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PRELUDE

Nearly a century has passed since the Black Tusk invasion ended and the eight Grassland Tribes united in defense against the tyrant horde. One by one the virtuous Chieftains met their fate on the battle grounds, all except for one, Kreadore Keldorn. With only one chieftain remaining, many of the grassland tribes became lost without their leaders and civil brawls broke out for the right of ascension.

The valiant Chieftain Kreadore's reputation rose above the turmoil of the tribes, and the challenge for leadership ended. Kreadore made a declaration to the grassland people that the lands would be his daughter and those within were under his protection. The people united under one flag, the flag of Keldorna. This brilliant white flag bares a seven point crimson eagle as a monument of the seven heroic Chieftains that gave their lives for the people. Pleased with the new King, the people were quick to take his lead and slept peacefully knowing they were protected...

But today, the kingdom is ruled by Kreadore's descendant and a new terror threatens the land. It is now the strength of King Maurtius Keldorn that the people turn to. He must now face the challenges that lie ahead as their southern border is threatened by a mysterious army making their way across the wastelands from the Ruins of Zhira. They lie in wait at Keldorna's border behind their black wall and towers.

DUNGEON CRAWLER™

Welcome to the first installment of our expandable card game, Unbound. Unbound is the first set in a series where you enlist the help of Adventurers, and set out to diminish the evils that terrorize the lands. As you adventure, you will cross paths with a series of encounters that may include various villainous characters, deadly traps, daunting locations, and challenging events.

Alone or with friends you are sure to embark on epic journeys through distant lands that will keep you spellbound game after game.

Dungeon Crawler™ offers a variety of formats to fit your gaming interests. Our supported formats include: solitaire (1 player), competitive (2 players), co-operative (2-4 players) & multi-player (3-6 players).

INTRODUCTION

Welcome to Dungeon Crawler™ the expandable card game.

The world of Ara is fraught with many dangers, it is up to a few noble Adventurers to take up their swords and make a difference in this world to keep the darkness at bay.

Additional rules on specific formats such as Solitaire, Competitive, Cooperative or Multi-player can be found online at www.dungeoncrawler.com. Please feel free to visit our forums if you have any questions or concerns. We also have predesigned Campaigns available for when you choose to expand your collection.

Designed to be played with 1 player, the Starter set comes with 5 Quests, 5 Adventurers, 30 double-sided tokens, a 65 card Crawler deck and a 65 card Dungeon deck.



GETTING TO KNOW YOUR CARDS

There are three core types of cards: Adventure, Crawler and Dungeon cards. Adventure cards are not played in decks, but Crawler and Dungeon cards are. Adventure cards have gold backs and are divided into two categories: Adventurer and Quest cards.

CARD TYPE, ARTIST & SET SYMBOL

Card Types are labeled in the left hand margin in a black text tab, and each is marked with an icon in its top left hand corner. There are a total of 10 different types of cards: Adventurer, Quest, Equipment, Magic, Skill, Tactic, Character, Event, Terrain and Trap- all of which will be shown in their respective card type images like the one below.

The Set Symbol can be found at the top right hand side. Credit to the artist can be found on every card at the top, just below the card's name.

RARITIES & CARD NUMBER



Card Rarities and Card Numbers are found at the bottom right of the face of the card.

**A good rule of thumb for figuring out which card is more difficult to find than another is to count the number of edges the icon has. The more edges a rarity symbol has, the less likely it is found. A common has 1 edge (as a dot), while an infrequent has 3 edges (as a pyramid), so an Infrequent is harder to find than a Common.*

Adventure cards are distinguished from other cards because they are not shuffled in to decks, but instead are placed face up during game play.

ADVENTURE CARDS

Card Back

Card Name

Class (Boost Icon)

Adventurer Human

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

Life Score
(determines the number of wounds endured before death).

Set Symbol

Artist

Card Attributes

Resources

- Equipment
- Magic
- Skill
- Tactic

Alignment

- Good
- Neutral
- Evil
- Chaotic

Flavour Text **Card Number** **Rarity**

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.

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.

QUEST CARDS

In Solitaire or Co-operative format you must complete the specified number of quests you have for your chosen format or deplete the Dungeon Deck in order to win, for other formats these can be used to obtain additional points to get you closer to a win. *Please refer to the appropriate format segment for specific conditions.*

When constructing your own Dungeon deck you should try to strategically select Quests according to what you have chosen to be in the Dungeon.

In the Competitive format of play you will have to assume what is in your opponent's Dungeon. Quests in this format will not determine win conditions; they only add to the cumulative scoring.

Once you have fulfilled the requirements for a Quest, **it is completed.**

For instance: The Quest, "Den of Evil" requires you to get 30 Characters in the Grave in order to complete the quest. Once you have confirmed 30 Characters are in the grave the quest is considered complete. Should the number of Characters in the grave be reduced, it will not affect the completion of your quest.

ADVENTURER CARDS

Adventurers have 4 stats shown along the bottom of the card, and provide versatility to your adventure, *seen on page 2.*

Select the number of Adventurers needed for your game format (which may consist of multiple copies of the same one), to face the Dungeon, and form your Party of Adventurers. These cards will provide you with Life Scores, Classes, Alignments, and Resources to enable you to take advantage of Boosts, Triggered Effects, and card costs; we recommend that you chose them in conjunction with your Crawler Deck as well as your Dungeon Deck, when possible.

ADVENTURER CLASSES

The first icon found on the bottom left is called the Class icon, this stat allows Adventurers to enhance certain Crawler cards called Boost cards, *examples of various classes can be seen in the image to the right.*

If an Active Adventurer has a matching Class icon to either **one** of the icons on a Boost card textbox (found on some Crawler cards), the player can choose whether or not to use that ability instead of the Basic textbox ability.



