

June 10, 2011



SOLITAIRE FORMAT

The game is played by repeating four Steps, called a "Round", until either the conditions for winning or losing occur. These steps create Encounters for the Party and allow you to respond to Combat (Attack and Retaliation), then prepare the play area for the next round.

How to Win: Your objective is to complete 2 out of 3 preselected Quests or to deplete the Dungeon (if you try to Draw a Dungeon card from the deck, but cannot you will have depleted the Dungeon).

How to Lose: 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.

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*Read and familiarize yourself with the Introduction PDF before proceeding in to this game format. It contains all detailed information for the attributes, glossary and product particulars on the Dungeon Crawler™ ECG (Expandable Card Game).

Visit us www.dungeoncrawler.com for more information.

ROUND OVERVIEW

STEP 1: BUILD ENCOUNTER (pages 2-3)

Cards are drawn from the Dungeon deck to build the round's Encounter. Some cards have abilities that will trigger as a result of the card coming into play, or being on the top of the Dungeon deck face up.

STEP 2: RESPOND (pages 3-4)

Cards can be played from the player's Hand and abilities can be spent from Permanent cards in play to manipulate the Dungeon cards in the Encounter.

STEP 3: COMBAT (pages 5-8)

COMBAT TRIGGERS: Some abilities occur before combat, these Combat Triggers would occur now.

ADVENTURER ATTACK: The Party attacks 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. We then, sum up their Attack Power to meet or exceed the Dungeon's total Stamina. If the Power at least meets the Stamina, then you have won the Struggle for Power and win the attack. You are now eligible to place a Wound(s) and other effects (if applicable) to Dungeon's cards.

DUNGEON RETALIATION: The Party defends against the remaining cards in this Encounter, by activating Adventurers for Stamina and playing cards from their Hand or using the abilities of Permanents in play. We then sum up the Party's Stamina to meet or exceed the Dungeon's total Power. If the Party is unable to at least meet the total Power, you lose the Defend, and then a Wound(s) or other effects are applied to the Adventurers (typically the Primary Target).

STEP 4: END ENCOUNTER (pages 9)

Cards and tokens are adjusted according to their specific rules and order to ready the play area for the next Round. Cards that remain in play will have Time Limits, a Life Score greater than 0, are Permanents, or are Adventure cards. Lastly, you draw cards to your Hand and possibly Discard down to your Hand Limit.

DECK BUILDING

The Unbound Starter includes 65 Dungeon cards and 65 Crawler cards, which can be used immediately for your Beginner solitaire game, see page 9 for other formats, (formats indicated in blue are playable with the just the Starter).

Standard games have 80 cards in both the Crawler and Dungeon decks (additional formats available on page 9). No matter what format you choose for Solitaire both of these decks should be equal in size before the game begins. There is a maximum of 4 copies of a card (with the same name allowed in any deck and promos also count as a copy).

DUNGEON CRAWLER™ SOLITAIRE

For typical Solitaire formats, you need 4 **Adventurers** to form your Party, and **3 different Quest** cards. *(For beginners we recommend choosing 3 Quest but only accomplishing 1 till you get a good feel for the game).*

**The Quest "Axis of Evil" is intended for expanded or Multi-player games that contain a sufficient number of cards to support the Quest. While "Stars Align" is attainable anytime during an Encounter (step 1-3).*

Your Adventurers can all be the same or a mix of different Adventurers *(we recommend that you strategically choose these to best suit the needs of your Adventure)*. The starter comes with 5 Adventurers to choose from.

*For Solitaire format **Draft and Disruption** abilities are altered. These cards play without the ability to bring them to your hand or the ability to affect your opponent's game play (because you are playing on your own).*

SET-UP

Place your Tokens in a pile nearby for easy access.



A: PLACE ADVENTURERS

Adventurers are arranged in front of you *(their controller)* in **Marching Order** from left to right, with the Adventurer on the left being the **Primary Target**. The Primary Target is by default the Adventurer that will be attacked by the Dungeon as they lead the Party through each encounter. It would be wise to choose a tougher Adventurer as the Primary Target.

Some Dungeon cards and even Crawler cards can change the Primary Target, cards such as, "Broken Formation" or "Adjust Marching Order".

