

Release: June 1st, 2011



This document is a step-by-step guide of the major game mechanics found in Dungeon Crawler™ ECG (Expandable Card Game). It will run through a complete example game from start to finish in 7 Rounds.

Visit us at dungeoncrawler.com for the most up to date rules and information.

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DUNGEON CRAWLER™ THE GAME

The Solitaire format uses the fundamental rules of the game and once you learn how to play this you will have a much easier time picking up the other 3 formats to play with more players; Competitive, Cooperative or Multiplayer.



This is the Starter box. It comes equipped and ready to play Solitaire. Inside the starter you will find; 1 Player Guide, 10 Adventure cards (5 of which are your Adventurers and 5 are Quest cards), 30 double-sided tokens, and 2 decks of 65 cards.



Solitaire play pits you against a dungeon allowing you to face an easy, moderate or difficult series of card-driven encounters. You can choose your dungeon carefully or randomly, build a dungeon and swap it with your friends. You can also check for pre-constructed Campaigns on our website at www.dungeoncrawler.com.

The game is played by repeating four Steps (four Steps making up a "Round") until either the conditions for winning or losing occur. These steps create Encounters for the Party and allow you to respond to Combat (Attack and Retaliation), then prepare the play area for the next round.

How to Win: Your objective is to complete 2 out of 3 preselected Quests or to deplete the Dungeon. If you try to Draw a Dungeon card from the deck, but cannot, you have won the game.

How to Lose: Should you lose all of your Adventurers in battle or try to Draw another Crawler card from your deck, but cannot, you have lost the game.

SET UP

For the sake of the example in this Guide, find the following cards from your Dungeon deck and your Crawler deck, and place them in the following specific order. For example "Zombie" would be drawn first from the top of the Dungeon Deck.

DUNGEON DECK ORDER	CRAWLER DECK ORDER
1. Zombie	1. Weakness
2. Graveyard	2. Flaming Fury
3. Skeleton	3. Take Aim
4. Poisonous Dart Trap	4. Brawling
5. Unlucky	5. Combat Training
6. Falling Stones	6. Veteran
7. Ghoul	7. Hide Armour
8. Mummy	8. Purge Blood
9. The Damsel	9. Dispel Magic
10. Goblin Conjurer	10. Recover Treasure
11. Reinforcements	11. Moving Search
12. Wild Naga	12. Defensive Training
13. Shadow Elf	13. Light
14. Leaf Vodyanoi	14. Belt Pouch
15. Goblin	15. Staff
16. Jungle Troglodyte	16. Cleave
17. Young Granite Dragon	17. Short Bow
18. Greenknee, Goblin Necromancer	18. Phase
19. Phantom	19. Long Sword
20. Kobold	20. Wood Shield
21. Troll	21. Teamwork
22. Dark Corridor	22. Fly
23. 10' Pit Trap	23. Resurrect

To play solitaire you will pick 4 Adventurers and place them in a marching order. The Adventurer furthest left is by default the Primary target of Combat, and first in Marching Order.

Place these four Adventurers in order from left to right in front of you, as depicted on page 3:

Gold Dwarf Warrior, Wood Elf Scout, Gypsy Thief and Gypsy Stormcatcher

(Put the Keldornan Cleric aside; you won't use it in this example.)

Adventurers are picked according their stats. Typically, the adventurer with the highest Life Score is first as this is the default Primary Target. Once an Adventurer has taken as many Wounds as it has Life Score, it will be removed from play.

Next you are going to choose 3 of your 5 Quests. For this demonstration we chose:

"Evil Has a Name" it is a guaranteed encounter because there is 1 Unique Named Character in the Dungeon deck called – Greenknee Goblin Necromancer.



ADVENTURE CARDS

Card Back

Adventurer

Quest

Set Symbol

Gypsy Stormcatcher
Art by: Priscilla Fernandes dos Santos

Class (Boost Icon):

Life Score: 3

Resources:

Alignment:

Flavour Text: "I travel the world on any shore."

Card Number: 6★

Den of Evil
Artist: Migney Vega

Card Attributes:

Quick Reference Tab: (this tab will contain information about card type and subtype).

Life Score: 14★

Flavour Text: "No mercy, no quarter, just as they would have done."

Card Number: 14★

Rarity: ★

Adventurer Cards supply various Resources & Classes, which enable Crawler cards to be put into play with normal or boosted Attributes. The Cost to play a Crawler card is restricted by the highest available Resource.

It is imperative to pick attainable quests in order to meet win conditions; because, in Quick matches you must complete 1 Quest, in Standard 2, and in Unyielding 3 Quests must be attained. You may also win by defeating the Dungeon deck.



“Rescue the Damsel” is another guarantee because we know that the trap called the Damsel is within the Dungeon as well.



Lastly, you have “Stars Align” this is a more random encounter that is dependent on particular cards in the play area at one time.

Place these 3 Quest cards off to the right side of the play area for reference during game play. Put the remaining 2 Quests aside as you will not be using them at this time.

The Dungeon deck, is placed above the Crawler Deck to the left of the Play area. It contains all the Characters, Events, Terrain and Traps.

GAME NOTE:

Standard games have 80 cards in both the Dungeon and Crawler decks, but no matter what format you are playing the decks should be equal in size.



