

# DUNGEON TWISTER





# DUNGEON TWISTER

20TH  
ANNIVERSARY  
EDITION

Targane is a planet inhabited by an incalculable number of creatures, each one more amazing than the next. The most influential character (and certainly the most powerful) is a human known by the name of the Arch-Mage.

Legend says that the Arch-Mage, supreme magician, would be the most powerful of all the sorcerers on Targane. He has devoted his entire life to magic, uncovering its deepest secrets. Having mastered all spells ever crafted, his thirst for knowledge still unquenched has brought him to the ultimate power... immortality. Some of the elder elves believe the Arch-Mage is somewhere around 3000 years old by now.

This is a very long life to live, and probably a bit boring in the end for someone who has already enjoyed all the pleasures of this world, discovered all its secrets, and controls whatever he wishes to.

As he neared his third millennia, he came up with a new idea (at least for that time): a live and entertainment magically broadcasted throughout his kingdoms. To do so, he missioned dwarves and gnomes to dig and build labyrinths equipped with mechanical rooms in the catacombs of his many castles across the world.

After several years of hard work (and very little delay for such a big project), what will become known as the *Dungeon Twisters* came to life. son royaume.

All the corridors packed with small magical devices of his own design that he called "recorders", the Arch-Mage, comfortably seated in his control room, was now able to observe and enjoy whatever happened to the lab rats he placed there.

Once all the systems validated, and to make the experience more lively, he decided to use his powers of teleportation to bring combatants of his choice into the newly built arena, living beings that he picked at random (or not) anywhere on Targane.

These poor (and unlucky) characters, creatures, adventurers or animals, suddenly separated from their own, must now team up in order to dodge traps, fight the opposing team, and find a way out to regain their freedom.

## INTRODUCTION

In *Dungeon Twister*, you control a group of adventurers unfortunate enough to have been dropped in the Dungeon by the all powerful Arch-Mage. You will have to fight your way out of this surprising and changing labyrinth, and beat the opposing team to the finish line in order to win back your freedom.

## GOAL OF THE GAME

- The first player to score 5 VICTORY POINTS (hereafter referred to as VP) wins the game and regain his freedom out of the Dungeon.
- You get 1 VP when you eliminate an opponent's character.
- You get 1 VP when one of your characters escapes from the labyrinth.
- If one of your characters escapes from the labyrinth with the Treasure, you get 1 EXTRA VP (see Object: Treasure).
- The Goblin is worth 2 VP when he escapes from the labyrinth (other characters are only worth 1 VP).
- You can only escape from the labyrinth through an opponent's starting line.
- Use the VP tokens to clearly indicate the current score of each player.



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# CONTENTS

This new edition, featuring a completely new design for an even more immersive experience, gathers all the characters, objects and rooms initially published in the Base game (2004), Paladins & Dragons (2004), and the 3/4 players extension (2005).



**32 FIGURES**  
16 per player



**32 MAGNETIC RINGS**  
8 per player



**176 CARDS**  
16 Action, 16 Character, 12 Item Cards per player

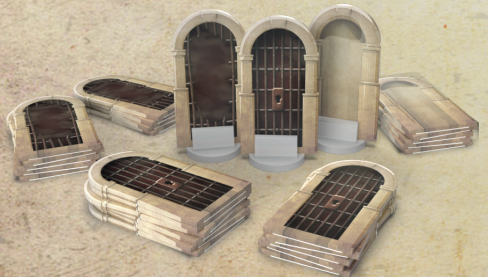
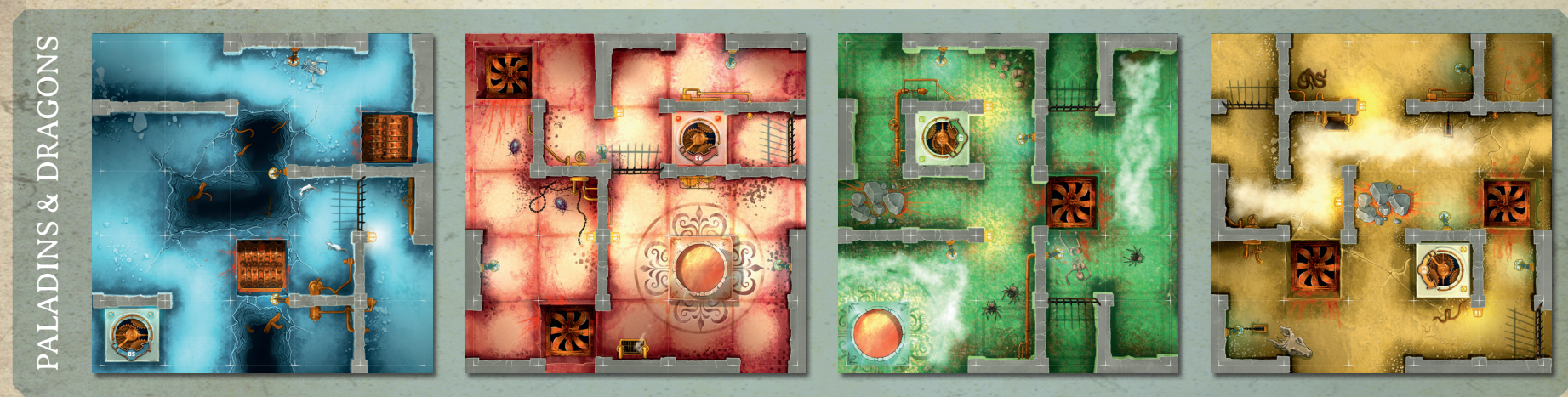