B: PLACE QUESTS

Place your Quests cards nearby, so that you can reference them easily. We suggest laying them out in a vertical line alongside the play area. Choose 3 Quests that you can accomplish with the Dungeon deck you are playing against.

Accomplishing 2 Quests is the Standard, but you can choose 1 Quest for a Quicker version or 3 for the full Unyielding experience of the formats listed on page 9. Since you are new to the game we recommend trying to 1 quest.

When a Quest is completed you can turn it over to represent this. Once you have completed your set number of Quests you win the game

C: SHUFFLE & PLACE DECKS

The Crawler and Dungeon decks should be shuffled separately and placed face down alongside your play area *(opposite from your quest)* so that the DC icon is facing upwards. Leave enough room between the decks so that you have space for your discard piles *(the Crawler Grave and the Dungeon Grave)*.

D: DRAW YOUR HAND

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

Your set up is now complete, time to begin the game.

STEP 1: BUILD ENCOUNTER

You will begin play by bringing Dungeon cards into the play area face up one-by-one from the Dungeon deck. As these cards are brought into play take a tally of their Cost *(indicated by the number located in the top left hand corner)* and the Cost of the Dungeon cards already in play. When that tally reaches **5 points** in total stop drawing Dungeon cards *(the icons beside the card Cost do not factor in to Building the Encounter)*.



5 points is the standard number points permitted in play. The 5 point limit is called the **Encounter Limit**, *(see Bust if the last card turned exceeds the 5 point limit.)* This number varies between formats, but once selected **is the default number of points for your game**. There are Cards that can fluctuate the number of points for a round but that ability will only last for as long as the card is in play.

The encounter limit is not affected by how many Dungeon cards are put into Play, only how many points those Dungeon cards represent in total. The drawing of Dungeon cards can be affected by the special circumstances, such as; Bust, Flip and Pull; in addition card attributes can trigger as a result of cards coming into play.

If a card is already faced-up on the Dungeon deck when you begin this Step, you will then place this card into the encounter regardless of it exceeding the Encounter Limit, this is called a pull.

DRAFT/COME IN TO PLAY

The Draft Attribute triggers as soon as the card with this attribute enters play, however, the action of this ability is not used in Solitaire. See Draft in the Introduction for more information.

In other formats: If the card is also a Draft card, decide whether or not to Draft the card first, and then carry out the "Come in to Play" effect

COME IN TO PLAY
When a card comes in to play with this icon on it, **this ability is triggered before any more cards are Drawn.**

BUST

A Bust occurs when you draw a card whose **Cost exceeds the Encounter Limit** during the Build Encounter sequence. The card is then placed on the top of the Dungeon deck face-up and the player proceeds to Step 2.



*If we would have drawn the "Salamander" instead of the "Zombie", pg 2, we would be 1pt over the Encounter Limit, so the Salamander would not come in to play and instead goes face-up on top of the Dungeon deck.

FLIP

A Flip Occurs at the beginning of the Encounter, when the **Encounter Limit has already been filled and no cards are on the top of the deck face up**. Instead of Drawing cards into play you **Flip** the top card instead. This card does not come in to play this round; even if it's Cost is "0".



*In the case where we have 5 or more points already in play when we start to Build the Encounter we **FLIP** the top Dungeon card on the deck so that it is face-up. Even if that card is a 0 Cost card it does not come in to play right now.

PULL

If there is a card face-up on the Dungeon deck when you begin an Encounter, that card is Pulled (brought) into play **REGARDLESS** of the Encounter Limit. This keeps the game pressing forward. **If the Encounter limit has not been met/exceeded** by this card coming into play, then you would continue to draw cards normally until the Limit has been filled (this may result in a Bust).



*In the case where we have a card face-up on the Dungeon deck when we start to Build the Encounter, if we were unable to eliminate enough cards to bring the total Cost of cards in an Encounter below 5pts this card will **PULL** in to play. If the pulled card does fill or exceed the limit continue to draw cards for the Encounter Limit even if a Bust results.

SEARCHING FOR CARDS

Some cards brought into Play will require other cards to be Searched for and Restocked or to be brought into play.

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 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.

To Restock a card, shuffle it back into its corresponding deck.

SPECIAL BUILD ENCOUNTER RULES TO NOTE

When a card with the **"Come in to Play"** icon on it appears, this card's ability is triggered before any more cards are drawn.