Make sure you leave enough space around the decks for their corresponding graves. The Crawler deck contains all of the exceptional tricks and trades that the Adventurers will need to use to make it out of the dungeon alive, such as; Equipment, Magic, Skill and Tactics.



Notice that the tokens have been placed off to the side and your rulebook nearby to look up any abilities that might require referencing. Also, if you get stuck on which step is next or which order the game proceeds in, we have printed a quick reference guide on the back of the rulebook.

For the most up to date rules check www.dungeoncrawler.com

Before you can begin playing you need to draw your hand. The default Hand limit is 5 cards, so you draw 5 cards from your Crawler deck.

Draw Weakness, Flaming Fury, Take Aim, Brawling & Combat Training.

To determine what cards can be brought into play look at the value of the cards. Note that the cards that you have drawn have images that resemble the smaller resource symbols found on the Adventurers. The money bag represents equipment, the spark is magic, the hand is skill, and the flag equals tactics.



Whoever has the highest score on a resource is the best at providing that resource. For instance the highest total cost of Equipment cards you can put in play is 4, because of the “Gold Dwarf Warrior”. These resources do not stack. If the Dwarf Warrior leaves play or is locked, the next highest equipment score in play is 2 from the Scout.



GAME NOTE:

The “Gold Dwarf Warrior” has 4 Equipment resources and the “Wood Elf Scout” has 2, ONLY the “Gold Dwarf Warrior” will be providing Equipment Resources because he provides the Highest while the “Wood Elf Scout” will provide Tactics because he provides the largest sources in the party. The “Gypsy Stormcatcher” will provide Magic, and the “Gypsy Thief” will provide Skill.

CRAWLER CARDS

Card Back

Card Name

Cost (1 Magic Resource)

Set Symbol

Artist

Standard Card Attributes

Disruption Type 1

This attribute can only be used in competitive format.

Card Attributes

This is a permanent. It may remain in play until spent. This card's cost counts as long as it is in play.

Matching Resource Icons on Adventurer Cards.

Quick Reference Tab

This tab will contain information about card type and subtype.

Boost Icon (Class)

This attribute can be activated when you have an Adventurer that has 1 of the 2 boost icons.

Rarity

Flavour Text

Card Number

Disruption Type 2

The attributes in this dual colored box can be used in solitaire and competitive format.

Basic cards, like Flaming Fury, only have 1 textbox. As long as you can afford to put it in play with your resources, you gain that benefit.

Brawling is a Permanent card, whenever permanents come into play their cost will occupy that resource as long as it remains in play.

You also have disruption cards, like Weakness and Take Aim. These cards can be used to manipulate the encounter you are facing or can be used against your opponents in competitive or multiplayer games. These are indicated by their dual red colored textboxes. For Solitaire, disregard the red textbox found on cards like weakness.

Boost cards, like Cleave, can be used normally, but also have a second text box which you can choose to use instead if you have an Active Adventurer in play with the matching symbol.

Now you're ready to start playing!

STEP 1. BUILD ENCOUNTER, ROUND 1 Time Limit, Poison, Attack & Defend.

To build the encounter, draw Dungeon cards and place them face up in the play area until you get a total of 5 points in play. The value of a Dungeon card is given in the top left hand corner. Except in certain circumstances described later, the total value of the cards should not exceed the default value of 5, regardless of their type (Creature, Event, Terrain or Trap).

Draw Zombie (1 point)

Draw Graveyard (2 points)

When Graveyard comes in to play it has something on it called "Time Limit 2." This means that you will put 2 Time Tokens on it, and it will stay in play for 2 additional Rounds.

Draw Skeleton (2 points)

Draw Poisonous Dart Trap (4 points)

Draw Unlucky (5 points)

You've reached your Encounter Limit and stop drawing cards now.

DUNGEON CARDS

Card Back: Shows the Dungeon Crawler logo and the word "DUNGEON".

Card Name: Located at the top of the card.

Cost (3): Indicated by a purple circle with the number 3.

Set Symbol: A starburst icon in the top right corner.

Artist: The name of the artist is listed at the bottom of the card.

Draft: A purple text box indicating that the card is draftable in competitive formats.

Attributes:

- Armour Attribute**: Represented by a hand icon.
- Character Size**: Represented by a character icon.
- Attack Power**: Represented by a sword icon.
- Life Score/Stamina**: Represented by a heart icon.

Special Effects:

- Come Into Play**: A downward arrow icon indicating an effect that occurs before other cards are added.
- Quick Reference Tab**: A tab containing information about the card type and subtype.
- Time Limit (2)**: A clock icon indicating a special effect that adds 2 "Time" counters.
- Win Condition**: Blue text indicating a win condition.
- Lose Condition**: Red text indicating a lose condition.

Standard Card Attributes:

- Flavour Text**: A quote at the bottom of the card.
- Card Number**: A number at the bottom right of the card.
- Rarity**: A star icon at the bottom right of the card.

STEP 2. RESPOND, ROUND 1

During the Respond phase you will evaluate the cards in your hand relative to the cards that are in play. This is also a good opportunity to play any non-stamina or power cards to prepare for combat. We view combat as if the Adventurers are bursting into the dungeon, so you get to attack first. The first thing you have to do is determine the defensive score of the dungeon.