RESOURCES

The next group of icons are the Adventurer's Resources. Each Adventurer can provide their best/highest Resource type to the Party as the highest available Resource, but only one Adventurer may provide the highest Resource type (Equipment, Magic, Skill, or Tactic) for each round. An Adventurer may also provide more than one of the Highest Resource Types.

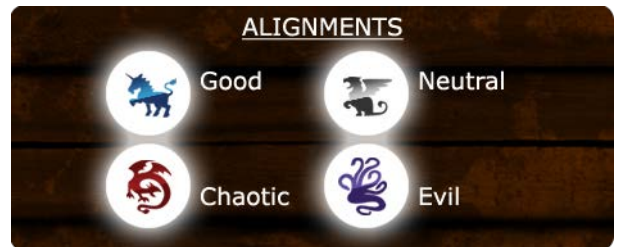
The provided resources are then used as a pool by the Party each round as long as the Adventurer providing the type needed is Active, otherwise the value of the available type will default to the next highest.

The Adventurer with the highest score in any given Resource is the best at what they do, there is no one better than them at working Equipment, Magic, Skills or Tactics. If they should leave play or be Locked, the Adventurer with the next highest score steps up to provide their Resources.



You will notice that each of the Crawler cards (shown on page 4) have a large number at the top left with symbols matching the above resource icons; this indicates the Cost to put that card into play. The Resource points are then used until that card leaves play, at the End of the Encounter, Step 4.

LIFE SCORE & ALIGNMENT



The last stat found on the bottom right is the Adventurer's Life Score and Alignment. When the Adventurer has attained as many Wounds as they have Life they are sent to the grave. The Alignment of your Adventurers can trigger certain effects, but they are not found in the Starter.

**You will notice that the Adventurer's do not have a Power or Stamina score listed, this is because they must Activate to commit either 1 Power or 1 Stamina to Combat and rely on their Crawler cards to enhance their combat scores further.*

An example of a Boost Card can be seen on page 4, in the Crawler Cards Image, as the Skill Card, Cleave.

CRAWLER CARDS

Card Name

Card Back

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.

Boost Icon (Class)
This attribute can be activated when you have an Adventurer that has 1 of the 2 boost icons.

Flavour Text

Card Number

Equipment **Magic**
Skill **Tactic**

Matching Resource Icons on Adventurer Cards.

Quick Reference Tab
This tab will contain information about card type and subtype.

Cost (1 Magic Resource)

Set Symbol

Artist

Standard Card Attributes

Disruption Type 1
This attribute can only be used in competitive format.

Cost (0 Tactic Resources)

Disruption Type 2
The attributes in this dual colored box can be used in solitary and competitive format.

CRAWLER CARDS

Crawler cards are your Adventurer's bag of tricks to deal with the Dungeon. These cards can be brought in to play after the Encounter has been drawn as part of the Respond & Combat steps. There are four kinds of Crawler cards; Equipment, Magic, Skills and Tactics.

Equipment cards are the physical items that the Adventurers use to protect, circumvent or slaughter their enemies and obstacles.

Magic covers the celestial, terrestrial, elemental and even the sorcerous powers of the universe wielded by mortals.

Skills are the trades that the Adventurers have learned during their exploits, abilities they can physically do or have trained to achieve.

Tactics represent the use of wits and cunning, by outmaneuvering your enemies, employing innovative strategies, and altering the terms of the encounter.

There are three sub-variations on the Crawler cards: Basic cards, Boost cards and Disruption cards.

BASIC CARDS

Basic cards are Crawler Cards that contain one textbox of attributes; these cards can be brought into play as long as you can afford the corresponding cost.

BOOST CARDS

Boost cards function similarly to Basic cards, but have a second textbox. The attributes in this textbox can be used if the controller has an Active Adventurer in play with one of the matching Class icons. The controller chooses whether or not they want to use the basic attribute or the boosted attribute, not both.

DISRUPTION CARDS

Disruption cards are cards that can be used to protect your Adventurers or manipulate the Dungeon. They can also be used against your opponent(s), allowing you to interfere with their progress against Dungeon Encounters.

There are two versions of Disruption cards, they function essentially the same way. One has a single half red & half white textbox, while the other has two separate textboxes; one white and one red (*see image above*).

The dual colored box is usable in any format. The individual white textbox is beneficial to personal use, and the red box can only be used against an opponent in Multi-player or Competitive formats.

DUNGEON CARDS

Card Back

Armour Attribute

Character Size

Attack Power

Life Score/Stamina

Card Name

Creature

Event

Terrain

Trap

Cost (3)

Set Symbol

Artist

Draft
The purple text box indicates that this is a draftable card in competitive formats. This card can be put into the controller's hand instead of coming in to play. This card will count against your hand limit.

Come Into Play
This effect occurs before any more cards are added to build the encounter.

Quick Reference Tab
This tab will contain information about card type and subtype.

Standard Card Attributes

Time Limit (2)
Indicates a special effect which adds 2 "Time" Counters to this card, this will precede the card's attributes.

Flavour Text

Card Number

Standard Card Attributes

Win Condition
Blue text indicates a win condition.

Lose Condition
Red text indicates a lose condition.

DUNGEON CARDS

Dungeon cards build the Encounters your Adventurers will face. There are four kinds of Dungeon cards; Character, Event, Terrain and Trap, see above.

The claw represents **Characters** which are the adversaries that will impede your progress.

The weathervane represents **Events** which affect the overall Encounter, it could be a change in weather or luck as the fates conspire against you.

The skyline represents **Terrain** which can change how easily or difficult a battle can be, and this imitates these effects.

The Steel Jaw Trap represents **Traps** which are sprung on the unwitting Adventurers as they slog through the Dungeon, usually these will vanish once triggered.

