



# DUNGEON CRAWLER™

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## Quick Reference Guide for Multi-player

1. Set-up .....Place decks and Draw Hand.
2. Begin Encounter .....Draw Dungeon cards.
  - Draft .....Bring Draft cards to your hand.
  - Challenger/Pass.....Choose to take the Challenge or Pass.
  - Eagle .....Fill out the 7pt Encounter.
3. Respond .....Play Crawler cards.
4. Adventurers Attack .....Match or beat Character Stamina.
5. Adventurers Defend .....Match or beat Character Power.
6. End Encounter .....Check the win/lose conditions.
7. Drop/Remove Cards.....Cards finished in this Encounter.
8. Remove Counters .....Poison & Time Counters.
9. Reset Cards/Locks .....Turn cards vertical, unless locked.
10. Permanents .....Check if Resources are sufficient.
11. Draw .....Draw up to your Hand limit or 1.
  - Discard.....Discard down to your Hand limit.
  - Replenish/Regenerate .Refill Dungeon Pool and decks.
12. Pass.....Next Player goes.
13. End Round

### GAINING VICTORY POINTS (VPs):

**1 VP.** If the Challenger passes on the Encounter and you face the challenge.

**Cost in VPs.** If a Dungeon card is cleared at the end of an encounter you are facing, gain its Cost in VPs.

**Cost in + 1 VPs.** If you send a Dungeon card you are facing to the Grave you gain its face value +1.

**3 VPs.** If you complete a Quest.

**2 VPs.** When an opponent Regenerates either deck.

**-1 VP.** For each Wound your Adventurers have taken.

## MULTI-PLAYER FORMAT

Dungeon Crawler™ Multi-Player pits you against a mix of your own dungeon cards and your opponents' dungeon cards in one combined encounter, and part of the encounter can be blind. It's a race to 40pts as you place your bid to be the challenger to earn your victory. This game is recommended for three to six players.

For detailed information on individual card anatomy or product details please reference the Introduction PDF. We also have an online tutorial available to show the basics of playing a Solitaire game.

### In-Progress Multi-Player Game Layout



#### Pregame Prep:

Build two decks: one deck of Dungeon Cards (grey backing) and one deck of Crawler Cards (blue backing) both decks should be equal in quantity. Each deck can have no more than four copies of any one card (a promo version of a card counts as a copy of the card). You must also select 4 Adventurers and 3 Quests for game set-up.

#### Play Conditions:

The starter pack is capable of supplying one player with enough cards to play the Multi-player format. Standard Multi-player games are 4 Adventurers, 40 card decks, with a 5pt Blind Cap and a 7pt Encounter Limit, the first player to get to 40pts or more wins. If a player is eliminated the game ends and points are compared.

*Decks can be rigged to include Quests that can be accomplished when you are the Challenger. In Multi-player format you may get the chance to control what you will face.*

#### Win Conditions:

- If you reach 40pts, you win.
- If another player is eliminated and you have the most points, you win.

*Once you fulfill all of the conditions for a Quest, it is completed and the game conditions can no longer affect that Quest (unless specifically stated by the rules).*

#### Lose Conditions:

- If all of your Adventurers are removed from play you lose (even if you had the most points).

# MULTI-PLAYER FORMAT

## STEP 1: Set-Up

The first sequence of game play is the set-up of the designated play area.

**Part A.** To determine which player will go first, you may roll a dice, the highest going first. In the case of a tie roll again. If you do not have a dice available, you may split your Crawler deck, the player with the highest Cost card goes first, shuffle and split again to break ties. The first player will be the Challenger, place the Challenger Marker in front of that player (the Challenger Marker can be anything from a Spent Token, a miniature, a unique looking dice or a penny). Play will proceed clockwise to the first players left.

**Part B.** Place your Adventurers in front of you (the controller) in "Marching Order" from left to right. The Adventurer furthest to the left is the leader (and therefore the default **Primary Target** against all attackers) and the Adventurer furthest to the right is at the back. This will be important during Encounters.

