks if it is able to.
3. Draw and Place a Tile.
4. Draw and Place a Monster (see maximums), that Monster Spawns and may then Move OR Attack (not both).
5. Your Adventurer can do any one of the following:
 - Attack and Move.
 - Move and Attack.
 - Attack and Attack.
 - Spawn and Attack.
 - Spawn and Move.

*You may play Event and Loot cards at any time (even after a roll has been made to change the results of the roll). Once played, an Event or Loot card can not be un-played.

MOVEMENT

Each space of adjacent Movement costs 1 MV, every second diagonal space moved counts as 2 MV.

- You can not cut corners around walls or other figures.
- You can not move diagonally through a corner unless both spaces are open (like Lava or Water).
- You can not move in to an unrevealed tile space.
- You can not move diagonally between 2 unrevealed tile spaces, or 2 characters or a combination of either.
- You can not move in to a space if you do not have enough MV remaining.

PUSH PASSED

This allows Adventurers to move into the space of another Adventurer or Monster and move that target in to any adjacent space of their choosing IF they win a dice roll. The Adventurer tries to move in to the targets space, each rolls a d6 and the highest wins (defender wins ties). Have an opponent roll for a Monster you control.

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If the Monster wins the Adventurer ends their move and stays where they are (or is Pushed into Lava if it is available). The Monster never moves if they win.

If the Adventurer wins they may move the Monster to an adjacent unoccupied space, **like where they just came from**, (or in to Lava) effectively swapping places with the target. They may do this as many times as they have Movement until they fail to Push Passed even one time.

The **Treasure Chest** is considered an occupied space and Monsters can not stop their movement on that space, but they can move through that space as though it were friendly.

TREASURE

Draw treasure cards from the treasure deck for slaying Monsters (listed at the bottom of the Monster card) or by picking up treasure piles. You will notice that the blue themed cards are Event Cards which affect the Labyrinth while Loot cards are green themed and affect Adventurers.

Treasure cards placed in the Secret Room are set aside and are taken out of rotation.

Treasure Pile spaces are indicated on Tiles with an "X" on them. Place a token there only when the tile is first placed on the board. If an Adventurer moves over that space they can collect a Treasure card and remove the Treasure Pile token. Monsters do not affect Treasure Piles, these spaces are not considered occupied.

If you run out of Treasure cards, reshuffle the cards from the discard pile to create a new deck.

Lava is open space, but can not be moved in to without special defenses like flight or immune fire abilities. Anyone without those defenses moving in to lava spaces are destroyed instantly. Monsters will not move in to these spaces as part of their Activation if it would destroy them.

Shallow Water is open space, but requires 2 MV to move through and 3 MV to move diagonally through.

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BONUSES TO ATTACK (+1 vs +1d6)

A +1 gives you a plus to each of your dice rolls, while a +1d6 gives you an additional six sided dice to roll against your target. Can you attack other Adventurers? Yes.

INCORPOREAL

If the attacker has Incorporeal, they can attack a target from inside a solid space or within a solid space.

AREA

Area Attacks hit a 3x3 space, you must be able to target the center of the 3x3 area you wish to attack (see LoS). Roll each attack separately for each of your targets in the area, indicate which target you are rolling against for each roll.

LoS (Line of Sight) and TARGETING

You can target any adjacent space next to your Adventurer for Melee attacks.

If you can draw a straight line from any part (including corners) of your space to any part of your target's space without going through a wall or corner, you have LoS (line of sight) to your target. Which also means Attackers can attack around corners, but not between corners. You can not target something that runs along the edge of a wall or cuts across a corner. You can shoot at anybody within LoS, it doesn't matter if there are Monsters in the way, there is no penalty to hit them. You ARE that good (same for the bad guys).

WOUNDS

When Monsters or Adventurers are wounded they will be removed from play if their wounds meet or exceed the amount of BPs they have.

SLAIN ADVENTURERS

If your Adventurer is slain, you lose all of your Loot and Event cards. You will take your turn normally moving and attacking with your Monsters, placing tiles and Monsters and then can re-spawn on a random spawn point. You may choose an entirely different adventurer as your previous figure as long as it is available.

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NO EXITS!