The three sub-types of Dungeon cards are Basic cards, Draft cards and Condition cards (such as Damsel).

DRAFT CARDS

Draft cards are Dungeon cards with Normal attributes that have been given the attribute of Draft, these cards are indicated with a purple textbox, see image above. Character cards with Draft also have a textbox indicator.

The Draft ability must be decided on when the card comes in to play before anything else is determined (even before a "Come Into Play" ability). If it remains in play, it then acts as any other Dungeon card and functions as normal.

As part of the Draft effect, when Draft cards are brought in to play during the Encounter Draw Step, the player that owns the Dungeon can decide whether or not to bring that card to their Hand (this card does count against the Player's Hand Limit).

The possessor may then return the card to play (in a new round) against their opponent while building the encounter as long as there is still room in the encounter Limit to support the cost of the Drafted card.

COME INTO PLAY CARDS

Some Dungeon cards have a "Come Into Play" effect indicated by a black box with a white arrow. This is an immediate effect on a card.

CONDITION CARDS

Condition cards effect game play, but also have triggers that give specified results based on whether something was accomplished, like "Damsel" which has a Win/Lose condition or "Striding Strike" Which allows you to act if you have won Adventurer Combat.

TOKENS



There are 8 different types of Tokens found in the Starter. Quest counters can be found on the back side of each Token. These are; Lock, Quest 1, Quest 5, Quest 10, Poison, Spent, Time and Wound Tokens. Most Tokens are managed in a sequential order during step 4, after declaring the End of Encounter.

Lock Tokens are used to signify if a card has been Locked. **Locked cards are considered Inactive.** Instead of Resetting a card with this Token, one Lock Token is removed in its place.

Poison Tokens are used to signify if a Character or Adventurer have been Poisoned. **When a Poison Token is removed from each card it is replaced with a Wound Token.**

Quest Tokens are used to either keep track of Quests with a required number of successes, such as sending 9 goblins to the grave, or to any kind of tracking which may involve a count. For instance you could use the Quest Tokens to keep track of which Target certain cards have.

Spent Tokens are used to mark a card that has an Ability that has been used. Examples include; Belt Pouch, Brawling or Rampage on the Infernal Minotaur.

Wound Tokens are used to track the number of Wounds a Character or Adventurer has, and are managed during combat.

Time Tokens are used to keep track of the duration that a card remains in play. **Instead of removing a card from play when they have Time Tokens on them, remove a single Time Token.**

SIZES

- PUNY
- TINY
- SMALL
- MEDIUM
- LARGE
- MASSIVE

CHARACTER TYPES

- | | |
|---------------|--------------|
| ANIMAL | MONSTER |
| COLLECTIVE | NETH |
| CREATURE | OUTSIDER |
| DAMNED | QUINTESSENCE |
| EIDOLON | SOUL |
| ELEMENTAL-KIN | SPIRIT |
| GOLEM | UNDEAD |

CREDITS

Game Design: Jey Legarie.

Technical Writing: Jey Legarie & Evelyn Rodriguez.
 Technical Writing Assistance: David Thies & Richard A. Edwards.
 Proof Reading: Kathy Bishop.

Package Art: Jey Legarie & Steve Brigantino.

Testing: Rick Baarda, Mark Borer, Raf Brusilow, Amy Cater, Bowah Leung, Brian Modreski, Evelyn Rodriguez, & Shui Yik-Au.

Card Art: David Bezzina, Ricardo Boronat, Steve Brigantino, Simon Buckroyd, Lauren K Cannon, Amy Cater, Brian Curtis, Jennifer Duczmal, Mikael Dupuy, Priscila Fernandes dos Santos, Falk Hansel, Neil LaPointe, Jey Legarie, Alex Li, Claudio Pozas, Kira Santa, Nicolas Tribehou, Jared von Hindman, Manny Vega, Daniel Alexander, & Vanessa Walsh.

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BASIC QUICK REFERENCE GUIDE

STEP 1: BUILD THE ENCOUNTER

- I. Build/Draft (check for Lose Condition)
- II. Come Into Play
- III. Bust (*Swift*)
- IV. Flip (*Swift*)
- V. Pull

STEP 2: RESPOND

STEP 3: COMBAT

- I. Combat Triggers (*Frenzy/Disguise/Snare*)
- II. ADVENTURERS ATTACK
 Deliver Wound(s)
- III. DUNGEON RETALIATES
 Deliver Wound(s) (lose your last Adventurer you lose!)

STEP 4: END ENCOUNTER

- I. Drop Cards
- II. Remove Cards
- III. Remove TIME Tokens
- IV. Remove POISON Tokens
- V. Reset Cards
- VI. Remove LOCK Tokens
- VII. Maintain Permanents
- VIII. Draw Hand (check for Lose Condition)
- IX. Discards to Hand Limit
- X. END ROUND (check for Win Condition)

Next player (repeat above for each player)

END MATCH (Check Win/Lose Conditions)

Some circumstances may vary for Rounds, Steps and Win/Lose Conditions please check attributes & format rules for more details.

GLOSSARY of TERMS

The rules of game play cannot cover every puzzle scenario that you may encounter, and in many cases special abilities on the cards can supersede the core rules of engagement. Enclosed is a list of terms and the definition of their special abilities. For the most up to date answers to Frequently Asked Questions, or Errata regarding card interactions check us out on the web at www.dungeoncrawler.com/ecg/.