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 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 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.

To **"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 "Search" the grave, **keeping the cards in order**, until you meet the required specifications and put the unused cards back in order.

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

The ability of **Swift** is triggered only when the card is face up on the deck, due to a Bust or a Flip.

STEP 2: RESPOND

You can now begin to put Crawler cards into play; this is only allowed during Steps 2 and 3 (before the End Encounter Step).

As a general rule, each card only affects one other card unless it specifically states otherwise.

You may decide to play any cards at any time during these Steps to either enhance an attack or a defense; or to manipulate the encounter.

***When playing competitively**, it is advisable to hold out as long as possible to play certain cards. Although, you can go back to the beginning of the sequence you are currently on (**not a full step**), you can still get stuck in a corner if the Dungeon changes on you.

DUNGEON CRAWLER™ SOLITAIRE

In order to bring a Crawler card in to play you must have enough **Active Resources** to do so.



*When you bring the card in to play and its Cost is 3 with a money bag symbol (the cost is listed in the top left hand corner of all Crawler cards) that requires 3 Equipment Resources to be available to put it in play.

To determine how many Resources you have check your Active Adventurers. **All Adventurers that are not Locked are Active**, even if they have been Activated to attack or defend.



The cluster of icons found at the bottom center of the Adventurer cards are Resources. **The Adventurer with the highest score in any one of the Resources is the best score you can get for that Resource.** Therefore, between an Adventurer with 4 Resources in Magic and an Adventurer with 2 Resources in Magic, you will be capped at 4 Magic. You **do not add these scores together.** (If that Adventurer becomes Locked or sent to the Grave, you now have 2 Magic available, provided by the other Adventurer).

Unlike Adventurers, Characters that are Locked or Activated contribute their Stamina score to the Dungeon's defense. In addition, any attributes that affect the card itself, such as Stealth or Immune, will remain as Active, (this excludes attributes that affect other cards, such as Bolster).



Each Crawler card type is independent, so if you have Skill cards in play they only occupy Skill Resources, not Tactic, Magic or Equipment Resources.

If you are using the Gold Dwarf Warrior Adventurer (who has 4 Equipment Resources), and already have a Permanent card in play that costs 2 Equipment Resources (like the Backpack), you can not bring the 3 Cost "Magic Greatsword" equipment card in to play. If an Adventurer has several Locks on them or an Adventurer leaves play and you no longer have enough Resources to Maintain Crawler cards in play, you will remove them from play at the End of the Encounter during removal of cards from play or when Maintaining Permanents (if the card was permanent).

BASIC & BOOST CARDS

Basic cards are cards that have a single color transparent text box on them, like "Leather Armour", (below). As long as you can afford to put them in play they can be used, and you may play as many **0 Cost Crawler cards** as you like, regardless of its Resource type.

All Crawler cards put into play remain in play until, End of Encounter, when cards are checked for permanency, time counters, or life scores. In addition, these cards will consume resources until removed from play.



Boost Cards have 2 text boxes (see "Backpack" above), the top textbox is a basic ability which can be used as long as you can pay the Cost and the second can be chosen as an alternative function of the card, as long as there is an **Active Adventurer with ONE** of the 2 corresponding **Class symbols** in the Marching Order.

This is a great card to put in to Play before Combat begins, assuming it is needed. "Primal Environment" can remove one (or all, if Boosted) Terrain cards from Play before they cause any issues for you during Combat.

Removing cards from Play prematurely, with other cards, will not set off Attributes; that are normally triggered by removal from play.



*For instance, with "Lava Pit" (When this card is removed by Play, Adventurers and Characters take a Wound) its Attributes are triggered by **Step 4 card removal.**

DISRUPTION CARDS

Disruption cards are cards that can be used to protect your Adventurers or manipulate the Dungeon. These cards may also be used against an opponent, allowing you to interfere with their progress against the Dungeon. In solitaire, there is no opponent so we can only be using these cards to manipulate the Dungeon or to protect Adventurers.

There are two versions of Disruption cards and 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 next page).



The dual colored textbox card is usable in any format. The other type of Disruption card has a white textbox that is beneficial to personal use and useable in any format.

The red box can only be used against an opponent in Multi-player or Competitive formats.

