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SETUP

Choose the variation (i.e. level) of game you want to play.

Variation	#of Adv.	Deck Size	EL
Beginner	4	65/65	4
Starter	4	65/65	5
Standard	4	80/80	5
Elite	3	60/60	5
Champion	4	70/70	6
Master	4	60/60	6
Delver	4	100/100	6

**Blue rows indicate these formats are playable with just the starter.*

of Adv. Number of Adventurers allowed.
Deck Size Number of cards in the Crawler or Dungeon decks.
EL The number of points allowed in play by the Encounter Limit.

Place all your Tokens in a pile nearby for easy access.

CHOOSE AND PLACE ADVENTURERS

Choose the number of Adventurers as stipulated by the variation you are playing (pick randomly or choose). Arrange them in front of you in Marching Order from left to right; the Adventurer on the left will be the Primary Target (i.e. they will be attacked by the Dungeon during each encounter). Adventurers with higher life scores make good Primary Targets.

BUILD, SHUFFLE AND PLACE DECKS

Build the Dungeon Deck.

Either select the required number of Dungeon cards at random or pick the exact cards you want in the Dungeon Deck. Shuffle the deck and place it face down alongside the top of your play area (opposite side to your quests).

Build the Crawler Deck. Either select the required number of Crawler cards at random or pick the exact cards you want in the Crawler Deck. Shuffle the deck and place it face down alongside the bottom of your play area (opposite side to your quests).

Leave enough room near the decks so that you have space for your discard piles (the Crawler Grave and the Dungeon Grave).

CHOOSE AND PLACE QUESTS

Choose 3 Quests that you can accomplish with the Dungeon deck you are playing against (i.e. don't pick a quest that requires you to kill goblins if there are no goblins in the deck).

Place your Quests cards nearby, so that you can reference them easily (e.g. in a vertical line alongside the play area).

When a Quest is completed turn it face down, do this as soon as the Quest is completed.

DRAW YOUR HAND

Draw 5 Crawler cards from your Crawler deck; 5 cards is your standard Hand Limit.

Your setup is now complete, time to begin the game.

PLAYING THE GAME

During your turn, perform the following steps in order.

1: BUILD ENCOUNTER

Draw cards from the Dungeon Deck to build the round's Encounter.

If you need to draw a Dungeon card and cannot, you have won the game (see Winning and Losing).

When the Cost of all cards (indicated by the number located in the top left hand corner) equals the Encounter Limit, stop drawing cards. If a drawn card's cost exceeds the Encounter Limit then place it face up on top of the Dungeon Deck.

The drawing of Dungeon cards can be affected by special circumstances, such as - Bust, Flip and Pull (see Solitaire Glossary for definitions). In addition some card attributes can trigger as a result of cards coming into play.

Only Crawler cards that affect these 'coming in to play' attributes can be played at this time.

2: RESPOND

Cards can be played from your Hand and abilities can be spent from Permanent cards in play to manipulate the Dungeon cards in the Encounter. This step is mainly used to remove and affect cards that have Combat Triggers (see glossary) and attributes such as 'Frenzy'.

3: COMBAT

COMBAT TRIGGERS

Some abilities occur before combat, these Combat Triggers would occur now. Crawler cards cannot be played at this time.

ADVENTURERS ATTACK

You attack Dungeon cards in this round's Encounter by Activating Adventurers for Power and playing cards from your Hand or using abilities of Permanent cards in play. Sum up your total Attack Power. If the Power at least meets the Dungeon's total Stamina, then you have won the attack. You are now

eligible to place a Wound(s) and other effects (if applicable) to Dungeon's cards.

DUNGEON RETALIATION

You defend against the remaining cards in this Encounter, by activating Adventurers for Stamina and playing cards from your Hand or using the abilities of Permanents in play. You then sum up your Stamina. If the Stamina at least meets the Dungeon's total Power, then you have successfully defended the attack. If you don't successfully defend the attack then a Wound(s) or other effects are applied to the Adventurers (typically the Primary Target). If any Adventurer has as many Wounds as they have Life, remove them from Play immediately.

If you have removed your last Adventurer, you have lost the game (see Winning and Losing).

Cards that can only be played when a Wound is received can be played now.

Also, Crawler cards that can remove Wounds, Poison, etc can still be played after the Wounds, Poison, etc have been assigned. You do not have to wait until your next turn.

4: END ENCOUNTER

Crawler cards can no longer be played after you start this step.

DROP CARDS

You may choose to drop any number of unwanted Crawler cards from your Hand.

REMOVE CARDS

During this Step Remove anything from Play that:
Has "0" Stamina/Life Score.
Is NOT a Permanent.
Does NOT have a Time Token on it.
Is NOT an Adventure card.

Characters with Life Scores/Stamina that have been increased by another card's effects will remain in play until the other card leaves play. If a card is being kept in Play by another card, do a removal of all appropriate cards, then double check to see if any dependent cards can leave play as well.

REMOVE TIME TOKENS

Remove 1 Time Token from each card with Time Tokens on it.

REMOVE POISON TOKENS

Remove 1 Poison Token from each card with Poison Tokens on it. Put a Wound Token in its place. If that Character or Adventurer has as many Wounds as they have Life, remove them from Play immediately.

If you have removed your last Adventurer, you have lost the game (see Winning and Losing).

RESET CARDS

Turn all cards in Play so that they are upright unless they have a Lock Token on them.

REMOVE LOCK TOKENS

Remove 1 Lock Token from each card with Lock Tokens on it.

MAINTAIN PERMANENTS

Check to see that you can still afford your Permanent Crawler cards with the Resources remaining in Play. You may also choose to Discard any Permanent Crawler cards from Play.

DRAW HAND

Draw up to your Hand Limit in Crawler cards from the deck. You must Draw at least 1 card even if it exceeds your Hand Limit.

If you need to draw a Crawler card and cannot, you have lost the game (see Winning and Losing).

DISCARD

If you have more cards than your Hand Limit you must Discard down to your Hand Limit at this time. You may choose which cards to Discard from your Hand.

END ROUND

Return to Step 1 and begin a new Round.

WINNING AND LOSING

In Solitaire you must complete the specified number of quests you have for your chosen format or deplete the Dungeon Deck in order to win (i.e. when you need to draw a Dungeon card in step 1 and there are none left).

Completing 2 Quests wins a standard game, but you can choose 1 Quest or 3 Quests. You win the game as soon as you have completed the correct number of Quests, you do not have to end the round.

Completed Quests remain completed for the rest of the game (e.g. "Den of Evil" requires you to get 30 Characters in the Grave. Once 30 Characters are in the Grave it is completed. If the number of Characters in the Grave is reduced, the Quest remains completed).

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.

ADDITIONAL INFORMATION

See the Glossary of Terms for details of attributes, abilities and commonly used terms.