**20 ACTION TOKENS**  
5 per player



**112 TOKENS**  
16 Character Tokens + 12 Item Tokens per player

**16 ROOMS**  
8 pairs



**34 DOORS & WALLS**  
closed, broken, opened



**4 PLAYER SCREENS**



**4 STARTING LINES**  
2 per player



## GAME SET-UP

All rooms and characters may be mixed. But to discover the games, we encourage you to begin with the Base game first (rooms, characters and objects), then try the Paladins & Dragons set (rooms, characters and objects), and then start mixing everything.

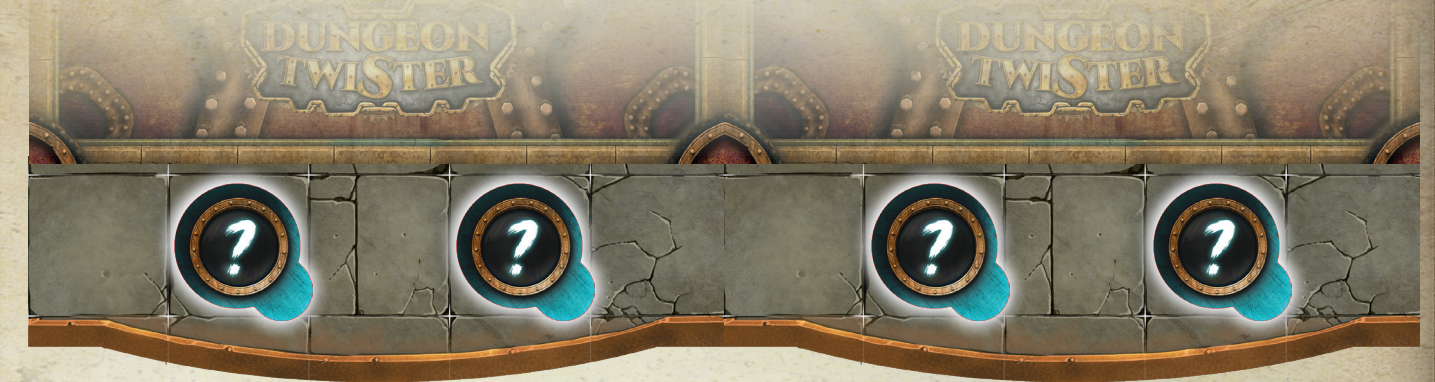
- 1 Select 4 pairs of rooms. Then shuffle the 8 rooms without looking at them and place them face down to build a rectangular board of 4 by 2.
- 2 Each player chooses a color and places their starting line in front of them at their end of the Dungeon.
- 3 Each player places their screen in front of them to keep hidden the 8 characters and 6 objects of their color they will use for the game (see the paragraph detailing the different game modes on how to choose these 8 characters and 6 objects).
- 4 Each player also takes the 16 cards (4 Action cards, 3 Jump cards and 9 Combat cards) and place them next to their screen in a face down pile. These 16 cards are always considered as being in the hand of the player. Each time the player must play a card, he may choose the card he wants from his deck of remaining cards. Players never draw cards at random.



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## CHOOSING YOUR STARTING TEAM

Players now secretly determine what will be their starting team. They choose 4 characters out of the 8 available and place them, face down, on the 4 highlighted spots on their starting line.