When evaluating the Dungeon you check for the Life Scores provided by the Dungeon cards in play the only card in play with a Life Score greater than zero is the Zombie. Next, note the attribute called "armour" which increases the Zombie's Stamina by +1. Lastly you would check for any special attributes that may increase the encounter stamina pool. For instance, the graveyard increases the Stamina of all undead or spirits in play; this will increase the total Dungeon Stamina by 2 (one each for the Skeleton and the Zombie). You add those all together to determine the Dungeon's total defense for a total of 4.

You also check each card for special abilities that might interfere with your attack. In this case Unlucky starts your attack at a deficit of 2 Power.

The Poisonous Dart Trap will trigger during retaliation with a power of 5; in addition, it will deal poison if it is successful in its attack.

Also take into consideration the total amount of attack power in the Dungeon. The total attack power in the Dungeon for this encounter is 11.

As a response to the analysis of the Dungeon you are going to **put Combat Training into play** to put the Zombie into the Dungeon Grave. This will lower the dungeon's defense and retaliation during combat. **Send the Zombie to the Dungeon grave face-up.**

This can also be a good time to put any permanents into play. For 1 Skill, you play "Brawling" to prevent a Wound later on. Remember this card is a permanent and will occupy its cost as long as it is in play. This will leave you an additional 3 Skill since the Gypsy Thief provides 4 Skill. **Put Brawling into the play area.**

STEP 3. COMBAT, ROUND 1

Adventurers have no visible attack or stamina score. In order to attack or defend you need to activate them to indicate their position of action, they can then contribute +1 to the action of Attack or Defend. Adventurers may contribute to both; if they have been reset & re-activated for another action, but may only contribute to an action once per round.

You can increase the power of your attack or your defend by adding Crawler cards into play. By default your Adventurers have a Melee (harm) attack. However, they adopt attributes granted to them by Crawler cards.

ADVENTURERS ATTACK, ROUND 1

In order to attack you must meet or exceed the dungeon's defense and overcome the deficit for the encounter from the "Unlucky". Since you removed the Zombie from play, you only need to activate three of your adventurers to meet the stamina of 1 and deficit of 2, it currently does not matter which Adventurers you activate. So, activate the Scout, Stormcatcher and the Thief; each provides +1 power to the attack for a total of +3. Since fate is on the Adventurers side you will win the tied attack. You will always need at least 1 Adventurer to attack or defend.



You can now deliver a Wound in combat, the Skeleton is the only available Character to target so you will deliver the wound to it. The number of wounds meets or exceeds the total Life Score of 0, so it is immediately removed from play joining the Zombie, and further reducing the power of the Dungeon's Retaliation attack. To deliver more than one Wound in combat you will need special Crawler cards in hand. **Send the Skeleton to the Dungeon grave face up.**

DUNGEON RETALIATES, ROUND 1

Activate Poisonous Dart Trap.

Now the Dungeon retaliates. Looking at what is attacking you, you have 5 Power from the Poisonous Dart Trap. This is higher than your

remaining Adventurer can deal with on his own. Unfortunately for the Warrior you do not have cards that can increase Adventurer Stamina. However, you do have a great card in play called Brawling. If you Spend it by activating it, you can prevent your Warrior from taking a Wound, however, it does not prevent special abilities like Poison. **Activate the Brawling card by turning it 45 degrees or more.**

So, although you prevented the Wound from combat, you still take the Poison. **Place a Poison Token on your Gold Dwarf Warrior.**

At the end of combat you can decide if you wanted to play any more cards, if not you will end the encounter.

STEP 4. END ENCOUNTER, ROUND 1

Now that the encounter has ended it is time to clear cards and tokens in sequence to prepare the play area for the next round.

I. DROP CARDS

If at this time you wanted to drop any stagnant cards from your hand you may do so now, these go directly to the Crawler Grave.

II. REMOVE CARDS

Now you will begin removing cards from the play area. Any cards that have a "0" Life Score, are without Time Tokens or a Permanency that has been spent will now leave play, and be placed in their corresponding deck graves.

Even if you hadn't removed the Skeleton from play during the Encounter it would leave play now as it had a 0 life score, however the Zombie would have remained in play until you were able to remove it from play. **Remove Poisonous Dart Trap, Unlucky & Combat Training.**

In the case of Brawling, as it has been Spent, it will be removed from play. **Remove Brawling.**

III. REMOVE TIME TOKENS

Next remove 1 time token from each card that has time tokens. **Remove one Time Token from your Graveyard.**

IV. REMOVE POISON TOKENS

Now remove 1 poison token from each card that has poison tokens and convert it to a Wound, which your Gold Dwarf Warrior valiantly endures.

Remove a Poison Token from the Gold Dwarf Warrior and exchange it for a Wound Token.

v. RESET CARDS

Then reset all of your cards that are in play, unless they have a Lock Token on them. You currently do not have any locked Adventurers so they will all reset. **Turn all of your Adventurers back to the vertical upright position.**

vi. REMOVE LOCK TOKENS

If you had any Adventurers that were not able to reset due to locks you would now remove 1 lock token from each of them at this time.

vii. MAINTAIN PERMANENTS

If you had any permanents still in play, you would need to make sure that you can still afford to keep them in play. If you can not, it will leave play at this time.

viii. DRAW HAND

Now draw Crawler cards to your hand, you must always draw at least 1 card, but will have to draw up to your Hand Limit; which is still 5.