**Part C.** Place your Quests into play face up.

**Part D.** Shuffle your Crawler deck and your Dungeon deck, making sure to keep them separate (you may choose to shuffle your opponent's decks as well).

**Part E.** Set the decks up according to the Dungeon and Crawler decks in the diagram on page M1. All Graves should be empty at this time, and no Dungeon or Crawler cards should be in play.

**Part F.** Draw 3 Dungeon cards, place them face down in front of you. These cards will be your Encounter Pool, you may look at these cards at any time, but should not show your opponents.

**Part G.** Draw 5 Crawler cards, this is your Hand.

## STEP 2: Begin Encounter

To begin the encounter Player 2 to the left of the Challenger (the player with the Challenger Marker) will turn over one of their 3 Encounter Pool Dungeon cards. This card will now be counted as "in Play". These cards should be facing away from the player that turned it over so that their opponents can read them. Player 3 will then turn over one of their Encounter Pool Dungeon cards, as long as the total Encounter is not 5pts or greater. Assuming 5pts or more has not been met, Player 4 can now turn over one of their Encounter Pool cards. This continues all the way back to the Challenger and then the Challenger can then add to the Encounter from their Encounter Pool, assuming the Limit has not been exceeded.

If the Encounter reaches 5pts or more, no more Dungeon cards are added to the pool.

If 5pts or 6pts have been revealed as the Encounter, there are still 1 or 2 more **Blind Points**. At 5pts or more the Encounter has now been Capped. Blind Points are added to the Encounter after the Challenger has been determined.


Now the Challenger decides whether or not to face the Encounter. If they **Pass**, Player 2 can then decide if they wish to face the Encounter, if they Pass it goes on to the next Player until one of the Players takes it or it gets back to the Challenger. If it gets back to the Challenger, the Challenger **MUST** face the Encounter. As long as the Challenger Passes, the Encounter is now worth 1 Bonus VP, even if the Challenger is the one that ends up having to face the Encounter.

Once the **Final Challenger** has been determined, the rest of the Encounter will be revealed. The Player to the left of the Final Challenger will go next. Assuming that is Player 2; Player 2 can now turn over another Encounter Pool card, as long as that card fits under 7pts, if they can not fit another card in or do not want to put another card in to Play they will Pass. It will go to Player 3 and so on, adding cards until 7pts has been reached, or all Encounter Pool cards are face up or all of the Players have passed once.

*We have nicknamed this format the "Seven Point Eagle" in homage of the Keldornan flag; at the 5pt mark it's called a "Blind Eagle" and at 6pts it's a "One Eyed Eagle".*

## Immediate Actions:

The **DRAFT** ability which is indicated by a **purple text box** behind the card's attributes, is Activated when turned over, and its Controller can bring it to their Hand normally and can put it in to Play instead of turning a card. Draft cards can be played instead of a Pull card.

**"COME INTO PLAY" abilities do not occur until the Challenger begins the Encounter.** These cards are indicated by a down arrow in a black box)  this action is to take place before the Respond sequence. Special cards can be played to interrupt this attribute.

### RULES TO REMEMBER:

1. Once an Adventurer is **activated** for the "attack" or "defend" it may not be used for another action until it has been reset.

2. Any **Crawler cards** put into play will remain in play until the end of the controlling player's encounter (or until otherwise specified) as they occupy their Cost in Resources.

3. **Reach, Thrown and Ranged** are bonuses added to a Character's Power score which must be striped from them by matching or beating their range type.

Characters that have an attribute that Targets an Adventurer will re-target the new Challenger that faces them, provided they survive long enough to be engaged in another Encounter. Abilities like the Wraith's Possession Lock their Targets and that Lock does not relinquish without some outside source, or only after the Wraith has been removed from Play and the Controller has had the opportunity to Reset their Adventurer by becoming a Challenger once again.