It is possible that your adventurer gets trapped in an enclosed space and is unable to move towards the center tile or combat Monsters and Adventurers. You may then "Pick Up" your Adventurer by first exhibiting/proving that you have No Exits available to you instead of carrying out your Adventurer Phase. On your next Adventurer Phase you may re-spawn normally.

Some monsters can not be Push Passed, and other characters deal damage to those that do Push Passed them regardless of whether or not the Push Passed is successful.

RE-SPAWNING

In the event that your Adventurer is slain, you will need to re-spawn. When you Spawn roll a d6, if you roll a 5 go to the Spawn point with a "5" of your choice, if you roll a "6" and the floating spawn point "6" is not available you may choose to Spawn on any available spawn point in play.

If you re-spawn at a spawn point that is occupied, take the Spawn point with the next number down.

SPAWN MONSTERS

When a monster is drawn from an Encounter card, place their corresponding figure on an unoccupied Spawn location of your choice or in the center tile in an unoccupied space. They may then Move OR Attack immediately as per their own tactics list.

MOVEMENT FOR MONSTERS

Monsters Activate on their controller's turn. A monster can move up to their MV score during each Activation, no more, unless a special card is played which allows them to.

Monsters should move in the order that you draw them in. The instructions for what they do are listed on each monster card. Despite the fact that they are under the control of a particular player, they may actually move and attack their controller's Adventurer if it is in their Tactics List.

Monsters will only attempt to move around each other for a better attack position IF they can get there within 2 Activations or less (instead of forming a line).

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Flying monsters will move positions to attack if it will allow another monster without Flight to attack as well.

If a Monster's Tactic is to get to the treasure chest, the controller should move it between the treasure chest and the closest adventurer(s).

Monsters can Move through each other as they are friendly, but can not occupy the same spaces.

Monsters are not permitted to end their Move on a Spawn point, on the Treasure Chest, on an Adventurer or another Monster at any time. Monsters will use their move to **move off of Spawn points** (which may mean losing a chance to attack).

Monsters generally have 3 different Tactics:

- **LoS**; if they have line of sight to an Adventurer.
- **Within X**; if they are within X number of spaces from an Adventurer.
- **No LoS**; if they have neither LoS to an Adventurer and are outside of X distance from an Adventurer.

ATTACKING WITH MONSTERS

The controller of the Monster only chooses if the monster moves or attacks one adventurer over another when the adventurers are of equal distance.

MAXIMUM MONSTERS

Each player has a maximum number of monsters that they can draw and control at any given time. Once a player loses a monster they may draw another on their turn. Keep in mind that the magic number of monsters in play is "24" (25 with 5 players). The Doppelganger counts as a Monster.

- 2 players: 12 monsters each.
- 3 players: 8 monsters each.
- 4 players: 6 monsters each.
- 5 players: 5 monsters each.
- 6 players: 4 monsters each.

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ADVENTURER CARDS (x10)



- Dwarf Cleric x1
- Dwarf Explorer x1
- Dwarf Warrior x1
- Elf Thief x1
- Elf Warrior x1
- Elf Wizard x1
- Human Cleric x1
- Human Thief x1
- Human Warrior x1
- Human Wizard x1

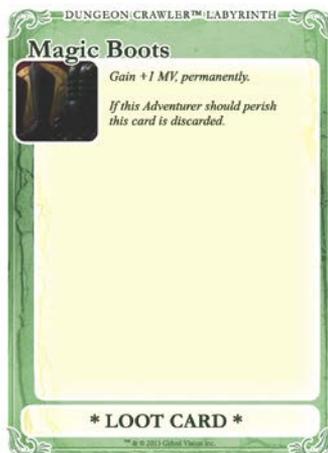
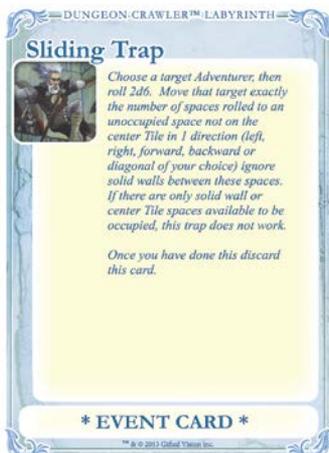
*Note that the Dwarf Explorer counts as a Thief for this game.