## PLACING THE REMAINING TOKENS

Randomly determine who will go first for this phase. Starting with the first player, players take turns placing one of their remaining tokens face-down in the room of their choice. A token can be placed in any room as long as the maximum number of tokens for this room is not exceeded (see below). This means that there can be different colored tokens in the same room. All tokens must be placed facedown.

Players continue until all the remaining tokens have been placed. When finished, the maximum capacity of each room will be reached. It is strictly forbidden to look at any token that has already been placed in a room (even your own!). Once all the tokens have been placed, each player simultaneously reveals the 4 characters on their starting line.

The screens can now be set aside as from now on, they will only be used as a player's quick-reference guide.

Now the scene is set, randomly determine who will go first in the Dungeon. Starting with the first player, players take turns alternatively and perform the following three steps on their turn.



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## ORDER OF PLAY

A player's turn consists of the following 3 phases:

- 1) Play an Action card.
- 2) Use all or part of their Actions.
- 3) If the Player has no Action cards left in hand, they immediately get back their 4 Action cards.

The player playing their turn is called the Active Player in what follows.

### PHASE 1:

## PLAYING AN ACTION CARD

The Active Player chooses an Action card from their deck and places it face-up in front of them. All of a player's Action cards must be stacked together face-up, so that only the last card played is visible. At the end of a turn, if a player has no Action cards left, they get their 4 Action cards back (see phase 3). This is called a completed Action Card Cycle.

During the first turn, the first player can only play a "2 Actions" card. Then, during the entire duration of the first Action Cards Cycle, a player can only play a card whose Actions number is inferior, equal or superior by 1 to the highest Action card played since the beginning of the game. This rule only applies to the first Action Card Cycle.

**EXAMPLE:** Red player goes first and must play her "2 Actions" card. Blue player goes next and can play his "2 Actions" or "3 Actions" card. He decides to play his "3 Actions" card. Red player can now play any card up to her "4 Actions" card. If blue player had only played his "2 Actions" card, then red player could have only played her "3 Actions" card.

As soon as a "4 Actions" card has been played by any player, all players may play any Action card they want for the rest of the game (provided, of course, that they still have it in hands).



### PHASE 2:

## USING ALL OR PART OF YOUR ACTIONS

The Active Player may carry out as many Actions as are indicated on the Action card they just played. They are never required to use all of these Actions. Unused Actions are lost and cannot be saved for the next turn.

A "4 Actions" card allows a player to use 4 Action Points (AP). These AP can be split between different characters or all used for one character.

Using 1 AP allows you to:

- Reveal a room,
- Rotate a room,
- Move one character,
- Initiate combat,
- Use a character's Special Ability,
- Use an object.

### GOLDEN RULE #1:

*An Action must be fully resolved before starting a new one. Also, please note that in Dungeon Twister, no Action, movement or combat may be performed diagonally!*

## REVEAL A ROOM

A room can only be revealed (turned face-up) if one of your characters has direct access to it before it is revealed. All characters on your starting line have direct access to the first two rooms adjacent to the starting line. So, both these rooms can be revealed for 1 AP each. Remove all the tokens on the room to be revealed. Slide the room to the side from the board's structure, flip the room and replace it in the structure face up as indicated in this example. The player revealing the room first places all the tokens that were on this room except the objects matching his own color. These objects are placed by his opponent after the revealing player has placed all the other tokens.

All tokens are placed face-up, no more than one per square. Each token must be placed on an empty floor square or on a Rotation Gear.

Example:

- 1 Room to reveal.
- 2 Slide the room away from the structure.
- 3 and 4 Flip the room by lifting on the side you pulled away.
- 5 Room revealed





## ROTATE A ROOM



Each room in the labyrinth is equipped with a complex wheels and gears mechanism allowing it to rotate. The Rotation Gear which triggers this movement is represented by a colored spinning arrow and a number within a square of each room. Such squares are called Rotation Gear.

For 1 AP, a character standing on a Rotation Gear can rotate the room 1/4 of a turn in the arrow's direction. He can spend 2 AP to rotate it

1/2 of a turn, or 3 AP to rotate it 3/4 of a turn, etc.

All rooms are paired and in matching colors (they are also numbered for easier identification). They rotate in opposite direction from each other.

A character standing on the Rotation Gear of a room may also choose to remotely rotate the paired room instead (the one bearing the same number) for 1 AP for each 1/4 of a turn. The targeted room will rotate in the direction of the arrow printed on its own board. In short, to know which way the room rotates, look at the arrow printed on the rotating room.