*Recurring Villain may not affect the Challengers Encounter, but once the Challenger has been determined its Controller can Restock their top 3pt Character for later use.*

## STEP 3: Respond

*Any Victory Points you attain should be tallied immediately. If you are the Final Challenger for an encounter, but were not the "Challenger" add your VP immediately for taking up the encounter. For each card you send to the Grave tally those Victory Points immediately. Keep a running score.*

You may play Crawler cards in response to any Dungeon cards brought in to play, by playing cards from your hand. The total cost of the Crawler cards put in to play **cannot exceed the highest score of the available Resource type** (Equipment, Magic, Skill & Tactic). Only the **HIGHEST** score for any Resource type in play can be used.

*These cards, as well as any other Crawler cards put into play, will remain in play until the end of their Controller's encounter (or until otherwise specified) as they occupy their cost in Resources. Discarded cards do not occupy Resources and can go directly to the Grave.*

Your opponent's may play Disruption cards in response to any cards that are brought in to Play. You may also play cards to counter any Disruption cards that are brought in to Play. Disruption cards remain in play and occupy Resources until their Controller can clear them when they face their own Encounter (in this game format, that can be indefinitely).

*It is understood that this format renders some cards "wonky" as they are better used for other formats. For instance, Foresight allows you to look at the top card of any Dungeon deck and put it on the bottom, with so many potential targets and no "Bust" it makes this card a strange card to include in your Crawler deck (even though it still functions). Some cards are rendered useless in this format, for instance "Rapid Developments" (seen as this volume's artwork) does not work as Flip, Pull or Bust do not occur.*

**STEP 4: Adventurers Attack**

The objective of the attack is to win the “**power struggle**” or overpower the encounter. To win the “power struggle” a player must **tie or beat** the Stamina in the Dungeon encounter with their Power. Winning this will enable you to deal a single Wound to a Character of your choice, provided the damage is of the correct type.

To resolve the Attack, tally the Power of Adventurers that are “**Activated**” (turned at an angle) to Attack and any Crawler cards that have been played to enhance the attack. Compare the total against the Stamina scores of the Character cards and all of their bonuses, and if the Adventurer Power score equals or exceeds the Character Stamina score, the Adventurer’s win combat.

*Each Adventurer that is Activated adds +1 Power to the attack. This attack by default is “Melee Harm”. Once an Adventurer activates it may not be activated again until it has been Reset in Step 9 (or by another card).*

If one Adventurer is attacking and has been equipped with a short sword for +3 Harm and a Flaming Fury for +1 Fire/Magic, the total Attack is 5 Power Ranged and Fire, so that each part of the Ranged/Melee or Harm/Fire/Magic can be affected independently. Although, Power and Stamina points are assigned to the entire Attack (unless the Encounter is split by special abilities), be sure to consider any \*Immunities a character may possess.

*It’s hard to think of expending equipment in battle, sure a spell goes off and it’s done, but a suit of armour?! It’s probably easier to think of the expending of equipment cards more in terms of: “On the adventure this is when my bow or armour really made the difference”.*

**\*Dealing with Immunity**

Any immunity will reduce the amount of damage being dealt by a specified damage type to “0” when the character is the target of the Wound. A character that has a “**Resist**” type will only reduce the Power of the attack by 1 power as part of the defense.

A Character with Immunity will only prevent you from dealing a Wound to the immune Character. As long as the Power of the Adventurer attacking (with additional cards) meets or exceeds the total Stamina of the Characters, they are overpowered. The player (owner of Adventurers) may then deliver 1 Wound to any 1 Character that does not possess the immunity.

A Character dies when it accumulates as many or more Wounds than their Stamina and they are put in the Dungeon Grave **immediately** and play resumes. If that Character survives the Wound, place a Wound token on the Character (their Stamina score remains as stated on the card, but they are 1 Wound closer to being removed from play. If the Wound can be countered before the Character reaches the Grave, they will remain in Play.

Any Dungeon cards sent to the Grave earn the Challenger the Cost of the card +1 Victory Point (VP), and any Dungeon cards that are cleared to the Grave earn only their face value. Any cards that are Restocked earn the Challenger nothing.

Any Wounds incurred during combat will count as -1VP to the Challenger (unless removed), slowing their progress to winning. Slain Adventurers count as negative VPs equal to their Life Score unless returned to Play.