*Some card attributes indicate that an action **must** be done in order to proceed forward in the encounter some card actions are, "Activate", "Attack", "Defend", "Restock", "Spend", "Rampage", and "Come into Play". Other attributes refer to a status of a card such as Active, Locked, Wounded, Removed from play, Poisoned, and Activated. Then there are cards that possess attributes that simply indicate that these are characteristics that can be targeted by other cards; to negate their effects, boost the encounter pool, or even remove cards from play, these kinds of cards add flavor to each encounter.*

Activate

"Activate" is an "Action" taken by cards in play. To Activate a card simply turn it at an angle of 45-90 degrees. This signifies the card is in use. Once a card has been "Activated", it cannot be used again until it has been "Reset". Typically Adventures are "Activated" to indicate that member(s) of the party have been designated to attack or defend, however other card attributes can cause cards to prematurely "Activate" simply to expend an available action.

Once an **Adventurer is activated** they are no longer eligible to contribute to actions, but they can still be used to access resources and class boosts. **Activated Dungeon Cards** (Characters or Traps) cannot Attack, but all card attributes are still applicable for the encounter and they do contribute Stamina for defense. In addition, Dungeon Attackers will activate to attack.

*If an external source (cards put in play) allows an Adventurer/Characters to "Reset" they may choose to "Activate" again to contribute to the parties "attack" or "defense"; **BUT they can only contribute to the attack once or to the defense once each Round**, regardless of whether or not they have been Reset multiple times by other cards.*

Active

Active refers to the status of cards in play; this will typically refer to the status of Adventures, but can refer to the status of Characters (Dungeon) during the current encounter. Active cards are cards that have not been Locked, "Removed from Play", or reshuffled into the Deck at the time the Active status is accounted for. This state should not to be confused with the action "Activate".



Adjacent Target

Adjacent target(s) are cards in descending order (left to right) from the Primary target. In the event there is no card in descending order (for instance the Primary target is the last Adventurer), then the adjacent target would cycle back to the Adventurer first in Marching Order then descend up to the encounter's Primary target. *See also definitions for Primary Target and Marching Order.*

Ally

All Characters or Adventurers (dependent on which card type is being affected) in Play are Allies. However, there are cards that affect Active Allies this would require for the ally to be of Active status (in play and not locked), in order to be accounted for.

Amphibious

This is a keyword attribute which can trigger various card effects.

Aquatic

This is a keyword attribute which can trigger various card effects.

Area (#)

Area is an attribute that enables either Crawler or Dungeon cards to deal wounds to multiple targets. The number associated with "Area" indicates the total number of targets that may be wounded by this attribute. For example, an "Area 2" will target the Primary target and one Adjacent Target when the attack is coming from the Dungeon. When the attack is coming from the Adventurers this will be 2 individual targets of **your choice** (the controller of the Crawler card) that can be affected by the attack, attributes like immune (damage type) or stealth may prohibit the affect of the wound. Area attacks cannot affect the same target(s) twice.

Armour (#)

Armour is an attribute, typically noted on Dungeon cards, which adds to the Dungeon's Stamina pool by the attributes numerical value, but does not add to the Character's actual Life score.

Assign

Assign is an attribute that refers to a conditional permanency, allowing you to assign the card to another card, this card will remain in Play until the card it is assigned to leaves Play, is dropped from play at the end of the encounter, or removed by another card. This card also consumes Resources to pay its Cost as long as it remains in Play.

Attackers (two part definition)

1. Attackers are any Card that provides an Attack Value on its own during combat; for instance Adventurers, Characters, and Traps have predetermined attack values. This would exclude cards like "The Damsel" where no Attack indicator is on the card, but would include Adventurer cards where there is no visible Attack indicator; because we know that they gain an attack value of 1 (per Adventurer) when activated to attack. In addition, cards like "Phantom" possess an attack indicator of 0, and are considered attackers although they contribute 0 to the power pool, as they can be altered by additional cards brought into play. Cards

that alter power of attacks like equipment, magic, skills, tactic, terrain, or events: do not possess attack indicators, do not have predetermined attack values like Adventurers, and are not considered attackers.

ATTACKERS MUST ACTIVATE IN ORDER TO ATTACK.

2. The attribute, ATTACKER, as found on cards such as "Leather Armour", where Adventurers receive +1 Stamina per attacker, refers to the number of attackers at the time Adventurers would need defending, this would not include anyone that was not attacking at the time the Armour was being used.

*EXAMPLE: If the "Leather Armour" was being used to defend against the "Werewolf" (who is attacking with Frenzy- a combat trigger, and is the only card with a triggered attribute) then it would be a mere +1 to your defense. Other Dungeon Cards that are not attacking would not contribute to this attack, and Adventures would not contribute as they are currently defending. *** But the same would be said in the same encounter during the Dungeon retaliation, the "Werewolf" would not contribute, to the power of the attack, as he is no longer attacking for you to defend against. In addition, if the "Leather Armour that was used to defend against Frenzy it is no longer available for stamina, as it was already expended in another action. So, in some cases it is better to evaluate when an item would best serve its use.*

Bolster (name tag)

Gain +1 Power for each other card with this matching Keyword and name tag ability.

Boost

Boost cards are Crawler Cards that possess a white textbox with two Class symbols, in addition to the standard attribute textbox. This ability is permitted as an alternative if you possess an Active Adventurer with one of the two symbols. See Active, or Crawler Cards on page 4.

Burn

Place a card from the corresponding Crawler or Dungeon deck into the appropriate Grave.

Can Not Use

Cards of the specified type cannot be brought into play and cards that are in play (due to permanency) cannot be spent or provide attributes/bonuses, until the card possessing the "can not use (card type)" is removed from the play area.

If this card is not removed from play at the end of the encounter, before permanents are assessed for upkeep, the card of the specified type is still considered inaccessible.

FOR EXAMPLE: If time counters (which extend the number of rounds a card is in play) were able to be added to the event "Rushed" (cannot use Skills); when it would come time to check the upkeep for "Veteran" (permanent skill that increases your hand limit to 6) you would take note that this ability is no longer available. When proceeding to the draw sequence you would draw one card or to the default hand limit of 5. If your hand exceeds that limit (prior/after drawing) then discard your hand down to the default limit of 5.