1 AP only allows you to rotate one room at a time! You can never rotate two rooms at the same time. To rotate a room, slide the room out of the board's structure. Rotate the room and put it back into the structure. Once the rotation has been initiated and the room slid out of the structure, the active player is not allowed to change his mind if the new game situation is not to his liking. None of the tokens in the room change place during a rotation. They rotate with the room they are in.

## MOVING A CHARACTER

You can use 1 AP to move one of your own characters. The white number on the left on each character token (Speed) shows how many squares a character can move for 1 AP (for example, the Thief can move 5 squares with 1 AP).

You are never forced to use all of your movement points. You can also give more than one AP to the same character in order to have it move several times, although one movement must be fully completed before another can start (see the first Golden Rule).

During his movement, a character may:

- Move to any adjacent square (including moving back stepping).
- Move through objects and wounded characters (friendly or enemies). It may even halt on objects and friendly wounded characters.
- Move through unwounded characters of the same color, but not stop on them.
- Move through or stop on a Rotation Gear.
- Move through an open or broken Portcullis.

During his movement, a character cannot (save for special abilities or objects that will be discussed later):

- Move diagonally.
- Move through or stop on a Pit Trap.
- Move through an unwounded enemy character or stop on a wounded one.
- Move through a closed Portcullis.
- Move through a wall.

At the end of his movement, (therefore at the end of an Action and before starting a new Action) a character cannot (save for special abilities or objects that will be discussed later):

- Stand in the same square as another unwounded character (regardless of his color).
- Stand in the same square as a wounded enemy character.
- Stand on a Pit Trap.
- Stand in the same square as 2 other tokens (regardless of their nature).

### GOLDEN RULE #2:

*At the end of any Action, there can never be more than two tokens in the same square.*

Broken or Open Portcullis markers are not affected by this rule as they sit between two squares. Generally speaking, markers do not count regarding this Golden Rule #2.



**EXAMPLE:** a character carrying an object can pass through a friendly character also carrying an object, but he can't stop there.

## INITIATE COMBAT

You need to spend 1 AP to initiate a Combat.

A character can attack any adjacent enemy character. You cannot initiate a Combat through a closed Portcullis or a wall as characters are not adjacent.

To resolve the Combat, each player selects a Combat card from their hand and places it face-down in front of them. Both cards are then revealed simultaneously. Each player adds their card's value to their character's Combat value (black number on the right on their character token). The player with the highest total wins the Combat and the opponent's character is wounded. Wounded characters are placed face-down.

In case of a tie, it is a draw and nothing happens. The player whose turn it is can decide to spend 1 new AP to initiate a new Combat (same or different).

All used Combat cards are removed from the game with the exception of the "Combat +0" card. This card is the only one to never be discarded. Gather them in a single face-down pile. Players are not allowed to look at these cards.

**IMPORTANT:** The Active Player cannot attack again a character that has been wounded during the current turn, even if another character did the wounding.

### GROUP COMBAT

A Group Combat is a combat involving more than 2 characters (1 of each side).

If a character is adjacent to more than one of his opponent's characters, all opposing unwounded characters must participate in the Combat (see the example). In turns, all unwounded friendly characters adjacent to an opponent character taking part in the Combat is pulled into it and must participate to the Group Combat as well. And so on until no more character is eligible.

To resolve a Group Combat, the attacking player adds the Combat value of all their participating characters while the defending player does the same. Although more than one character is attacking or defending, each player only plays one Combat card for their team.

At the completion of the Group Combat, all the characters involved in the combat which are on defeated, are wounded and placed face-down.

In the example the blue player, uses 1 AP and declares that his Warrior is attacking red Wall-Walker. Since the blue Mekanork is also in contact with the Wall-Walker, the blue player adds the Combat value of his Warrior and his Mekanork ( $3 + 2 = 5$ ). The blue Cleric cannot participate in this Combat since he is not in contact with any red character. The red player's Wizard and Wall-Walker must participate in this Combat because they are in contact with the blue Mekanork. So, red player adds the Combat value of her Wall-Walker and of her Wizard ( $1 + 1 = 2$ ). Certain of his victory, the blue player plays a "Combat +0" card. The red player plays a "Combat +4" card. The red player wins with a total of 6 against 5. The blue Warrior and Mekanork are both wounded and their tokens are placed face-down. Since it is wounded, the red character adjacent to the blue Warrior does not participate in the Group Combat. On the other hand, should the blue Warrior have attacked the wounded red character, the Group Combat would have included all 3 red characters.