STEP 3: COMBAT

There are different sequences of combat in Dungeon Crawler. Typically, the first is Adventurers Attack, which simulates the invasion of the bad guy's lair by your Adventurers, which will then result in Retaliation from the Dungeon's denizens. **But sometimes the Dungeon is waiting for us**; this is when the Adventurers' Attack is interrupted by Combat Triggers which often require Adventurers to take defensive measures first, instead of being on the offense.

COMBAT TRIGGERS

Some cards with specific Attributes (like *Frenzy* or *Disguise*) can trigger before the Adventurer's Attack. These abilities would activate at this time. If there are no cards in play with Combat Triggers proceed to the Adventurers Attack. The acting player decides which sequence the Combat Triggers occur if there is more than 1 in play.



TRIGGERED EFFECTS

These are different than Combat Triggers as they go off under specific conditions. Some Characters have a Triggered Effect which will only activate when another attribute specifies. Triggered Effects like *Rampage*, *Reaver*, or *Swift* can create challenging scenarios.



ADVENTURERS ATTACK

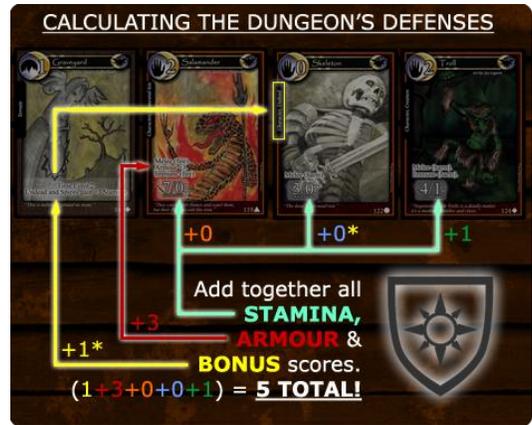
During the attack you are trying to win a **power struggle** to deliver a **single Wound** in Combat. The attack is a combined effort which pools the Adventurers' attack Power to overcome the Dungeon's Stamina score.

*If you **meet or exceed** the Dungeon's Stamina score with your Power you have successfully attacked the Dungeon, and are eligible to place wounds where applicable.*

DUNGEON ANALYSIS

In order to accomplish a successful attack, you must first determine the Dungeon's defense score, this is **the sum of the Dungeon's Life Scores** (supplements as stamina only on

Characters) and **Armour attributes combined**. If you can meet or exceed that score you can deliver a Wound in Combat.



*If a Character's Stamina is being increased by another card's effects, remember that it is **not increasing their Life score** just the amount of stamina it is producing. The Power that needs to be dealt with to match the increased Stamina. (The number of Wounds necessary to remove it from play will remain the same, because the card is not increasing the Life Score).

Some other effects may hinder or reinforce the Adventurer's attack, like "Gloom" or "Dark Corridor".

In order to attack **at least one Adventurer MUST "Activate"** to indicate that Adventurer's are attacking, (indicate activation by turning the card to a 45-90 degree angle).

- *For each Adventurer Activated to attack, the Party gains +1 Power. The default attack type is Melee (harm) when the Adventurers attack without added bonuses from crawler cards.*
- *When Crawler cards are added to Adventurer combat they take on all the attributes of the Crawler cards used to enhance their Power (like "fire ranged" and "melee supernatural").*



*This equals 3 because 1 Ally is Locked.

*The damage type will factor in to whom you can target, see Example of Immunity below.

When using Crawler cards they are not assigned to a specific Adventurer, (unless a card specifies) but they are considered assigned to specific action (attack/defend).

Imagine that the encounter has just begun and there is a "Werewolf" lunging towards the Party with Frenzy, as a response to the Combat Trigger one of the Adventurer's Activates to Defend with "Wood Shield" (+5 Stamina, +6 if boosted) to cover the 4 power attack that is on its way. That

"Wood Shield" is expended during that defense; even if the same Adventurer were to be Reset for another action, (exception: the card has to be specifically assigned to that Adventurer, see card "Trusty Magic Dagger").

The Adventurer attack Power must be a positive score in order to deliver a **successful attack**. (If your attack Power is 0 or less, it is an ineffective attack, even if it meets or exceeds the Dungeon's defenses, which could be 0 or less, it will not win the power struggle).