Chaotic (alignment)

This is a keyword or Adventurer Icon that triggers various card effects.

Charge (#)

A bonus is added to the card's Power **only on the first Round** it comes in to Play. The number listed is the amount of Power added. For example, Charge 1 adds +1 to a card's Power.

Charm

Charm prevents a wound to its possessor unless the defender Discards a Tactic card or 2 other Crawler cards from their hand.

Cold (damage type)

Cold is a type of Combat damage, which may trigger benefits or penalties with other cards.



Come into play

"Come into play" is an iconic trigger that indicates that an immediate action occurs, as a response to the card coming into play.

Combat Trigger



Combat Trigger is an action that occurs prior to Adventurer Combat; often this trigger can result in a Dungeon pre-attack sequence where the opposition (the Adventurers) would have to take immediate defensive measures to prevent taking a wound. **Cards with "Combat Trigger" Attributes** will trigger each round prior to Adventure Combat as long as they remain in play.

If more than one combat trigger in play Defending player chooses which ability occurs first. In early prints of Dungeon Crawler, a combat trigger was defined by attributes.

Contact (affliction type)

Contact enables the possessor of the attribute to simply attack to deliver its ability; this cannot be prevented by stamina or reducing the power of the attack, as it is not dependant on the power of the attack. The type of affliction is a result of the attribute of contact, and either the contact or the type would have to be prevented, by other means such as Activation, or "Removal from Play" to stop it.

Cost

The cost of a card is the number (in the upper left corner of a card) that must be "paid," usually by the Adventurers providing Resources for Crawler Cards in Play or by filling the Encounter Limit for Dungeon Cards when building an Encounter. See pages 4-5.

Discard

Place a card from your hand (unless terminology specifies otherwise) into its corresponding Grave (Discard) pile.

Disguise

Disguise is a "COMBAT TRIGGER" that permits the attributed card to double its power, and attack before the Adventurer Attack sequence **if no other "Characters"** are in play. Otherwise, the card attacks, without Disguise, as part of the Dungeon Retaliation.

Disruption

Disruption cards are Crawler Cards that possess both a normal play attribute (as a bonus to your encounter) and an interruptive attribute where you can use the card, based on terminology, to meddle with your opponent's encounter. These cards are identifiable by the dual color textbox (red & white) or two individual textboxes where the white represents the normal attribute (usable during your encounters) and the red represents the disruption (useable during your opponent's encounters).

Disruption cards that you play against an opponent will remain in play until the Removal of Cards on your turn and consume resource costs while in play. See *Disruption Cards* on page 4.

Distance In Combat

There are 4 distances used in combat. When Characters come in to play they have all of their bonuses from Distance already intact. You must strip that bonus from them by meeting or exceeding their Distance.

Hierarchy of distance is: melee < reach < thrown < ranged.

Melee is the first step in the hierarchy of distance and is the shortest distance in combat (*this is the default distance for Adventurers*) it is often followed by a damage type/affliction and an increase in power.

Reach + (#) is the second step in the hierarchy of distance it is often followed by a damage type/affliction and a quantity of increased power.

*Unlike melee, bonuses given to Character cards with the attributes of reach, thrown, or ranged may be negated by **matching or defeating the length of distance** in the attack. Once the distance is met or exceeded the power bonus of the defeated distance is negated.*

Thrown + (#) is the third step in the hierarchy of distance and is further in distance than Reach in combat; it is often followed by a damage type/affliction and a quantity of increased power.

Ranged + (#) is the last step in the hierarchy of distance and is the farthest distance in combat, it is often followed by a damage type/affliction and an increase in power.



Draft

Draft cards are Dungeon cards with a purple textbox. To draft is to permit the controller of the card to pull the card from play and into their hand before "Come into Play" abilities or other cards are drawn to complete the Encounter Build. If the Draft card completes the Encounter Limit you may still choose before your opponent's (the person facing the Encounter) response sequence to draft the card to your hand. Then the encounter would continue to fill to the limit as if the card were never played.

While the card is in hand, it contributes to your hand limit, and may be brought into play during your opponent's encounter build (in a new round) as long as it does not replace cards already in play. It may Bust the Encounter Limit if there are still points remaining in the Encounter Build. See Draft on page 5.

Draft for Solitaire format, ignore the ACTION of Draft. Although the card may not be Draft-able, the other attributes will still affect game play.

On "Recurring Villain" the cards Draft ability is indicated by the PURPLE TEXTBOX, the attributes of the textbox contribute to an encounter in Solitaire as if an opponent (in this case the Dungeon) had just played the card, and trigger the card's "Come into Play" effect.

Drain (#)

If a card with this attribute successfully attacks (dealing a Wound to an Adventurer), then Burn the number of cards indicated from all Attackers with the Drain ability from the Crawler deck as a total.

Draw

The action of "Draw" in Game Play sequences indicates that one would take cards from their Crawler Deck and place them in their hand; however "Draw" also indicates that one may take cards from the Dungeon Deck and put them in the play area to build an encounter. The attribute of "Draw (#)" is typically followed by an indicating deck type and quantity to be drawn,

In the event no type is identified consider the other variable attributes on the card and the card type that is being attributed for the type of cards to be drawn.

Dungeon Retaliation, see *Basic Quick Reference Guide*, page 6 or *Combat in your chosen Format Rules*.

Encounter

The encounter is the point in Game Play, where Dungeon Cards are brought in to the play area for Combat, until the moment where the last wound is placed, just before dropping unwanted cards from your hand and removing cards from play. See *Basic Quick Reference Guide*, page 6.

