Game:	**DUNGEON TWISTER**	**v2**
Pub:	**Asmodee (2004)**	
Page 1:	**Rules summary**	**Dec 2008**
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For best results, print on card, laminate and trim to size.

Setup

Shuffle the 8 **rooms** and place them face down in a 4 long x 2 wide rectangle. Each player chooses a colour and places a starting line at an end.

Behind their screens, players hide their 14 tokens. Secretly choose a **starting team** of 4 characters and place them face down on the starting dots.

Each player takes their deck of 16 cards. During play, cards are never drawn randomly but **chosen** from this deck.

Starting with a random player, players consecutively place a remaining token face down on a room of their choice until all are placed. The four central tiles may have 3 tokens maximum on them and the two at each end may have 2 maximum.

Reveal starting characters and replace the tokens with figures. Randomly determine starting player.

Sequence of Play

The Active Player's turn consists of three phases:

1. **PLAY AN ACTION CARD**

   Play an **Action** card face up from his deck.

2. **USE ALL OR SOME OF ACTIONS**

   Player may carry out up to as many **Actions** as are on the played Action card.

3. **IF NO ACTIONS IN HAND, GET 4 ACTION CARDS BACK**

   If a player has no Action cards left, he has completed an **Action card cycle** and gets his 4 Action cards back.

Playing an Action Card

Cards are played face up so only the last one is visible.

During the first turn, the first player can only play a **2 actions** card. Then, *during this entire first Action card cycle only*, a player can only play a card with a number of Actions that are smaller, equal or greater by 1 to the highest Action card played since the start of the game.

Using Actions

Action points can be split between different characters. You can use up to the number on the card.

Using 1 AP allows you to:

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

No Action, movement or shot can be performed diagonally.

An Action must be fully resolved before starting a new one.

Reveal a Room

A character must have direct access to the board that is going to be revealed.

All characters on the starting line have access to the first two adjacent rooms.

The player revealing the room first places all of the tokens face up **except the objects of his own colour**, one per square (on an empty or **Rotation Gear** square).

His opponent then places the remaining object tokens.

Rotate a Room

A character standing on a **Rotation Gear** may rotate that board, or the board of the matching colour, for 1AP per quarter turn; only in the direction shown on the board.

Moving a Character

A character activated for 1AP may move up to its movement value (left side of token). More than 1 AP can be used to move the character several times.

Characters can move to any adjacent orthogonal square.

They *can* move through objects, friendly characters and wounded characters of either side, and may stop on objects and friendly wounded characters.

They *cannot* move diagonally, stop on any unwounded character, or move through or stop on a **Pit Trap** or enemy character, or through a closed **Portcullis** or wall.

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

Initiate Combat

A character can **attack** any adjacent enemy character.

You cannot attack a character through a closed Portcullis or wall, or from the opponent's starting line.

Each player places a **Combat card** face down and they are revealed simultaneously. The value is added to the character's **Combat value** (right side of token) and the highest value wins (on a tie nothing happens).

Combat cards *are removed from the game* face down; only **Combat +0** cards are kept.

The losing character is **wounded** (turn face down).

The active player cannot attack again a character that has been wounded by any character this turn.

Group Combat

All unwounded characters adjacent to a combat participate, adding their Combat Values to the one Combat card played. *All* loser's characters involved are wounded.

Wounded

If using the stand-up figure, replace it with a character token. An object carried is left in the square.

A wounded character cannot use any Actions or join in a group battle and his Combat Value is 0; but he may play a Combat card to defend himself (but not attack). If wounded again the character is killed.

Use a Character's Special Ability

Some Special Abilities are permanent but others require 1 AP to be activated. A wounded character cannot use *any* special abilities.

Use an Object

Some objects have permanent effects but others require 1 AP to be activated; the latter are removed from the board when used.

A wounded character cannot use objects requiring activation.

Carrying objects and wounded characters
Each character can only carry one object *of any colour* (though only Wizards can *use* the Fireball) or one wounded character *of his own colour*.

To pick up or drop a token, pass through or stop on that square. No object or wounded character may be left on a **Pit Trap** (except a **Rope**) or other forbidden square.

If moving through a character of the same colour, items may be traded as they pass.

If a character carrying a wounded character loses a combat, the latter is killed and the former is wounded.

Moving Out of the Labyrinth

Characters are removed from play as soon as they move onto any square on their opponent's starting line.

You can exit by moving through a wounded opponent on his starting line, or initiate combat from a room square against an opponent on his starting line.

Your own character's may move, rest or initiate combat on your own starting line.

Jump Cards & Pit Traps

Jump Cards

Jump cards can be played at a cost of 1 AP to allow characters to jump over Pit Traps.

The character must be able to move into a valid square behind the trap. You may not jump over a trap that is occupied by a living or wounded character.

Used cards *are removed from the game*, face down on the used Combat cards.

Pit Traps

Only the **Thief** or a character (living or wounded) with a **Rope** can stand on a **Pit Trap** square.

A Thief wounded on a Pit Trap dies immediately.

If a character takes the Rope a wounded character is standing on, the wounded character dies immediately (and the character taking the Rope gets 1 VP).

Winning

When a player earns his fifth VP, the Active Player may use all his remaining Actions while finishing his turn.

At the end of this turn the player with the greatest number of VP wins.

Eliminate and opponent's character	1 VP
One of your unwounded characters escapes	1 VP
Goblin escapes	2 VP
Character escapes with Treasure	+1 VP

CLERIC (4/2)

Heal
Can heal a wounded character **on an adjacent square** for 1AP.
Healed character cannot do anything else this turn.
Cleric cannot heal himself.

GOBLIN (4/1)

Underdog
Worth 2 VP when he escapes.

MEKANORK (3/2)

Craftsmanship
When rotating a room Mekanork can choose the direction of rotation.

THIEF (5/2)

Deactivate Pit Traps
If unwounded, can move over and stop on **Traps**.
While standing on a Pit, other characters of same colour may cross.
Lock Pick: can open/close **Portcullis** for 1AP.

TROLL (2/4)

Regeneration
When wounded, can regenerate for 1AP.
Cannot perform any additional Action that turn.
Cannot regenerate the turn he was wounded.

WALL-WALKER (4/1)

Walk Through Walls
Can walk through a wall for 1AP. Considered a separate Action from movement.
Cannot cross a closed Portcullis or reveal a new room.

WARRIOR (3/3)

Break Portcullis
Can break an adjacent closed Portcullis for 1AP.

WIZARD (4/1)

Levitation
Can always move over **Pit Traps** and enemy characters.
Cannot stop on either.

Magic User
Can use the Fireball Wand.

ARMOR

+1 to Combat value for *defense.*

FIREBALL WAND (1AP)

Eliminates the *first character* in line of sight.
Only the wizard can use the Wand (for 1 AP). Remove from the game after use.
Fireball can travel over Rotation Wheels.

ROPE

May move over and stop on Pit Traps.
A Rope placed on a Pit Trap square allows any character to cross the trap.

SPEED POTION (1AP)

Can be drunk for 1AP to receive 4AP.
The AP must be used during the current turn (not necessarily immediately). Remove from the game after use.

SWORD

+1 to Combat value for *attacks.*

TREASURE

+1 VP if carried when a character exits the labyrinth.

Using 1 AP allows you to:

Reveal a room	**Rotate a room**
Move one character	**Initiate Combat**
Use an Ability	**Use an object**

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