RESIST, IMMUNITY, & STEALTH

There are Attributes that can alter the success of the cards you intend to attack. These attributes can reduce the power or your attack, increase the Stamina of the card, or simply remove them from being a target. These abilities should be considered before attempting to deliver a combat wound, or assuming that you have won the power struggle.

Resist is an attribute that increases the amount of Stamina a card has if you use the specified type in the attack towards the Dungeon. The Attribute will often appear as, **Resist + (#) (type)**, with the # representing how much Stamina the card's defense is increased by, this will increase the total amount of Stamina in the Dungeon.

In the case of **Immunity**, you cannot deliver a Wound to a Character with a specific Immunity IF your attack contains that Damage type, (see definition of specified type).



The default distance and damage type for an Adventurer is melee (harm). So, an Adventurer alone could not Wound the "Troll", who is immune harm.

You would need to use a different damage type provided by Crawler cards. The Party will adopt the attributes of the Crawler card as if they originally possessed no type. For instance: Their default damage type changes from harm to (magic, fire) when they use a "Fireball", and it contains (harm & magic, fire) when using "Fireball" and "Shortsword". The distance will also conform to what Crawler cards are put into play.

Stealth, prohibits you from delivering a wound to a Character **in Combat**, if there is another legal target available. If all Characters in play have Stealth, you may target the Character with the lowest Cost in Play. If there is more than one of the lowest Cost in play you may chose which one to target.



MELEE, REACH, THROWN & RANGED

There are 4 distances used in combat. Crawler cards with these attributes also contain attack types that can strip bonuses of similar attributes found in a Characters attack. In essence, what you choose to attack with can actually help with your Defense!

Characters come in to play with all of their bonuses already included, like the "Massive Animated Tree" which has +2 Reach (harm). This means that its attack Power is increased by +2 unless you can strip that bonus away from it by **meeting or exceeding the "distance"** of its attack, (not applicable, when regarding Melee attacks).



By putting various cards in to play like "Staff" or "Fireball", which at least meet the distance of "Reach", you can negate Bonuses of Reach; the amount of the bonus itself is irrelevant.

Stripping the Character's attack bonus does not change their Damage type. So, if a Character is attacking with Thrown +1 (fire), and you place a "Short Bow" in play, you strip the +1 bonus, but the attack damage remains as (fire).

DELIVER WOUND(S) TO THE DUNGEON

Once you have won the Power Struggle on Adventurer Attack you may deliver a Wound by placing a Wound Token on the Character, (you cannot deliver a Wound to targets without a Life score). If the wound meets or exceeds the Life Score of the Character in play **remove the Wounded Character from play immediately**, no other cards will leave play at this time.

You may choose not to partake in Adventurer Attack at all, unless a card is put in to Play that specifies otherwise.

If you overpower the Dungeon's Defense you have won the Adventurer Combat, in this case you can play "Striding Strike", which gives you the opportunity to Activate any Character in Play so that they cannot attack! Note that the Character does not have to be the target of the Wound dealt in Combat or even require a Wound to be dealt.



CONCLUSION OF SCENARIO ONE

In the scenario, on page 5, we used; "Fireball", "Charge" and Activated our "Gypsy Stormcatcher" for the attack (it does not matter which Adventurer Attacks/Defends as the Crawler cards are pooled, not assigned) we overcame the Dungeon's Stamina and Defense, so we could Wound the "Troll".

Next we played "Striding Strike", which allowed us to Activate the "Salamander" as it is the greater threat, it is wiser to tie it up so that it cannot attack.

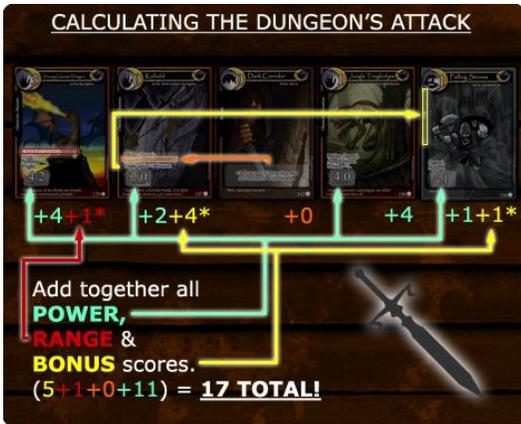
That leaves the "Skeleton" as the only Attacker, and with 3 Adventurers still available to Defend, we can Activate all of them to provide +1 Defense each which will meet the "Skeleton's" Power.

