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CORE RULES vol-2

COMPETITIVE

DUNGEON



CRAWLER™

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Quick Reference Guide for Competitive

1. Set-upPlace decks and Draw Hand.
2. Begin EncounterDraw Dungeon cards.
 - Flip 5pts+ in Play turn card face up.
 - Pull Bring face up card in to play.
 - Bust >5pts put back face up.
 - Draft Bring Draft cards to your hand.
3. RespondPlay Crawler cards.
4. Adventurers AttackMatch or beat Character Stamina.
5. Adventurers DefendMatch or beat Character Power.
6. End EncounterCheck the win/lose conditions.
7. Drop/Remove CardsCards finished in this Encounter.
8. Remove CountersPoison & Time Counters.
9. Reset Cards/LocksTurn cards vertical, unless locked.
10. PermanentsCheck if Resources are sufficient.
11. DrawDraw up to your Hand limit or 1.
 - DiscardDiscard down to your Hand limit.
12. PassNext Player goes.
13. End Round

GAINING VICTORY POINTS (VPs):

45 Minute Time Limit.

Cost + 1 VPs. All Dungeon cards in the Grave gain you its face value +1.

5 VPs. For each Wound you deal to your opponent's Adventurers. Life Score x5 if an Adventurer has been sent to the Grave.

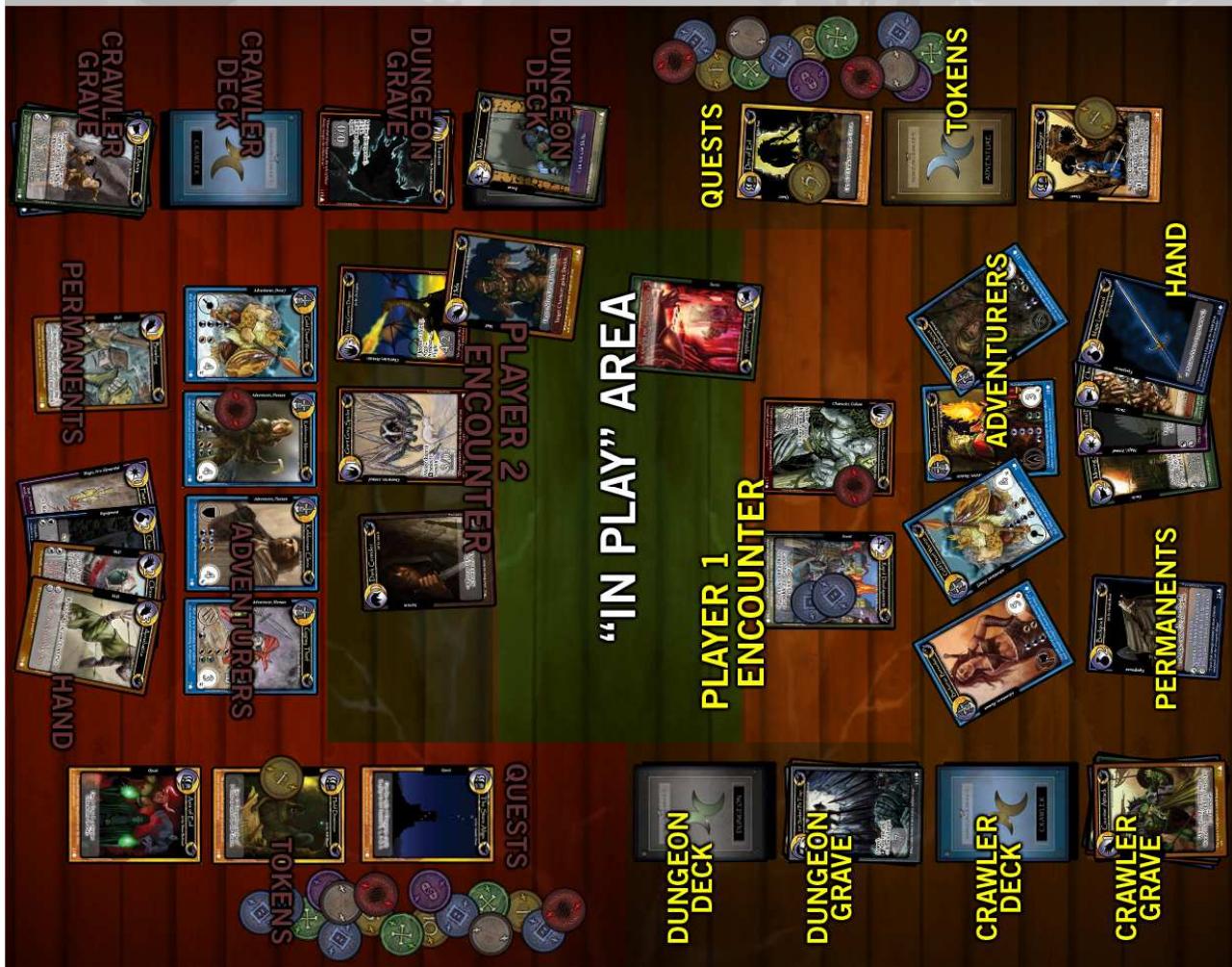
10 VPs. If you complete a Quest.