Draw Hide Armour, Veteran.

ix. DISCARD

If you had exceeded your hand limit you would now need to discard down to your Hand Limit.

x. END ROUND 1

That is the end of your first round. Next you will build another encounter.

STEP 1. BUILD ENCOUNTER, ROUND 2 Area Attacks & Bust.

Begin the new encounter with 1 card in play, the Graveyard, which still occupies 1 point in your Encounter Limit. Continue drawing cards to fill up to your 5 point limit.

Draw Falling Stones (2 points total)

Draw Ghoul (4 points total)

Draw Mummy (7 points total)

The Mummy will not come into play as it **Busts** the Encounter Limit. Instead, the card is placed back on top of the Dungeon Deck face up. It was never put in play so, none of its abilities trigger. **Place the Mummy back on top of the Dungeon deck, face-up.**

STEP 2. RESPOND, ROUND 2

Since you can play cards during this Step the first thing you're going to do is put Veteran in play. This permanent card Cost is "0" and it allows you to increase your Hand Limit to 6, it is a great card to have in play. **Put Veteran in to the play area.**

Don't forget to check for Life Scores, Armour attributes, and Stamina boosters, before moving into Combat. Add the scores together to plan strategically. In this case you have a total of 3 Stamina all from the Ghoul, which is boosted by the Graveyard.

Now that you know the total Stamina of the Dungeon, you should evaluate its retaliation power. The only Character in play is the ghoul with an attack of 4, and the Falling Stones with a power of 1. This may not seem intimidating but these cards have attributes that may change your mind.

The Ghoul has Drain 1, if the ghoul successfully attacks you will Drain 1 Crawler card from the Deck into the Grave.

Falling Stones has Area 4. Area attacks do not only attack the Primary Target, but also those next to them. So with an Area 4 attack, the trap is actually targeting your entire party! That means each Adventurer must find a way to defend themselves.

STEP 3. COMBAT, ROUND 2 ADVENTURERS ATTACK, ROUND 2

The Ghoul has a high life score and will provide a lasting threat as long as he is in play, so you are going to choose to attack this round in order to shorten its life expectancy.

In order to meet or exceed the dungeon's defenses you need to activate 1 of your adventurers. Choose to activate the Thief; however, he will provide only +1. **Activate the Gypsy Thief.**

You can add in Flaming Fury, but that will be +1 for a total of 2, not quite enough, however since Take Aim adds a bonus to Ranged attacks like Flaming Fury, you exceed the dungeon's defense with a total Power score of 6! **Place Flaming Fury and Take Aim in to the play area.**

Since you have met or exceeded the dungeon's defense, you can now deliver a Wound in combat, to the Ghoul. Since the Ghoul has a Life Score of 2, you can only place a Wound on the Ghoul, and it will remain in play. **Place Wound Token on the Ghoul.**

DUNGEON RETALIATES, ROUND 2**Activate Ghoul & Falling Stones.**

Now the Dungeon retaliates. Looking at what is attacking you, you have 4 Power from the Ghoul and 1 Power from the Trap targeting the Primary target: your Gold Dwarf Warrior. The Falling Stones is also targeting all of your other Adventurers and you must defend them as well. **Activate the Ghoul and Falling Stones.**

Activate the Warrior to defend himself, and put Hide Armour into play. The Hide Armour will provide +2 Stamina for each attacker, in this case there are 2 attackers, the ghoul and the trap; for a total of +4 Stamina. With the Warrior's +1 defense, you have a total of 5 stamina and have met or exceeded the dungeon's attack! **Activate the Gold Dwarf Warrior and put Hide Armour in to play.**

Activate the Scout and Stormcatcher so that they may defend themselves. **Activate the Wood Elf Scout and Gypsy Stormcatcher.**

Your poor thief, however, is going to take one for the team as no one can defend him and he can't defend himself. Often it is better to spread out damage amongst the party than to pile it up on one adventurer and lose them. **Place a Wound Token on the Gypsy Thief.**

STEP 4. END ENCOUNTER, ROUND 2

It is once again time to clear cards and tokens in sequence to prepare the play area for the next round.

I. DROP CARDS

You can drop any number of undesirable cards from your hand now. They go directly to the Grave.

II. REMOVE CARDS

Now remove cards with a "0" Life Score, are without Time Tokens or Permanency and send them to their corresponding graves. **Remove Falling Stones, Hide Armour, Flaming Fury & Take Aim from play.**

III. REMOVE TIME TOKENS

Remove 1 time token from the Graveyard.

IV. REMOVE POISON TOKENS

1 poison token would be removed from each card that has a poison tokens and convert to a Wound. This time there are none.

V. RESET CARDS

Rest all the non-locked cards that are in play. **Reset all Adventurers and Dungeon cards still in play.**

VI. REMOVE LOCK TOKENS

Remove 1 lock token from each card that has lock tokens. You don't have any at this time.