## WOUNDED CHARACTERS

When a character is wounded, the object it was carrying is left in the square with him.

A wounded character cannot carry out any Actions. Its Combat value is 0 but it is still permitted to play a Combat card if attacked. If a wounded character loses a Combat, it is removed from the game. The player who killed it removes the character token from the board and places it in front of them as proof of having earned 1 VP.

A wounded character cannot participate in a Group Combat unless it was the initial target of the attack, in which case it is allowed to defend itself (the others coming to the rescue).

If a wounded character successfully defends itself and wins the Combat, the attacking character (or characters) is wounded.

## USE A CHARACTER'S SPECIAL ABILITY

Most characters have one or more Special Abilities. Some of them are permanent and do not require the player to spend AP to use them. Others require 1 AP to be activated.

Refer to the character descriptions to learn about each character's Special Abilities.

Unless otherwise specified, a wounded character cannot use its Special Abilities, even if they are permanent Abilities.

## USE AN OBJECT

### OBJECTS

The color of an object is relevant only during placement and the revealing of a new room. Otherwise, color does not matter and any character may carry and use any object.

A character can only carry one object (of any color) or one wounded character (only of its own color). To pick up an object or a wounded character, simply pass through or stop on the square containing it. This does not require the player to spend any AP as it is part of the character's movement. A character can also drop an object or a wounded character in a square while carrying out a movement. This also does not require the player to spend any AP. But, the second Golden Rule must still be followed. There can never be two objects on the same square (note: markers do not count).

### GOLDEN RULE #2:

*At the end of any Action, there can never be more than two tokens in the same square.*

No object or wounded character may be left on a Pit Trap (unless it is a Rope) or on any other forbidden square.

A character moving through a square occupied by a wounded character (friendly or enemy) and an object can pick up the object for no AP. If a character moves through another character of the same color, it can take, give or trade objects and/or wounded characters with its teammate. This does not cost any AP as it is part of the first character movement. However, at the end of any Action, the second Golden Rule must always be followed: [1 character (wounded or not) + 1 object], or [1 character + 1 wounded character (of the same color)] maximum per square.

Objects or wounded characters are always placed underneath the token of the character carrying it. At any time, any player can look at a token underneath a character, friendly or enemy.



**EXAMPLE:** The Red Thief is carrying a Rope. The Red Wizard is carrying a Speed Potion and is 4 squares away from the Thief. The Red player spends 1 AP to move his Thief 5 squares. The Thief moves over the Red Wizard. During her movement, the Thief gives the Wizard her Rope and takes the Speed Potion. This action does not cost the player any extra AP, since this is part of the player's movement Action.

### USING AN OBJECT

Some objects have permanent effects that do not require the player to spend an AP to use them. Others however require the spending of an AP in order to be activated. Some can be used only once and must be discarded after use, while others may be kept and used over and over. Refer to the object description to learn more about their effects.

Note that a wounded character may never use an object requiring an AP to be activated as it is not permitted to carry out an Action save defending itself if attacked or healing itself at the fountain of youth (see below for more details on special room capabilities).

## CARRYING WOUNDED CHARACTERS

Wounded characters can be carried like objects by characters of the same color. All rules applicable to objects are applicable to wounded characters. If a character carrying a wounded one loses a Combat, the wounded one is removed from play (earning 1 VP to the winner of the Combat) while the carrier becomes wounded.

## MOVING A CHARACTER OUT OF THE LABYRINTH

As soon as a character steps onto one of the 10 squares of its opponent's starting line, it immediately teleports out of the Dungeon. It is removed from play and its owner takes a VP token that is placed in front of them.

Note that it is not possible to stay nor to move on your opponent's starting line as the character immediately teleports out of the dungeon upon touching the exit line. On the other hand, while on its own starting line, a character may move, rest or initiate Combat as it would on any other square of the Dungeon.

You can exit the labyrinth by moving through an opponent's wounded character standing on its starting line, but not through an unwounded one. You can also initiate Combat against an opponent's character standing on its starting line, as long as your attacking character is still in a room (i.e. still in the Dungeon).

If a character leaves the Dungeon while transporting a wounded character, the wounded character is safe (removed from play). However, it is worth no VP.

If a character leaves the Dungeon while transporting an object, this object is removed from play. If it is a Treasure, it is worth 1 extra VP (hence, take 2 VP tokens: one for the character and one for the Treasure).