ENCOUNTER CARDS (x49)



- Dreadlander Warlock x1
- Fire Elemental x4
- Gargoyle x2
- Giant Spider x2
- Hellhound x4
- Kobold x4
- Minotaur x4
- Minotaur Templar x1
- Mummy x1
- Skeleton x8
- Slime x2
- Specter x2
- Stone Golem x1
- Vampire x1
- Villager x4
- Zombie x8

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EVENT CARDS (x20)

Cave In x1
Crushing Trap x1
Doppelganger x1
Extra Wealth x1
False Treasure x1
Healing Font x1
Lure x1
Map x1
Mirror Trap x1
Pit Trap x1
Reinforcements x1
Rotating Rooms x1
Secret Door x1
Shifting Rooms x1
Sliding Trap x1
Spear Trap x1
Summoning Trap x1
Switch Trap x1
Teleport Trap x1
Warp Space x1

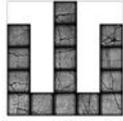
LOOT CARDS (x20)

Amulet of Protection x1
Combat Prowess x1
Defensive Prowess x1
Magic Belt x1
Magic Boots x1
Magic Cloak x1
Magic Ring x1
Magic Weapon x1
Potion of Firewalk x1
Potion of Flight x1
Potion of Healing x1
Potion of Quickness x1
Power Card I x1
Power Card II x1
Power Card III x1
Power Card IV x1
Ranged Attack x1
Rapid Strike x1
Scroll of Fireball x1
Scroll of Teleportation x1

TILES (x60)



Corridor
Tile (x4)



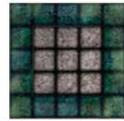
Trident Tile (x1)



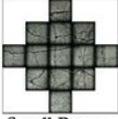
Forked Corridor
Tile (x1)



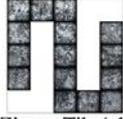
3-Way Room
Tile (x1)



Island Tile (x1)



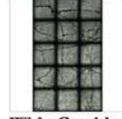
Small Room
Tile (x4)



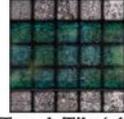
Zigzag Tile (x1)



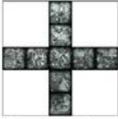
Funnel
Tile (x1)



Wide Corridor
Tile (x1)



Trench Tile (x1)



Intersection
Tile (x4)



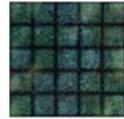
One Wall Room
Tile (x1)



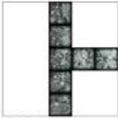
Crescent
Tile (x2)



Dead End
Tile (x2)



Water Tile (x1)



T-Junction
Tile (x4)



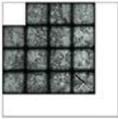
4-Way Room
Tile (x1)



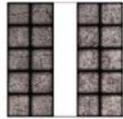
Corner Room
Tile (x2)



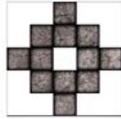
Water Step
Tile (x1)



Wide Corner
Tile (x2)



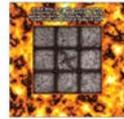
Split Room
Tile (x1)



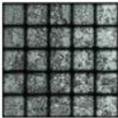
Round About
Tile (x1)



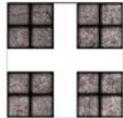
Corner Tile (x4)



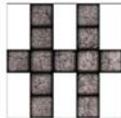
Lava Island
Tile (x1)



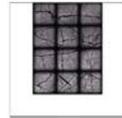
Large Room
Tile (x2)



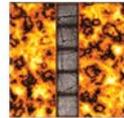
Four Corner
Tile (x1)



Alcove
Tile (x1)



Cull de Sac
Tile (x1)



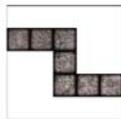
Lava Bridge
Tile (x1)



Pillar Tile (x2)



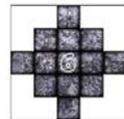
Solid Stone
Tile (x2)



Crooked Tile (x1)



Secret Room
Tile (x1)



Floating Teleport
Tile (x1)

Design by Jey Legarie
Special thanks to Ev Legarie
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