COMPETITIVE FORMAT

Dungeon Crawler™ Competitive pits you against another player. You will face your opponent's Dungeon and they will face your Dungeon. It's a race against the clock, with only 45 minutes to play, you must not only survive, but crush the Dungeon to earn your victory. This format is designed for two players.

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

In-Progress Competitive Game Layout



Pregame Prep:

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

Play Conditions:

The starter pack is capable of supplying each player with enough cards to try out the Competitive format, but this format really requires a more expanded collection to build strong decks. Standard Competitive games are 4 Adventurers, 80 card decks, a 5pt Encounter Limit, the player with the highest score or the player able to eliminate their opponents Adventurers wins.

Disruption and Draft cards find their greatest utility in this format. Disruption cards are used to interfere with your opponent's encounter, while Draft cards can be used to manipulate those encounters by crafting combinations.

Win Conditions:

- If your opponent loses all of their Adventurers, you win.
- If your opponent tries to Draw a Crawler card and there are none left to Draw, you win.
- If your opponent tries to Draw a Dungeon card to pit against you and there are none left to Draw, you win.
- If you have the most points at the end of 45mins you win.
 - Each card in the Dungeon Grave is equal to its Cost plus one. A "0" Cost card is valued at 1 VP, a "1" Cost card is valued at 2 VPs and so forth.
 - Wounds on an Adventurer are valued at 5pts each.
 - Eliminated Adventurers are worth their total Life Score in VPs multiplied by 5.
 - Each completed Quest is worth 10 VPs.

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

Lose Conditions:

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

In the case of a tie whomever has the most Dungeon cards in the Grave wins. If still tied whomever has the fewest cards in their Crawler Grave wins. If there is still a tie flip one Dungeon card at a time from your deck simultaneously, whomever shows the highest Cost card wins.

COMPETITIVE FORMAT

STEP 1: Set-Up

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

Part A. To determine which player will go first, you may roll a dice, the highest going first. In the case of a tie roll again. If you do not have a dice available, you may split your Crawler deck, the player with the highest Cost card goes first, shuffle and split again to break ties. The player that wins will be the Attacker and Draw the Encounter for their opponent to face first.

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

Part C. Place your Quests into play face up.

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

Part E. Set the decks up according to the Dungeon and Crawler decks in the diagram on page C1. All Graves should be empty at this time, and no Dungeon or Crawler cards should be in play.

Part F. Draw 5 Crawler cards, this is your Hand.

STEP 2: Begin Encounter

To begin the encounter the player will draw Dungeon cards into play. These cards should be horizontally lined up with the dungeon deck they are being pulled from, facing them so that you can read them. Draw cards until the total Cost in play is 5pts. Some cards have attributes that activate when they come in to play, resolve these affects before drawing another card (see *immediate actions* below).

In the case that you Draw a card that exceeds the number of points allowed for the encounter (a **Bust**), return it to the top of the Dungeon Deck face up. On the next Encounter Draw if there are still 5pts or more in play the Bust card will be brought in to play as a "**Pull**".

Immediate Actions:

As each Dungeon card comes in to play check to see if it has an attribute that takes effect when it comes into play (indicated by a down arrow in a black box) this action is to take place before the next card is drawn or before a card is played as part of the response sequence. There are special ability cards that can be played which can interrupt this "**COME INTO PLAY**" attribute.

Another example of an immediate effect is the **DRAFT** ability which is indicated by a **purple text box** behind the card's attributes. Draft cards are used in competitive play to alter an Encounter and create combinations. Draft cards can be played instead of a Pull card.