This completes the Adventurer Attack.

DUNGEON RETALIATES (COMBAT)

The Adventurers now defend against the Dungeon's attack. During the Dungeon's attack you are trying to win a power struggle to prevent taking a Wound in Combat.

Below we have a new scenario which can showcase a more "complex" defense situation. In our analysis we will break down the attack to its most basic components.



Attackers include any Dungeon card that provides an attack value on its own during combat, (generally indicated by a number next to a grey sword), this typically includes Characters and Traps. **Cards that only provide bonuses** to an Attacker, and have no predetermined attack value, are **not** considered Attackers.

RETALIATION ANALYSIS

The "Young Granite Dragon" has **Thrown** which boosts its attack (unless you played a Crawler card with Thrown or Ranged on your Attack), and **Area 2**, which means it attacks the Primary target AND the target adjacent to them.

"Falling Stones" targets not only the Primary Target, but up to 4 Adventurers **because of Area 4!**

If there are not enough targets, it **will not** affect an Adventurer more than once, but will restart the count from the left if it reaches the end of the Marching Order with targets remaining.

The "Kobold" is boosted by the "Dark Corridor" for having **Stealth** AND boosts "Falling Stones" with its special Attribute **Traps gain +1 Power.**

The "Jungle Troglodyte" has a **Poisonous** attack which can inflict extra damage if left unchecked.



This example shows how dangerous Area attacks can be. Each Adventurer must now defend themselves (or each other) from at least 2 Power; while the 2nd Adventurer must defend itself from 7 Power and the Primary Target must defend from 17 Power (calculated in the Dungeon's Attack)!

Each Adventurer will need to defend himself separately against the attack power they are facing. It might be better to figure out where the threat is coming from and try to neutralize some attackers before defending.



If you meet or exceed the Dungeon's Power score you have successfully defended against the Dungeon.

In many occasions, secondary effects on a Character will trigger if a successful Retaliation is made; Drain, Pin and Poison are amongst those.

Drain makes you Burn cards from your Crawler deck, while Pin Locks tie up your Adventurers and Poison inflicts additional damage.

Cards that contain Unstoppable (as found on "Pendulum") must be brought to "0" Power, Incorporeal can be defended against using supernatural or magic Stamina, and Contact ("Slime") must be Activated, Locked or destroyed, as these attributes cannot be defended by increasing normal stamina types.

Unlike the above Attributes; **Cold, Electric, Fire, Sonic** or other energy attacks are just damage Types and can be stopped by raising your Stamina score normally while defending.

For instance; a "Wooden Shield" can prevent a "Fireball" from roasting you if used properly, but it won't stop a "Slime" from squishing around your Armour and poisoning you!

DEFENSE ANALYSIS

You can pick apart the Dungeon's attack by using various Crawler cards like "Phase" or "Use Cover", but overall the Dungeon attacks as a whole.

We can make ALL Adventurers immune to (harm) against all of the Attackers in our scenario that deal (harm) by using "Phase" and boosting it with "Gypsy Stormcatcher"! We **do not** have to **Activate** the Stormcatcher in order to put the Crawler card in Play or to Boost it (because she is not defending/attacking, simply casting a spell). By playing this single card, we have neutralized all of the attackers in this scenario, except the Dragon.

When playing Crawler cards, always check to make certain you are not putting more points in Play than you have in **Resources**.



The Dragon is attacking with (fire) and Area 2, so our "Gold Dwarf Warrior" and our "Wood Elf Scout" are now the only targets of 5 Power each, since we used "Phase" to neutralize Harm damage.

Remember that **if you used an Attack** that met or exceeded the **Range** that the Dragon used (Thrown), the Dragon **does not gain their Bonus** of +1 Power from Thrown ("Fireball" would be a great example).

In order to defend at **least one Adventurer MUST** "Activate to defend".

For each Adventurer that you Activate to defend you will gain +1 Stamina. You can not defend with an Adventurer that is already Activated for other reasons (like attacking). You can however Reset Adventurers using Crawler cards to allow them to defend like "Regain Feet".