## JUMP CARDS

Each player starts the game with 3 Jump cards. A character can use a Jump card to jump over a Pit Trap, Rift or Falling Rocks (see below for further details on these obstacles). It can do so and land on a valid square directly on the other side. A Jump card allows to move two squares: the first square crossed must be the Pit Trap, Rift or Falling Rocks. The character must then land on the second which must be a valid square adjacent to the obstacle. A valid square is any square where the character can complete his movement while complying with the second Golden Rule.

Playing a Jump card costs 1 AP. The used Jump cards are removed from play after use and placed face-down with the used Combat cards. It is not permitted to jump over an obstacle that is occupied by either a living or a wounded character.

## PIT TRAPS AND WOUNDED CHARACTERS

Only the Thief or a character carrying a Rope can stand on a Pit Trap square.

A Thief that is wounded while standing on a Pit Trap with no Rope, dies immediately.

A wounded character standing on a Pit Trap carrying a Rope can stay on the Pit Trap as long as it is not killed or picked up by a friendly character. If a character carrying a Rope is wounded on a Pit Trap and another character moves through this square and takes the Rope, then this wounded character dies and the player who took the Rope gains 1 VP for the character he killed. Note that it is not allowed to cause one's own character to die in this manner.



### PHASE 3:

## RECYCLING ONE'S ACTION CARDS

If the Active Player no longer has any Action cards in hand at the end of their turn, they immediately take all of their Action cards back. This player has just completed an Action card cycle. This is also called "recycling".

## FINISHING A GAME

The game is over when a player earns their fifth VP. The Active Player may use all their remaining Actions while finishing their turn. They can thus score more VP if possible. In any case, the winner is the player with the greatest number of VP at the end of this turn.



## OPTIONAL RULES

### USING THE FIGURINES

As soon as a character is revealed, you may replace its token with the matching figurine. When a character is wounded, replace its figurine with the corresponding token, face-up. The figurine can be used again as soon as the character is healed.

### PLAYING WITH A TIMER

During a game of Dungeon Twister, choices and possibilities are tremendous and luck is almost non-existent. Because of this, players can spend a great deal of time trying to figure out the best strategy.

After a few games, we strongly advise you to play Dungeon Twister in turns of 2 minutes or less. If you have not carried out all of your Actions by the end of these 2 minutes, any remaining Action is lost.

If after revealing a room your opponent has to place objects of your color, they have 5 seconds to do so, starting from when you have placed everything you were required to in this room. When the five seconds are up, if your opponent is not done placing the objects of your color, you get the right to place them yourself.

During a Combat, once you have placed your Combat card face-down, your opponent has 5 seconds to place his own Combat card. If they do not do this within the next 5 seconds, it is considered that they played their "Combat +0" card.

You get 1 extra minute if one of your character drinks a Speed Potion.

### PLAYING WITH HIGHER VICTORY SCORES

If you wish to play longer games, we suggest you to change the number of VP necessary to win from 5 to 6, 7 or even 8. Longer games bring a different dimension to game play and allow you to use more characters and objects. A 5 VP game is definitely quicker, but you are sometimes missing the opportunity to put to use all of your characters.

Players must agree before the beginning of the game whether they should play for 5, 6, 7 or 8 VP.

## A BEGINNER'S GAME (SIMPLIFIED RULES)

The Dungeon is shorter: 6 rooms (3 pairs) instead of 8 (4 pairs). The starting lines are used as per the Standard Rules. Each player deploys 6 characters (instead of 8) and 4 objects (instead of 6). Thus, remove the Wall-Walker, the Mekanork, the Speed Potion and the Armor.

Each player must place 4 of their characters on their starting line. Each player must place their 4 objects and their 2 remaining characters on the board, two tokens per room. The game is played to 5 VP.

### HANDICAP

Because Dungeon Twister is not based on luck, it can be truly difficult for a beginner to win against an experienced player. Hence, it is strongly recommended that a handicap be given to the experienced player (like in a game of Go). The experienced player can play the game with only 4 to 7 characters, depending on the difference in skill between the two players. 4 characters must always be placed on the starting line.

During a handicap game, the maximum token capacity of a room may not be reached. For a greater handicap, the handicapped player may also remove some higher value Combat cards from their deck (for example, they might remove the "Combat +5" and "Combat +6" cards).

Let's take the example of a very experienced adult player opposed to a young beginner. The adult could start the game with 5 characters and all his cards, save for the "Combat +5" and "Combat +6" cards.