Encounter Limit (+ #)

The default **Encounter Limit** is chosen depending on the Format of the game being played and sets the maximum total Cost for all Dungeon cards in play during each Encounter. "Encounter Limit" as an attribute is frequently followed by (+ quantity), cards with this attribute increase the default Encounter Limit by the designated quantity while in play.

Enfeeble (*affliction*) (target value)

Enfeeble changes the availability of Resources in Adventurers. The ability is typically followed by a target (*value*), which can be either a numerical value or the variable "x". This identifies which Adventurer is going to be the recipient of the "Enfeeble" **which reduces the highest available resource to 0**. If target Adventurer possesses more than one resource of equal highest value the Resource to the furthest left would be diminished, **until the attributed card leaves play**.

(FOR THE VALUE OF "X" we identify "x" as the cost of the card on top of the Dungeon Grave +1, for the target (value).) Once the target has been determined, even if the card on top of the grave changes, the target and diminished resource do not.



Evil (*alignment*)

This is a keyword or Adventurer Icon that triggers various card effects.

Fearless

This is a keyword that may trigger benefits or penalties with other cards.

Fire (*damage type*)

Fire is a type of Combat damage, which may trigger benefits or penalties with other cards.

Flight

Flight allows a Character or Adventurer with this attribute to choose to ignore Terrain effects (*unless otherwise specified by the Terrain*). **Although** card(s) with Flight can ignore most effects, **it does not allow** the Character or Adventurer with Flight to ignore effects that are granted to other cards by the Terrain.

The attribute of flight alone does not affect matters of combat (unless specified on a card in play); therefore Characters or Adventurers with this ability may be targeted normally.

Frenzy

Frenzy is a "COMBAT TRIGGER" that allows the attributed card to attack **before Combat** at the beginning of the Encounter. This forces Adventurers to "Activate" to defend from the attack. Because, attacking causes us to "Activate" this card it will not contribute Power during the Dungeon's Retaliation sequence, but does contribute Stamina during the Adventurer's Attack, *see 2nd definition of Attacker*.



Good (*alignment*)

This is a keyword or Adventurer Icon that triggers various card effects.

Grave

The term is used for Dungeon and Crawler discard piles.

Greedy (#)

Greedy permits the defender to remove the attributed card from Play, if the Player discards a Crawler card of Cost equal to or greater than the number value indicated by the Greedy attribute.

Hand Limit

Hand Limit is the limit of how many cards a player can hold in hand after the Draw sequence before the Round Ends. The default Hand Limit is 5 cards.

Harm (*damage type*) + (#)

Harm is the basic, default form of Combat damage (*includes Adventurers*). The damage type may trigger benefits or penalties when combined with other cards, and is often followed by an increase in power.

The default type damaged for Adventures is changed in combat when attacking with Crawler Cards; the type(s) provided by Crawler Cards are now the damage type(s) dealt in Adventurer combat.

Ignore (*specified attribute*)

Treat the attribute that is specified as though the card does not have that attribute.

Immune (type)

Immunity prohibits you from delivering a Wound of the specified type, **when attacking a Character** with the Immunity, **if** that type is used in the attack towards them. *See definition of the specified damage type, and the definition of wound.*

When attacking an Adventurer(s) with immunity: reduce the Power of the Attack from the card(s) dealing the specific Damage Type, to "0", but only when the immuned Adventurer is the target of the particular type.

If multiple damage types are in the attack against Adventurers only the immune type is reduced, the remaining types will penetrate passed the immunity and require other defensive measures.

Incorporeal (*damage type*)

Incorporeal can only be defended against by the use of Magic or Supernatural type Stamina.

Indented Attributes *see definition of Trigger.*

Leap

Cards with Leap cannot be the target of an Area attributed attack.

Leaves Play

"Leaves Play" is an attribute that triggers **during the Card Removal** Sequence, the attribute does not trigger if the card is prematurely removed from the play area by other card interactions, unless the card specifies. *See Basic Quick Reference Guide, page 6.*

Legal Target

A legal target must meet all requirements specified by the ability on the card being used. This can be any card, with no impeding attributes that prohibit it from being a target.

Example: A card with Stealth prohibits you from targeting it with a wound in combat, if another viable card is in play. This is contrary to a card with immunity as it prohibits a type of damage not eligibility for targeting. Same is said for the card "Brawling", where it prevents the taking of a wound not the targeting.

Lock + (#) / Locked (*affliction*)



Lock is an affliction that changes the status of a card (*see Active*). **Locked Adventurers are considered inactive.** As a result of being inactive they cannot provide Resources, Class Boosts, Attack or provide Defense.

Dungeon Characters that are locked still contribute their Stamina score to the Dungeon's defense, in addition, any attributes that affect the card itself will still remain as an active attribute (*this excludes attributes that affect other cards in the encounter*).

Other Crawler or Dungeon cards that are locked cannot supply attributes to the encounter and traps will not trigger during Dungeon Retaliation.

Lock Tokens are removed during Step 4, f. *See Basic Quick Reference Guide on page 6.*

Magic (*card type and damage type*)

Magic can refer to a card type or to an attribute. Magic is a damage type and can trigger benefits or penalties with other cards.

For instance, Dungeon Cards come into play with their attributes attached, but Adventurers have to be attributed. Many of the cards used to attach attributes possess their own attribute of Skill, Tactic, Equipment, or Magic in addition to other abilities. This can affect play if a card was immune or resistant to the type, and you used it to attack, regardless of attached attributes, the affects of the immune or resist would take precedence.

Marching Order

The Marching Order indicates which Adventurer is in the front and which is in the back of the Adventure Party, *see page 3.* The Adventurer to the furthest left (the front) is by default the Primary Target for Dungeon attacks. *See Primary Target and Adjacent Targets.*



Neutral (*alignment*)

This is a keyword or Adventurer Icon that triggers various card effects.