VII. MAINTAIN PERMANENTS

Check your permanents still in play to make sure that you can still afford to keep them in play. Veteran has Cost "0" so it will remain at this time. Should you find the card no longer necessary, you could chose to discard it at this time.

VIII. DRAW HAND

Now you draw Crawler cards to your hand. You must always draw at least 1 card, but will have to draw up to your Hand Limit. This is now 6, due to the effect of Veteran.

Draw Purge Blood, Dispel Magic, Recover Treasure, Moving Search & Defensive Training.

IX. DISCARD

If you had exceeded your hand limit you would now need to discard down to your Hand Limit.

X. END ROUND 2

That is the end of your second round. Next you will draw another encounter.

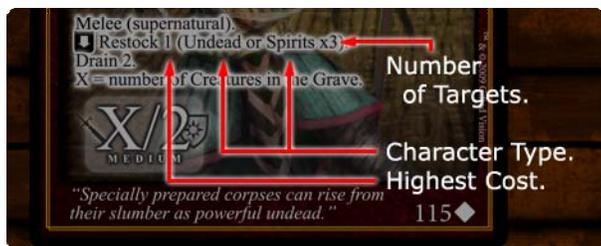
STEP 1. BUILD ENCOUNTER, ROUND 3**Pull, Come in to Play & Restock**

You have 2 cards in play, the Graveyard and the Ghoul, which take up 3 of 5 points in your Encounter Limit. You also have a card face-up on the Dungeon deck, because this card is face-up on the deck it is going to come in to play this Round despite the encounter limit. This is called a Pull.

Draw Mummy (6 points total)

The Mummy also has a "come in to play" attribute which triggers as soon as the Mummy enters play.

This attribute Restocks 3 undead or spirits of Cost 1 or less.



First Search the Dungeon grave by turning over cards until you find cards that meet the requirements. It is important to keep these cards in order. **Turn over cards in the Dungeon grave until Skeleton comes up, put it aside, resume searching, until Zombie comes up, put it aside; the grave is now empty.**

You only have 2 undead or spirits that meet the requirements. **Normally you would place them randomly in the dungeon deck and reshuffle the deck, for the sake of this example, just put these two cards aside.**

Return the flipped cards back to the grave.

Also take note of the Mummy's X Power score, this is equal to the number of Creatures in the Grave. Not all Characters are Creatures, so when you check the grave you'll have to take note of the subtype (check the Quick Reference Tab, as seen on page 5). At this time there are 0 creatures in the grave, so the Mummy's Power is "0", not so tough at this time!

STEP 2. RESPOND, ROUND 3

Let's see what you're up against.

The dungeon's defense score is a total of 6! 2 from the Mummy, 2 from the Ghoul and a bonus 2 from the Graveyard. The Power of the Dungeon is 4, all of which is coming from the Ghoul.

STEP 3. COMBAT, ROUND 3

ADVENTURERS ATTACK, ROUND 3

Even if you activated all of your adventurers to attack, you would only have a Power of 4, and you have nothing in hand to help increase that score. So, you're going to go entirely on the defensive.

By not attacking, you are forfeiting the Adventurer attack. In some instances, it is important to remember that choosing not to take action for the attack or defend is considered so, even if there is nothing to attack or defend against.

DUNGEON RETALIATES, ROUND 3

Activate Mummy & Ghoul.

Now the Dungeon retaliates. Since the Ghoul is the only attacker with a positive Power score, it is the only one you need to worry about, and by activating all 4 of your Adventurers you can meet its power, successfully defending.

STEP 4. END ENCOUNTER, ROUND 3

I. DROP CARDS

You can put any cards from your Hand directly to the Grave at this time.

II. REMOVE CARDS

Check for cards with a "0" Life Score, "0" Time Tokens, or non-permanents, and remove them from play. It looks like Graveyard has finally expired. **Remove Graveyard.**

III. REMOVE TIME TOKENS

Remove 1 token from cards that have time tokens.

IV. REMOVE POISON TOKENS

Convert 1 poison per card to a Wound.

V. RESET CARDS

Reset all non-Locked cards in play. Reset Adventurers and Dungeon cards still in play to a vertical upright position.

VI. REMOVE LOCK TOKENS

Remove 1 Lock token per Locked card.

VII. MAINTAIN PERMANENTS

If Veteran were causing you to move through your Crawler deck too quickly you may want to discard it to prevent from running out of Crawler cards and losing the game.

VIII. DRAW HAND

You must always draw at least 1 card. Since you have a limit of 6 you will have to discard a card.

Draw Light.

ix. DISCARD

You have exceeded your hand limit you now need to discard down to your Hand Limit. **Discard Weakness.**

x. END ROUND 3

That is the end of round 3.

STEP 1. BUILD ENCOUNTER, ROUND 4

Flip & "0" Power Score

At this time, the Ghoul and the Mummy, occupy your entire 5 point Encounter Limit. You no longer have a card face up on the dungeon deck, but now you are going to do what is called a Flip.

Flip Damsel (5 points total)

Having to Flip a card means that the dungeon will keep pushing forward, despite the card being a Cost "0" card, it will still not come in to play – as it was a Flip. It will need to wait until the next Round.

Notice something else about this card, it is related to one of your Quests; Rescue the Damsel. If you can complete its Win Condition next Round, you can complete that Quest.