**STEP 5: Adventurers Defend**

Once again the object is to win the “**power struggle**”, except the roles are reversed. It is now the Dungeon’s Opportunity to Attack the Adventurers and they must decide on how to defend. You may bring Crawler cards into play at this time, as long as you still have Resources available from the Adventurer’s Attack.



*Each Adventurer that is Activated at this time adds +1 Stamina to the defend. This defense by default is against “Harm”. Once an Adventurer activates it may not be activated again until it has been Reset in Step 9 (or by another card).*

To resolve the Defense, we tally the Power of the Dungeon to the Stamina of the available defending Adventurer(s), Crawler cards, and any additional bonuses. Adventurers will win the defense if they are at least able to tie the power struggle, resulting in the prevention of a Wound to an Adventurer (**this ruling excludes any Wounds as a result of “contact” type damage**).

If the stamina of the Adventurer’s defense DOES NOT exceed or tie the power of the Dungeon, you must deal 1 Wound to the “**primary target**”. An Adventurer dies if it accumulates as many or more Wounds than their “**life score**” and is removed from play so that the game may resume.

*Response, attack, and defend are the only times a player can put Crawler cards in to Play, unless otherwise noted.*

**LIFE vs STAMINA:**

Characters that have been Wounded do not reduce their Stamina score. Stamina is their defensive score, while their Life score determines whether or not they stay in play after taking Wounds. A boost to a Character’s Stamina does not boost their Life score.

**Special Attack Types:**

It is possible that you will encounter Dungeon cards that target multiple or different Adventurers. You should handle these Dungeon abilities as individual actions, but as a part of the same encounter.

For example; the Large Wurm has **Target X**, X is the value of the top Dungeon card in the Grave of the deck you are facing plus 1. So the target of this card may or may not be the primary target. If there are no cards in the Dungeon Grave the value is zero +1 (this would equal the first Adventurer in the Marching Order).



If the Large Wurm’s target is different than that of the rest of the encounter, it can be treated as a separate smaller power struggle. The Player defends and attacks the Large Wurm independently from the main encounter.

*If some Adventurers have been eliminated and there are not enough targets, count out the targets normally, then return to the beginning of the Marching Order and continue counting until the right target is acquired.*

Another example is Dungeon cards that have **Area** attacks. Area attacks affect X targets, X being the total number of targets including the Primary Target and additional adjacent targets to the right of that Adventurer. Area 2 will affect the Primary target and one Adjacent target. These abilities are attack attributes for the Dungeon, and do not affect the Dungeon’s defense from Adventurers. Also, only the damage from these type of cards will affect the non-primary target, so although the Primary target may be attacked with 10 Power, the adjacent targets will only be attacked with 3 Power each.

*Area attacks never target Characters or Adventurers more than once, so even if there is only one Adventurer remaining, it can only be targeted once by an Area 2 attack.*

*When Adventurers use Area attacks they can choose each of their targets (as long as they are not repeated), their targets do not have to be adjacent.*

**STEP 6: End Encounter**

Now that combat is over, damage has been dealt and Wounds delivered, declare the End of Encounter. This means no additional cards may be put into play. At this point we would also double check to see if we have met any QUEST card win or lose conditions. You may also add Quest tokens where applicable.

If at any time a **Quest has been completed the Player will be awarded 3VPs** and turn the Quest card face down. Quests may only be completed once, and each Player may not have duplicate Quest cards in Play (although each player could have the same Quest card in Play).

*When considering **Quest cards**, keep in mind that unlike other DC formats, you **will be targeting your own Dungeon Grave**. The more of your Dungeon cards that are sent to your Grave, the more likely you will gain your VPs. You may design your Dungeon decks to benefit from this knowledge. When a Grave Regenerates, no more cards are in the Grave and any Quests that were accumulated are now reset to zero (unless they've already been completed).*

**STEP 7: Drop & Remove Cards**

The Final Challenger may "**Drop**" any unwanted cards from their hand at this time; they go directly to the Grave and do not activate or benefit the Player in any way. Now check cards for any dependencies; cards without dependencies should be removed at this time. This includes:

- ❖ **Non-permanent** Equipment, Magic, Skill or Tactic cards.
- ❖ Events, Terrain or Traps **without Counters**.
- ❖ **Characters with Stamina 0** (unless this score is boosted by another card).
- ❖ Cards that have been "**Spent**" using the Spend attribute.