Treat the area attack as two separate attacks to be defended against.

Assuming the Warrior is Locked and the Thief is already Activated that only leaves us with two Adventurers to defend with. If we Activate both of those Adventurers we only get +2 Stamina total! That's not enough to defend either of our Heroes.

If we put the "Wood Shield" in play we can get +5 Stamina (because our Warrior is the only one that can boost it,

and he is locked). This Costs us "0" Equipment Source to put in Play.

We now have enough Stamina to defend 1 Adventurer. We decide at this point to Activate the Scout or the Stormcatcher, as we only need 1 Adventurer in the defense, of a single attack. This will leave the 2nd Adventurer available to defend as well from the additional attack. We do not have any further cards to build up our defense however, so someone will unfortunately take a Wound.

Our Warrior is the Primary Target and likely going to be the target for most future attacks, so we can use a little tactical insight to spread out the damage and defend him allowing the Scout to take a wound from the 2nd portion of the Area attack place a Wound Token on the Scout.

You can always **choose whom your Adventurer is defending**, but they each can only defend 1 Target Adventurer, **if the defend fails the primary/intended target is still wounded.**

DELIVER WOUND(S) TO THE ADVENTURERS



Wounds from the Dungeon may be dealt if the Power of the attack exceeds the amount of stamina used to defend.

Some cards allow you to shift wounds and effects to other Adventurers by changing the Marching Order or Primary Target of the encounter.

Shield Ally allows us to do exactly this, even against our opponents.



Changing the Primary Target of an encounter will affect the spread of damage in attacks like Area.

As long as an Adventurer does not have as many Wounds as he has Life, he will remain in Play. Otherwise, he will go to the Grave.

Since the Troglodyte was **unable to deliver any damage** (its attack was negated) it is not able to deliver its Triggered effect of Poisoning the Adventurer. Just as the attack Power must be a positive score for an Adventurer to deliver a **successful attack the same goes for the Dungeon**. If a Character's Power is 0 or less, it is an ineffective attack and even if it exceeds the Adventurer's defenses (which could be 1 or less) it will not win the power struggle.

Attacking Characters that have an Attribute that **triggers when they Damage an Adventurer** MUST actually have a Positive Power score on the attack, or the effect does not trigger. A special case for this is the "Contact" Attribute which occurs regardless of an attack having a positive Power score.

You can voluntarily choose not to Defend, unless a card is put in to Play that specifies otherwise. *Note that Adventurers must have a positive Stamina score even if the Dungeon Attack is 0 to win against the Retaliation, this is an important choice when facing the win/lose conditions of "The Damsel".*

STEP 4: END ENCOUNTER

In this sequence you may put Crawler cards in to Play. This is an excellent time to regain Life with “Cure Wounds” before removing cards from play.

DROP CARDS

You can no longer put Crawler cards in to Play. Now that combat is over, 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 that have been increased by another card’s effects will remain in play until the enhancing 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.



*Stamina Boosts can keep a Character in Play if the card doing the Boost remains in play, while a special Attribute like Shapeshift can Restock a Character.

REMOVE TIME TOKENS

Remove 1 Time Token from each card that has any Time Tokens on it.

REMOVE POISON TOKENS

Replace 1 Poison Token from each card that has any Poison Tokens on it with a Wound Token. If that Character or Adventurer should have as many Wounds as they have Life, remove them from Play immediately.

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 that has any Lock Tokens on it.

MAINTAIN PERMANENTS

Check at this point to ensure that you can still afford your Crawler cards with the Resources remaining in Play.

You may now choose to Discard any Permanent Crawler cards you Control from Play.

DRAW HAND

Draw up to your Hand Limit (usually 5) in Crawler cards from your Crawler deck. **You must always Draw at least 1 card even if it exceeds your Hand Limit.** 5 cards is your starting Hand Limit.

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.

OPTIONAL VARIANTS

Once you have expanded your collection from the Starter, you will find that you can try out various levels of challenge, below are some optional game types.

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.

Games typically require 2 out of 3 Quests for completion, but for a quicker paced game you can pick 3 Quests and accomplish 1, or go full tilt in Unyielding adventure by completing all 3 Quests.

Best of Luck and Happy Crawling!