Now let's take a look at your encounter.

STEP 2. RESPOND, ROUND 4

The dungeon's defense score has now dropped to a total of 4; 2 from the Mummy and 2 from the Ghoul. The attack score is still only 4 from the Ghoul as the Mummy still provides 0.

STEP 3. COMBAT, ROUND 4

ADVENTURERS ATTACK, ROUND 4

If you activate all of your Adventurers you will be able to deliver a Wound to the Ghoul and immediately send it to its final resting place.

Activate all four Adventurers and place the Ghoul in grave.

DUNGEON RETALIATES, ROUND 4

Activate the Mummy.

With only the Mummy attacking, you do not have to worry about being harmed by its attack as it does not have a positive score, which is a good thing because it's Attribute of Drain 2 would mean losing 2 Crawler cards straight from your deck to the grave. Although you have forfeited your right to defend the zero attack, the Drain will not take

effect as the Mummy's attack does not have a Positive score.

STEP 4. END ENCOUNTER, ROUND 4

i. DROP CARDS

With the Damsel coming in the next round you will surely need some offensive cards in hand, so at this time drop Light and Recover Treasure. **Drop Light and Recover Treasure to the grave.**

ii. REMOVE CARDS

You currently have no cards to remove from play.

iii. REMOVE TIME TOKENS

Remove 1 token from cards that have time tokens.

iv. REMOVE POISON TOKENS

Convert 1 poison per card to a Wound.

v. RESET CARDS

Reset all non-Locked cards in play. Reset Adventurers and Dungeon cards still in play to a vertical upright position.

vi. REMOVE LOCK TOKENS

Remove 1 Lock token per Locked card.

vii. MAINTAIN PERMANENTS

Check your Permanents in play to be sure that you can still afford to keep them in play.

viii. DRAW HAND

Draw to fill your hand limit of 6.

Draw Staff & Belt Pouch.

ix. DISCARD

Since you have not exceeded your hand limit you do not need to discard.

x. END ROUND 4

That is the end of your fourth round.

STEP 1. BUILD ENCOUNTER, ROUND 5**Distance & The Damsel.**

You currently have 3 points in play provided by the Mummy. The Damsel now comes in to play and you resume building the encounter normally.

Draw Damsel (3 points total)**Draw Goblin Conjurer (4 points total)**

The goblin conjurer has a come in to play attribute which summons a creature or animal of Cost 1 or less in to play. You will now search for the card by turning over cards in your dungeon 1-by-1 until you find a card that meets these requirements.

Turn over Reinforcements. This is not a Character card. **Turn over Wild Naga.** This is not a Creature card (check the sub-Type).

Turn over Shadow Elf. The Shadow Elf is both a Character and a Creature, and the cards cost is 1 or less, this card will come into play and the revealed cards will get shuffled back into the Dungeon Deck. **Place Shadow Elf in play.**

Normally you would place Reinforcements & Wild Naga randomly in the dungeon deck and reshuffle the deck, but for the sake of this example, just put these two cards aside.

The Shadow Elf has an ability called Enfeeble which has target X. Target X equals whatever the Cost of the top card in the dungeon grave +1, and Enfeeble strips that Adventurer's highest Resource down to zero. It looks like the Ghoul is on the top of the Dungeon Grave; so 1-2-3, it's your Gypsy Thief that will be the target, who's highest score is 4 Skill, which is reduced to zero. Your next highest Skill resource available is the Gold Dwarf with 2.

GAME NOTE:

You may place 3 number tokens on the Shadow Elf as a reminder of who they are targeting with their Enfeeble.

Although the Shadow Elf cost 1, this cards cost does not contribute to the total Encounter Limit, because it was summoned into play. So you will now bring 1 more point into play.

Draw Leaf Vodyanoi (4 points total)**Draw Goblin (4 points total)****Draw Jungle Troglodyte (5 points)**

Finally, your encounter is complete.

STEP 2. RESPOND, ROUND 5

The dungeon's defense score is pretty high because of the Damsel, who provides +1 stamina to each Character in play. You have a total bonus of 4 stamina: from the Troglodyte, Goblin, Vodyanoi,

and Conjurer; plus a combined stamina of 5 from the Shadow Elf and Mummy; for a grand total of 9.

The retaliation power of the dungeon is 14. The Mummy is still contributing "0".

If you are successful with your attack and your defense you will complete 1 of 3 quests and take a sneak peek into the Dungeon (your reward for Rescuing the Damsel). However, if you fail the Damsel there is no way to recover the quest from the grave for another attempt, and you will Burn 3 Crawler cards from your Deck.

Let's place the Belt Pouch in play at this point, as its Cost is "0", and looks like you will need it. As you still don't have enough attack power in your hand, this is definitely the best time to spend the Belt Pouch. Refrain from playing any other cards until you see what turns up from the belt pouch. By activating it you can draw 3 cards from your Crawler deck. **Activate Belt Pouch by turning 45 degrees or more.**

Draw Cleave, Short Bow & Phase (the top 3 cards from the Crawler deck).