When playing a handicap game, a player still wins with 5 VP.

PLAYER LEVEL	NUMBER OF CHARACTERS PLAYED	COMBAT CARDS REMOVED
Very experienced player against experienced player	6	-
Very experienced player against good player	5	-
Very experienced player against beginner player	6	+5 & +6
Very experienced player against newbie	5	+5 & +6
Experienced player against good player	6	-
Experienced player against beginner player	5	+6
Experienced player against newbie	4	+6
Good player against beginner player	6	-
Good player against newbie	6	+6

## CHARACTER DESCRIPTIONS



### CLERIC HEALING

The Cleric can heal a wounded character on an adjacent square for 1 AP. Flip the wounded character token face-up (or replace the token with its figurine).

The healed character is not allowed to do anything else during this turn. The Cleric cannot heal himself and cannot heal a wounded character that he is carrying: he must drop the wounded character on an adjacent square before healing it. The Cleric cannot heal a character through a closed Portcullis. The Cleric may heal an enemy character (although there is not much for him to gain in a 2-player game!).



### GOBLIN UNDERDOG

The Goblin does not have any Special Ability, but he is worth 2 VP when he escapes from the Dungeon.



### MEKANORK CRAFTSMANSHIP

A Mekanork standing on a Rotation Gear is able to rotate the room in the direction of his liking by spending 1 AP per 1/4 of a turn. He can also rotate the matching room (same color, same number) in the direction of his choice too. Only the colors and numbers are of concern to the Mekanork as he never takes the direction of the arrows into account.



### THIEF DEACTIVATING PIT TRAPS

The Thief can move over a Pit Trap and even stop on it during her movement without the need for a Rope (she cannot do that however with Rift and Falling Rocks squares).

While the Thief stands on a Pit Trap, other characters of the same color may cross over, benefiting from her presence.

This Special Ability does not work however if the Thief is wounded. Hence if she is wounded on a Pit Trap and is not carrying a Rope, she falls in the trap and dies immediately, earning 1 VP to its opponent.

### LOCK-PICKING

The Thief can open a closed Portcullis for 1 AP. The Thief must be on one of the two squares adjacent to the Portcullis to do so. Place an Open Portcullis marker on the Portcullis. All characters can now cross this Portcullis.

The Thief can also close an open Portcullis for 1 AP. The Thief must be on one of the two squares adjacent to the Portcullis. Remove the Open Portcullis marker from the Portcullis. No character may cross this Portcullis any longer, at least not until it is reopened or broken.



### TROLL REGENERATION

When wounded, the Troll can regenerate for 1 AP. Flip his token face-up (or replace the token with its figurine).

However, a Troll cannot regenerate during the turn he was wounded. And during the turn he regenerates, he cannot perform any other Action.

The Fireball immediately destroys the Troll, preventing him from regenerating. For evident reasons, this Special Ability works when the Troll is wounded.





## WALL-WALKER WALKS THROUGH WALLS

The Wall-Walker can walk through a wall for 1 AP. She must be in front of the wall, spend 1 AP and move to the adjacent square on the other side of the wall provided it is a valid square for her to finish. This wall-walking does not count as a movement, but is considered as a distinct Action.

This Special Ability does not allow her to reveal a new room located on the other side of a wall. Nor does it allow her to cross a closed Portcullis.

A Wall-Walker can move through a double wall as if it was a simple one for 1 AP (a double wall can appear with two adjacent rooms).



## RED DRAGON FIRE BREATH

For 1 AP the Red Dragon can spit fire on the first character in a direct line of sight (exactly like the Fireball) with no distance limitation. The effect is exactly the same as the projectile produced by the Fireball Wand, meaning that the target character is instantly killed without going through the wounded state. The Red Dragon can spit fire as many times as he wishes during the game.

On the other hand, he cannot move except through the use of special objects (for example, the Teleportation Ring). Red Dragons cannot jump.

### PRESTIGIOUS

A player who eliminates an opponent's Red Dragon earns 2 Victory Points instead of 1.



## GOLEM BREAK WALLS

The Golem can break an adjacent wall for 1 AP. Place a Broken Wall marker on the targeted section of wall. The Golem can only break 3 walls during the entire game.

When it breaks a wall, the Golem does not automatically move onto the square behind it. He must spend 1 AP to move and cross to the other side of the broken wall.

Broken Wall markers are placed on one room only and stay on the room when it rotates. Broken sections of wall are treated like open or broken portcullises for purposes of movement and line of sight.