Permanent

Crawler Cards with the attribute permanent are placed between you and the Marching Order when brought into Play and can be retained Round to Round. This card does not have to be removed from play during Step 4 End Encounter as long as there are available Resources to keep it in Play, **but** if the card can be Spent during an Encounter it will clear with other cards or it can be cleared from play as though it were Dropped.

Pin

Pin will "Activate" and add +1 "Lock" to the target of combat damage. By default this may be the round's Primary Target, but may be an alternative target if the card with the Pin attribute specifies it attacks a different target.

Poison + (#) (*affliction*)



Poison inflicts a wound outside of combat, when the Poison Token is **removed during Step 4, d.** Cards that possess the attribute

of Poison (*often followed by a quantity*) may deliver its ability as a result of combat, or by coming into play (*indicated on the card*).

Depending on the conditions, you would place the specified quantity of Poison tokens, **which are cumulative,** on the intended target(s). During Step 4, d; 1 poison token would be removed, from each Adventurer/Character (if applicable), resulting in an inflicted wound for each token removed in this manner. *See Basic Quick Reference Guide on page 6.*

Possession (*affliction*)

Possession triggers as a result of coming into play, **immediately** placing a +1 lock on the designated target. The target remains "Locked" for as long as this card is in Play. If the attributed card takes a Wound, the Possessed Target also takes a Wound from the same damage Type.

Primary Target

In the Marching Order, the Primary Target is by default the Adventurer to the furthest left (in front). This is the target that Dungeon Cards attack unless otherwise specified. Some cards can change which Adventurer is the Primary Target, or Target individually. *See definition of Area, Target, Adjacent Targets and Marching Order.*

Rampage (#)

Rampage triggers if the attributed card is wounded by a Melee attack. As a result it deals 1 Wound (**not part of Dungeon Retaliation**) to an Attacking Adventurer (*owner of the Adventurer's choice if multiple*). The numerical value beside Rampage is how many times it can trigger (*place a Spent Token on card for each use*); this can only be triggered once per Round, per attribute.

The damage type is of the attributed card's specified type, and occurs immediately.

Rearrange (#)

Rearrange permits you to take the number of cards indicated, from the top of the designated deck and place them back into the deck **on the top or the bottom in any order.** If the top card of the Dungeon Deck is face up (Flipped) you may treat it as any other card, putting it back face down (but other cards cannot be put face up).

NOTE: Rearrange may also be used in terminology to allow adjustment to the Marching Order. See card specifications to properly identify which attribute is being used.

Reaver (Character type)

Reaver is an attribute that triggers when the card attributed possesses Wounds, at the End of Combat. The **trigger will go off at the End of the Encounter, prior to the Removal of Cards from play.** The attribute will then "Remove from Play" the lowest cost character of the specified type (its Cost cannot exceed 1), and a wound from the attributed card. If two cards are of equal Cost, the Player facing the encounter chooses the target (the Reaver cannot target itself).

Reduced to "0"

An attack that is reduced to “0” cannot be brought back into the positives by adding to the score, unless the condition that causes the reduction to 0 is removed.

Regeneration (#)

Is an attribute that allows a card to **prevent** a wound, unless the defending player immediately discards the specified quantity of cards from their hand.

Reinforce (name tag)

Gain +1 Stamina for each other card with this matching Keyword and name tag ability.

“Remove from Play”

Removed from play **as a term**, implies that the card is no longer in the play area. As part of **the round’s sequence** it is simply to clear cards that have no permanency (those without time counters, remaining life scores, or have been spent).

“Remove from Play” as a single action is removing the card from play and placing it directly in the grave, **unless combined with another action**, like Restock.

On the card “Delay Inevitable” the text states to Remove Target Character of Cost X from Play and Restock it. Because the ability is combined the target CARD DOES NOT GO TO THE GRAVE, it is simply removed from the play area, and shuffled back into the Dungeon Deck. See Restock

“Reset”

This is the act of turning a card back to an upright (vertical/portrait) position. See *Activate*.

Reshuffle

When any card is reshuffled it is randomly placed back in the deck. If any cards are face up on the deck, “Flipped” take them off first, set them aside, shuffle the deck accordingly, then return the face up cards back to the top of the deck when finished.

Resist + # (type)

Resist is an attribute beneficial to the Dungeon Defense, as the attributed card provides + quantity of Stamina when the Dungeon is attacked with the specified type.

Restock / Restock #, cost (type x #, quantity)

“Restock” implies to return card(s) or the attributed card to its corresponding deck and reshuffle. *(Please refer to card specifics as to the manner of removal and the restock.)*

To restock other cards, refer to the cluster of text on the card that looks similar to: **Restock # (type x #)**. This means that you would “Search” through the type’s grave and Restock cards of cost (#) or less, of the specific type by the given quantity.

When **Restocking from the Dungeon** you would “Search” the grave, **keeping the cards in order**, until you meet the required specifications.

“Search”

To “**Search**” for a card, turn over cards from the top of the appropriate deck one by one until you find cards that meet the specific criteria mentioned for the Search.

- *IF the cards come from a deck, return the undesired cards to the deck and shuffle when done searching.*
- *IF a card is face up on the Deck, put it aside until the deck is shuffled and then place it back on top of the deck.*
- *IF the “Search” specifies “of your choice” you may choose from any of the specified cards.*
- *IF you “Search” through the DUNGEON Grave, KEEP CARDS IN ORDER so that the cards are easily returned in order. Crawler cards simply return to the grave.*

Shaken (#)

Shaken triggers the defender to “Discard” a quantity of cards, when the Dungeon successfully attacks. If the defender does not have enough cards to meet the quantity required for the Shaken, they discard all cards in their hand.