Since you have Dispel Magic in hand you can use that against the summoned Shadow Elf and remove her from play. **Put Dispel Magic in Play and remove the Shadow Elf to the grave.**

You'll notice that the Shadow Elf is a Creature so the Mummy will gain +1 Power. **Place a Number Token (1) on Mummy.**

STEP 3. COMBAT, ROUND 5**ADVENTURERS ATTACK, ROUND 5**

Now if you attack with your Warrior and Scout, they will provide 2 to the attack, you're also going to put your short bow in play and the staff for your total of 7 Power. **Activate the Gold Dwarf Warrior and Wood Elf Scout to attack.**

That meets or exceeds the dungeon's defense and you can deliver a Wound. You're going to target the Jungle Troglodyte as he is an extremely dangerous opponent with Poison on his attack. **Place Jungle Troglodyte in grave.**

Now, you'll notice that the Troglodyte was also a Creature, and now the Mummy gains another +1 Power. **Place a 2nd Number Token (1) on Mummy.**

Since you sent the Troglodyte to the grave you are also going to take the opportunity to throw Cleave in to the mix, and since you have the Warrior in

play and he is not Locked, you can boost it to deliver a Wound to 2 different targets! **Put Cleave in to play.**

When Characters come in to play they have all of their bonuses intact. The Goblin Conjurer therefore gains a +2 bonus for having a Ranged Distance advantage over the Adventurers shown at the top of her Attribute list.



Despite the Goblin Conjurer being reduced to 1 Power because you used a Ranged attack from the Short Bow which equals her Distance advantage, she still has a magic attack which will penetrate your defenses when the dungeon retaliates. **Place a Wound Token on Mummy and place Goblin Conjurer in Grave.**

The Goblin Conjurer was also a creature so the Mummy gains another +1 Power. **Place a 3rd Number Token (1) on the Mummy.**

You have successfully attacked now you must defend from the Dungeon's Retaliation in order to not lose face with the Damsel.

DUNGEON RETALIATES, ROUND 5

Activate Leaf Vodyanoi, Goblin & Mummy.

You are going to put 2 more cards in play; Phase and Defensive Training. Defensive Training zeroes out the Mummy's attack. While Phase allows you ignore damage dealt by attackers that deal (harm), which the Goblin and Vodyanoi both have. **Put Phase and Defensive Training in to play.**

The attackers have been neutralized, but in order for it to count for the Damsel's Win conditions, you must activate one of your Adventurers to show that you are not going to forfeit the defense. This will win the defense for you! **Activate the Gypsy Thief to defend.**

STEP 4. END ENCOUNTER, ROUND 5

You will check for win conditions now. You have fulfilled both win conditions for the Damsel on the attack and the defend and now her Win Condition triggers! You get to look at the top 3 dungeon cards and rearrange them to the top or bottom as you like (face-down).

Draw Young Granite Dragon, Greenknee Goblin Necromancer & Phantom.

Greenknee Goblin Necromancer is another one of your quests, you'll want to put him back on top of the Dungeon deck and he goes face-down, while you move the Dragon and the Phantom to the bottom of the Dungeon deck. Do not reshuffle.

And now the Quest Rescue the Damsel triggers as you have completed the requirements for it. **You may turn over this quest or mark it with a token to show it is completed.**

GAME NOTE:

If you were unable to complete the Rescue the Damsel quest, you could Activate it to remind yourself that it can no longer completed.

I. DROP CARDS

Drop cards if necessary.

II. REMOVE CARDS

Now that the encounter is over let's remove all cards that have "0" Life Scores, contain no Time Tokens or are non-permanent from play.

Remove Damsel, Leaf Vodyanoi, Goblin, Staff, Short Bow, Cleave, Dispel Magic, Defensive Training, Phase & Belt Pouch.

As Vodyanoi and Goblin leave play, they will increase the Mummy's Power to 5! **Change the Number Tokens (1) on the Mummy for a Number Token (5).**

III. REMOVE TIME TOKENS

Remove 1 token from cards that have time tokens.

IV. REMOVE POISON TOKENS

Convert 1 poison per card to a Wound.

V. RESET CARDS

Reset all non-Locked cards in play. Reset Adventurers and Dungeon cards still in play to a vertical upright position.

VI. REMOVE LOCK TOKENS

Remove 1 Lock token per Locked card.

VII. MAINTAIN PERMANENTS

Check your Permanents in play to be sure that you can still afford to keep them in play.

VIII. DRAW HAND

Now draw 4 Crawler cards to your hand to reach your hand limit.

Draw Long Sword, Wood Shield, Teamwork & Fly.

XI. DISCARD

Since you have not exceeded your hand limit you do not need to discard.

IX. END ROUND 5

That is the end of your fifth round.

STEP 1. BUILD ENCOUNTER, ROUND 6

Bust, Drop & Discard.

You only have the Mummy in play at this time so you will continue building your encounter to your 5 point limit. Your first draw is a Bust with Greenknee Goblin Necromancer.

Draw Greenknee Goblin Necromancer (6 points total)

Greenknee will not come into play as it **Busts** the Encounter Limit. Instead, the card is placed back on top of the Dungeon Deck face up. It was never put in play so, none of its abilities trigger. **Place Greenknee Goblin Necromancer back on top of the Dungeon deck, face-up.**

STEP 2. RESPOND, ROUND 6

The dungeon's defense score is 2 from the Mummy.