All other Players can not "**Drop**" or remove Crawler cards, however, they do check on the removal of their Dungeon cards and affects. Check for Dungeon cards with dependencies; cards without dependencies should be removed at this time. This includes:

- ❖ Events, Terrain or Traps **without Counters**.
- ❖ **Characters with Stamina 0** (unless this score is boosted by another card).
- ❖ Cards that have been "**Spent**" using the Spend attribute.

*Creatures with 0 Stamina leave play at the end of an encounter as they are inconsequentially defeated in battle or they are summoned and their summoning time expires.*

*Other Players can Spend cards while it is not their turn as the Final Challenger.*

**STEP 8: Remove Counters (Tokens)**

After clearing cards from play and from your Hand, the Final Challenger needs to remove 1 Time Counter and 1 Poison Counter for each eligible card (cards containing these counter types). Lock counters will not be removed at this time and Wound counters will never be removed in a remove counter sequence.

At this time all other Players will also remove Time and Poison Counters from each eligible Dungeon card.

**STEP 9: Reset Cards & Locks**

Only the Final Challenger Resets all of their cards by reorienting them to the original vertical position. Unless they have a Lock Counter on them, remove 1 Lock Counter instead of resetting.

All other Players Reset their Dungeon cards only.

**STEP 10: Permanents**

All Players check their permanents in play, if at this time they are unable to fulfill the requirements of a permanent card in play, it must be removed. You may also choose to remove a permanent from play that is no longer deemed necessary.

*A locked adventurer can mean the loss of a permanent.*

**STEP 11: Draw, Discard, Replenish & Regenerate**

All Players Draw up to their Hand Limit; if your Hand is full you must still Draw 1 Crawler card. Then Discard down to the Hand Limit (usually 5), if you exceed your maximum.

**Replenish** your Encounter Pool if you are missing any Dungeon cards, make sure you have 3 available Dungeon cards face down in front of you.

If you try to Draw a card from either your Dungeon or Crawler deck and can not, you must **Regenerate** your deck by Reshuffling your Grave. At this time **your opponents will each gain 2VPs** for each Regeneration and each deck Regenerated.

*No matter what, you'll always be drawing at least 1 card. You may want to discard a few extra cards that aren't helping you during the encounters to try and draw something you desperately need, but keep in mind that each card discarded brings you closer to losing the game.*

**STEP 12: Pass**

At this point you have ended your turn and the Player to the left of the Challenger will become the Challenger and will take the "Challenger Marker".

**STEP 13: End of Round**

Continue a new Round unless a Win or Lose condition has been met which ends the game.

**In the Case of Ties**

Ties can be settled by checking these conditions in the following order:

- ❖ The most Dungeon cards in your opponents Grave, you win.
- ❖ The most Wounds dealt to your opponent's Adventurers, you win.
- ❖ The least Crawler cards in your Grave, you win.
- ❖ Draw Dungeon cards, whomever draws the highest Cost card wins (draw until this resolves, or one player runs out of Dungeon cards. If a Player runs out of Dungeon cards they lose).

**IMMEDIATE vs MULTI-PLAYER:**

**Can you interrupt an Immediate affect?**

*No. Unless a card has an attribute that specifically states you can.*

*You can not use Delay Inevitable on a Character that has been dealt a Wound and is on their way to the Grave - since removal to the Grave is an Immediate affect.*

*Moving Search is a retroactive affect, which does not interrupt the Immediate "Come in to Play" action of a Trap Locking an Adventurer, but instead occurs afterwards.*

*Rampage specifically states that it works before the Character goes to the Grave.*