A Broken Wall marker is always placed in only one room and never in between 2 rooms. Because of this, a Broken Wall marker always belongs to one and only one room; it also only covers one wall section on a specific square.

*Special Case: If two walls belonging to two different rooms are next to each other, then they create a "double-wall". A Golem wishing to break a "double-wall" has to spend 2 AP to break both walls. Place then a Broken Wall marker on each wall of each room.*



## ILLUSIONIST ILLUSIONS

The Illusionist can place a Pit Trap or a Rubble Illusion marker on the board for 1 AP. These illusions affect all characters but the Illusionist who created them. These illusions can be placed on any empty floor square in the Illusionist's line of sight.

Each Illusionist can only have one Pit Trap marker and one Rubble marker on the board (matching his color) at any given time. For 1 AP the Illusionist can dispell one of her own illusions (even if it is out of her sight) and immediately place it somewhere else in her line of sight. She can also simply take the marker back to reuse it later in the game.

The Pit Trap Illusion marker is treated as a normal Pit Trap by all characters except the Illusionist who created it. The Rubble marked square cannot be entered by anybody except the Ghost. It blocks the line of sight. Only the Illusionist can pass through illusions of her own color as if they were normal floor squares. However, she cannot stop on these illusions.

Pit Traps and Rubble created by the Illusionist are markers, and are not considered counters for the purpose of the 2nd Golden Rule ("Never more than 2 counters in the same square").

When the Illusionist is killed, all illusion markers matching her color are removed from play. If the Illusionist leaves the Dungeon however, her illusions stay in place.

The Illusionist is a Magic User like the Wizard, and can use Scrolls (but not the Fireball Wand which is specific to the Wizard).



## WARRIOR BREAKS PORTCULLIS

A Warrior standing in front of a closed Portcullis can break it for 1 AP. The Warrior must be on one of the two squares adjacent to the Portcullis. Place a Broken Portcullis marker on the Portcullis. The Thief cannot close this Portcullis. All characters can now cross this Portcullis. It will remain open for all till the end of the game.



## ELF SCOUT AGILITY

The Elf Scout can move over Pit Traps (not Rift squares) during his movement, but cannot stop on them.



## GHOST INCORPOREAL

During its movement, the Ghost can pass through any unwounded character. However, it cannot end its movement action on them.

It can pass through standard obstacles (Pit Trap, Rift, and Falling Rocks) or 3D obstacles (Fountain of Youth), but it cannot stop on them. It must end its movement on a valid floor square.

The Ghost cannot transport or use any objects or wounded characters. He can however finish its movement on a friendly wounded character or on an object like any other character provided it complies with the 2nd Golden Rule.

The Ghost can activate Rotation Gears normally. It is an undead character.



## PALADIN STRONG

The Paladin can carry 2 objects. It is an exception to the 2nd Golden Rule.

It can carry 1 object and 1 wounded character, 2 objects or 2 wounded characters.

If a Paladin is killed while carrying 2 objects, these 2 objects stay stacked together on the same square until somebody comes to pick one up. No character may enter the square and remain there with the 2 objects: this would be contrary to the 2nd Golden Rule!

A Paladin carrying two identical objects combines their effect. The Paladin does not lose its special ability when wounded.



## WEAPON MASTER COMBAT SKILLS

When the Weapon Master is engaged in a Combat, the player who controls her can look at the Combat card played by their opponent before playing their own Combat card. This ability also works when the Weapon Master is engaged in a group Combat (but not in a long range Combat). If more than one Weapon Masters are engaged in the same Combat, their abilities cancel each other out and Combat proceeds as normal.



## WIZARD LEVITATION

The Wizard has the permanent Special Ability of Levitation which allows him to move over Pit Traps, Rift, Falling Rocks, 3D Obstacles and enemy characters (alive or wounded) during his movement (this does not require the player to spend any additional AP). However, he cannot stop on a character or on an obstacle as he must still stop on a valid square and abide by the second Golden Rule. This magic Ability qualifies him as a flying character.

### MAGIC USER

The Wizard is a Magic User. He is the only one to be able to use the Fireball Wand. And he can use Scrolls as well as any magic object specific to Magic Users.



## PICKPOCKET SHOPLIFTING

The Pickpocket can steal an object from an adjacent enemy character (no diagonals) for 1 AP. Take the stolen object and place it under the Pickpocket. It cannot steal an object if it is already carrying one. A wounded character is not an object and therefore cannot be stolen.