STEP 3. COMBAT, ROUND 6

ADVENTURERS ATTACK, ROUND 6

Activate your Warrior and Scout to finish off the Mummy and send it directly to the grave. **Remove Mummy.**

DUNGEON RETALIATES, ROUND 6

There is nothing for the dungeon to attack you with.

STEP 4. END ENCOUNTER, ROUND 6

X. DROP CARDS

You may remove any unnecessary cards from your Hand to the grave.

XI. REMOVE CARDS

Now that the encounter is over let's remove all cards that have "0" Life Scores, contain no Time Tokens or are non-permanent from play.

XII. REMOVE TIME TOKENS

Remove 1 token from cards that have time tokens.

XIII. REMOVE POISON TOKENS

Convert 1 poison per card to a Wound.

XIV. RESET CARDS

Reset all non-Locked cards in play. **Reset Adventurer cards still in play to a vertical upright position.**

XV. REMOVE LOCK TOKENS

Remove 1 Lock token per Locked card.

XVI. MAINTAIN PERMANENTS

Check your Permanents in play to be sure that you can still afford to keep them in play.

XVII. DRAW HAND

Although you are at your max hand limit, you must draw 1 Crawler card.

Draw Resurrect.

XII. DISCARD

Since you have exceeded your hand limit you will need to discard a card. Looking at Resurrect, it grants +5 Stamina for a Cost of 3. If you could boost it, you would be able to bring an Adventurer back into play. But since you do not have an Adventurer with the matching Class Symbol, it is an expensive card for what it does and is best discarded. **Discard Resurrect.**

XVIII. END ROUND 6

That is the end of your sixth round.

STEP 1. BUILD ENCOUNTER, ROUND 7**Lock, Stealth, Immune & Stars Align.**

You have no Dungeon cards in play at this time, so you will resume building your encounter up to your 5 point limit. Your first card, Greenknee, is already face up.

Draw Greenknee (3 points total)**Draw Kobold (3 points total)****Draw Troll (5 points total)**

Normally your encounter Limit is 5 points, but Greenknee increases the encounter limit by +1. So, continue building the encounter.

Draw Dark Corridor (5 points)**Draw 10' Pit Trap (6 points)**

This "come in to play" attribute places a Lock Token on the Warrior whom is the Primary target as he stumbles head first in to a pit. While Locked the Adventurer can not attack or defend and can not provide his Class Symbol or Resources. **Place a Lock Token on the Gold Dwarf Warrior.**

STEP 2. RESPOND, ROUND 7

The dungeon's defense score is 3 total; 2 from Greenknee and 1 from the Troll.

The total power of the Dungeon is 24. The Kobold increases the Power of the 10' Pit Trap by 1 and the Dark Corridor increases both Greenknee and the Kobold by 4 because they have Stealth.

Stealth prevents a Character or Adventurer from being a target of a wound if another available target is in play. In the instance that all of the Characters have Stealth, the lowest cost Character will be the target.



What else do you know about the Dungeon?

When you look over Greenknee you see that he is Unique, which allows you to complete your "Evil Has a Name" Quest. In order to defeat him you have to work around his Stealth, and watch out for other abilities that might trigger like Reaver.

Reaver is an ability that allows Greenknee to sacrifice another Character and heal if the specified

Character type is in play at the end of Combat. Greenknee's Reaver type is Creature. When Reaver triggers it will trigger another ability called Summon. You saw this ability earlier on with the Goblin Conjurer; it will bring an Undead or Spirit of cost 2 or less into play. Getting 2 wounds on Greenknee could be difficult if you are unable to get around the ability of stealth or if you are not careful when you target him.

The Kobold is providing +1 Power to The 10' Pit Trap, and you are aware of what the Dark Corridor is doing to the encounter, but what about the Troll? Both the Troll and the Kobold are fine specimens for Greenknee's Reaver, but the Troll is the only legal target in play.

Targeting the Troll will be a challenge because he has an attribute called Immune (harm). As you know your default attacks for Adventurers are melee (harm), so you will need a special attack like Flaming Fury to bypass its immunity to your attacks and deliver a Wound.

STEP 3. COMBAT, ROUND 7

But, we have a plan. First you will put Moving Search in to play and negate the Stealth attribute from the Kobold, this will make him a viable target. You can boost this card because of the Thief, therefore you do not need to Activate one of your Adventurers. **Put Moving Search in play.**

ADVENTURERS ATTACK, ROUND 7

Activate your Thief to attack and increase his attack power by putting the Longsword into play. You have exceeded the dungeon's defense and can now deliver a Wound. Place the Wound on the kobold and send it directly to the grave. **Remove Kobold.**

This strategic maneuver will land you the great victory of defeating the game.

If you look to your Quests you will see your third Quest called "Stars Align", with this Quest you must get the only four dungeon cards in play to be of Costs **3,2,1 and 0**. You were able to accomplish this by keeping an eye on all the cards in play at any given time. During this encounter by simply removing the Kobold from play you were able to accomplish this!

This is not easy to accomplish as your Encounter Limit is usually 5 points, but with Greenknee's help you were able to meet that requirement. Enjoy your victory!

END GAME!