Shapeshift

Shapeshift triggers **during removal of cards from play**, after the end of the encounter., the card Restocks/ Reshuffles back into its deck. See *Basic Quick Reference Guide, page 6.*

Simple (#)

Simple is a deficit attribute that triggers for each Tactic cards brought into play. The power of the attributed is reduced by the specified quantity, each “Tactic” card.

Snare (#)

Snare is a “Combat Trigger” that causes the person facing the encounter to immediately “Discard” the number of Crawler cards indicated **OR** Activate the Primary Target Adventurer. *If that Adventurer is already “Activated” add +1 Lock instead.*

Sonic (damage type)

Sonic is a type of Combat damage, which may trigger benefits or penalties with other cards.

“Spend” (Spent)



“Spend” is found on Permanents, and requires the attributed to be “Activated” spent, to use its abilities. Once “Activated”, the card is then removed from Play at the end of the encounter during card removal. See *Permanent.*

Spook

As long as a Character with this ability is in Play, Adventurers **cannot** use Class Boosts on Crawler cards.

Steal

Steal triggers when the attributed Dungeon card makes a successful attack, therefore removing a **Permanent Equipment** card of the controller’s choice from Play.

Stealth

This Character cannot be targeted when dealing a Wound from Combat Attacks, if another Legal Target is in play.

If only Stealth Characters are available targets, then the Character with the lowest Cost becomes the legal Target. If multiple Characters are equal in Cost then the Player dealing the wound decides. **If an Adventurer gains Stealth**, the next Adventurer in Marching Order becomes the Primary Target. See *Legal Target and Primary Target.*

Summon #, cost (type x #, quantity)

“Search” through the Dungeon deck to find the quantity of cards of Cost # or less that meet the specifications found in the brackets. **Place the first cards that meet these requirements in Play.** These cards are put into play regardless of the Encounter Limit. Reshuffle the revealed cards back in to the Dungeon deck.

Supernatural (damage type)

Supernatural is a type of Combat damage, which may trigger benefits or penalties with other cards.

Swift

If a card with the attribute of Swift is a Bust or Flip it is brought into play instead of being placed on top of the deck.

Target (value)

Target identifies that the attributed will likely have a different target than the primary target, for an effect. The (value) can be numerical or the variable “X”. The value will indicate which Adventurer will be the target. Effects for a target can vary from, an affliction, to the target of an individual attack. **If a single Character or Trap targets, other than the primary target, for an attack, defend the attack separately.** See Primary Target and Legal Target.

To resolve the value of “X” when determining “Target X”, refer to the cost of the top card in the Dungeon Grave and add +1. If the value of “X” is higher than the number of Adventurers still in Play, return to the left of the Marching Order, and keep counting until you’ve reached the value. In the event that the value of X is greater than the number of Adventurers in play, the count would roll back to the First in Marching Order and descend until the value of X is fulfilled.

Time Limit (#)



Time limit gives permanency to a card. When a card is assigned a time limit (placed the indicated # of time tokens) it will remain in play for the number of tokens on it, **IN ADDITION** to the round it comes into play.

*For instance if a card has a Time Limit of 2, we place 2 time tokens on it to indicate that this card will not leave play for 2 **additional** rounds (total of 3 rounds).*

Time Tokens are removed from the card during **Step 4, C**, See Basic Quick Reference Guide, page 6.

Trigger



Trigger attributes take effect as a result of other abilities or sequences of Game play. Attributes triggered by other abilities are usually followed by a “+” or “**the trigger icon**” to indicate that it is a combination effect.

FOR EXAMPLE on “**Greenknee Goblin Necromancer**” (see card for details), when Greenknee is wounded (at any time) his ability to Reaver (creature) would trigger as long as there is a Character, Creature in play. The **Reaver** attribute is followed by a “+” which indicates it would trigger the

*effect of **Summon**. Greenknee will then Summon a 2 cost or less Character of type Undead or Spirit by the quantity of 1. (**Indented attributes have been replaced by the trigger icon.**) See Basic Quick Reference Guide, page 6.*

Unique

Unique is an attribute that permits the use of only 1 copy of the attributed card, **however**, you may possess 4 copies of the card in the deck. BUT once the attributed card has been brought in to play or is in the grave, **all revealed identical copies of the card are sent directly to the grave.**

Unnerve

Unnerve changes the value of Tactic cards brought into play. Once the attribute is in play all Tactic cards will cost 1 additional Tactic to be played.

Unstoppable

Unstoppable **prevents the defender from using Stamina to negate the attributed card’s attack power.** Combat damage can only be prevented by, premature activation, reducing the power of the cards attack to “0”, or through the ability to ignore the attribute. While some cards can prevent the card from dealing combat damage, the attributed card may possess abilities that can still trigger even though its power has been reduced to “0” See Contact, Activated, and other attributes in play.



Wound

To deal a Wound(s) as an Adventurer, one must meet or exceed the Dungeon’s defense in a struggle of power.

*For instance, if the Dungeon has a total defense of 8, (the total amount of stamina provided by “Life Scores”, “Armour”, or other attributes in play) the power of the attack, from the Adventurers, must meet a minimum of 8 **in order to win the Power struggle**, once the Power struggle has been met you may then choose which Character to deal a wound to, provided there is not a preventative measure in play.*

To deal a wound(s) as the Dungeon, the card(s) must exceed the stamina of the Adventurer’s defense, even if it is only by one. This would determine that the Dungeon has won the Power struggle, and is eligible to deal a wound(s) to its target. See definitions of Primary Target, Adjacent Target, Legal Target, Target (value), or Area (if applicable to combat) for further details as to who can take a wound.

NOTE: One does not need to deal a wound in order to win Adventurer Combat. One must commit the action of Attacking during Combat and Defending during Dungeon Retaliation in order to win those parts of Combat. This is important when dealing with Conditional Cards like “Damsel”. Where it is simply a matter of being the victor over both Power struggles to win Combat.