More Draw Actions:

A **BUST** occurs if a Dungeon card is drawn and exceeds the encounter limit in play. That card is then placed back on top of the Dungeon deck face up. Busted card(s) cannot be reshuffled back into the deck if the deck requires to be reshuffled.

A **PULL** occurs when the face up Dungeon card is brought into play on the following turn regardless of the point limit already in play. If the Dungeon cards total less than the encounter limit continue drawing cards normally after the "Pulled" card has been put into play. If the "Pulled" card exceeds or meets the encounter limit points, do not draw another card from the deck.

A **FLIP** occurs when there are no Bust cards to Pull into play and you cannot Draw a card because it will exceed the encounter limit. Therefore the top Dungeon card is "Flipped" (turned face up). It is then treated the same as

a "Bust" card. This card does not come into play even if it is of "0" cost.

RULES TO REMEMBER:

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

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

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

Pulls can make the dungeon deadly, but it also prevents players from stalling.

Immediate Actions:

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

"COME INTO PLAY" abilities occur when the card comes in to Play. These cards are indicated by a down arrow in a black box) this action is to take place before the Respond sequence. Special cards can be played to interrupt this attribute.

STEP 3: Respond

Any Victory Points you attain should be tallied immediately. For each card you send to the Grave tally those Victory Points immediately. Keep a running score.

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

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

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

STEP 4: Adventurers Attack

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

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

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

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

COMPETITIVE FORMAT

Special Attack Types:

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

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

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

LIFE vs STAMINA:

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

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

STEP 5: Adventurers Defend

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

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

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

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

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

*Dealing with Immunity

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

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

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

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

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



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

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



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

STEP 6: End Encounter

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

If at any time a Quest has been completed the Player will be awarded 10VPs and turn the Quest card face down. Quests may only be completed once, and each Player may not have duplicate Quest cards in Play (although each player could have the same Quest card in Play).

When considering Quest cards, keep in mind that unlike other DC formats, you will be targeting an unknown Dungeon deck. You may choose to select Quests that are more than likely "safe bets" that you can accomplish them, while perhaps choosing a "wild card". A full game at 45mins only lasts a few rounds, so it is better not to try and go the distance with long run Quest cards.

A Full Encounter should take no more than 2 minutes. If you are taking longer than 2 minutes to decide your actions your opponent may call you on stalling, in which case a judge can be called over. If you are given a warning during a match, the next warning will be your disqualification.

COMPETITIVE FORMAT

STEP 7: Drop & Remove Cards

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

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

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

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

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

Other Players can Spend cards while it is not their turn as the Player facing the Dungeon.

STEP 8: Remove Counters (Tokens)

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

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

STEP 9: Reset Cards & Locks

The Player facing the Dungeon Resets all of their cards by reorienting them to the original vertical position. Unless they have a Lock Counter on them, remove 1 Lock Counter instead of resetting.

The other Player Resets their Dungeon cards only.

STEP 10: Permanents

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

A locked adventurer can mean the loss of a permanent.

STEP 11: Draw & Discard

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

If you try to Draw a card from either your Dungeon or Crawler deck and can not, you have lost the match.

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

STEP 12: Pass

At this point you have ended your turn and your opponent will become the Player facing the Dungeon and you will be Drawing their Encounter for them to face.

STEP 13: End of Round

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

If 45 Minutes Expires

If the time has expired, the game is called to finish out. Finish the Round (this means that the player that won initiative in the Set-up Step must finish facing their current encounter to declare and end to the match – even if the current player is the other player and they have to complete their current encounter first).

Any Dungeon cards in your Dungeon Grave earn your opponent the **Cost of the card +1VP** (Victory Point). Add any **Quest card VPs** to your total. Add **each Wound** dealt to your opponent's Adventurers (including a total for any in the Grave) and **x5VPs**.

An easier way to calculate this total is to; tally the Dungeon card Costs then count the number of cards from the Grave and add the two numbers together.

Whomever has the highest score wins!

In the Case of Ties

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

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

TOURNAMENTS

There can be many different formats of tournaments, but the most common are Swiss Rounds and Double Elimination. Swiss Rounds lets you play against several players of the same status until 1 player arises victorious with no losses. Double Elimination has two brackets, once you lose a match you drop down to the second bracket, losing a second match will result in you being eliminated from the tournament.

IMMEDIATE vs COMPETITIVE:

Can you interrupt an Immediate affect?

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

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

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

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