

A CHRISTOPHE BÉLINGER GAME

# 34 PLAYERS™

RULE  
AND  
SCENARIO BOOK

DUNGEON  
TWISTER™

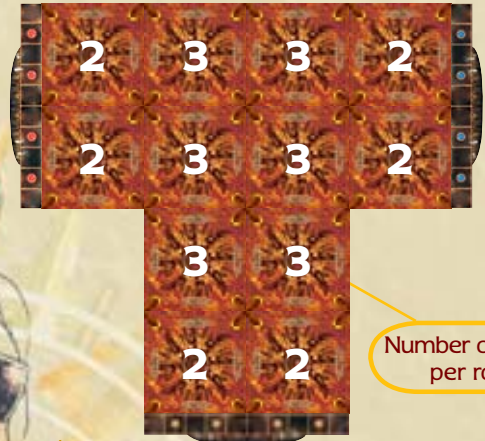
EXPANSION

2

ASMÓDÉE  
editiOns LLC

# 3 4 PLAYERS

## 3 player setup



## 4 player setup

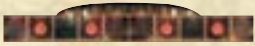


## Contents:

- 1 book of scenarios



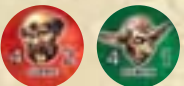
- 8 square rooms



- 2 starting lines (1 per player)



- 2 quick reference screens



- 2 sets of tokens (1 per player) each including 8 characters and 6 objects



- 2 sets of 8 cardboard figurines and 16 plastic bases



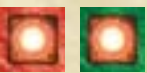
ACTION COMBAT JUMP

- 2 decks of cards (16 cards per player) each containing 9 Combat cards, 3 Jump cards, and 4 action cards



BROKEN OPEN

- Several "broken" and "open" Porticulis markers



- Several square markers to keep track of Actions used during play



- 4 small starting lines in 4 different colors

## 3 & 4 player rules

Using the contents of both the Dungeon Twister Basic Set and this expansion, you can now play Dungeon Twister with 3 or 4 players.

**Rules for 3 and 4 players are identical to the rules for 2 players, with the following modifications:**

- Players must score at least 6 VPs to win the game.
- Characters can escape the maze when they reach the starting line of any opposing player
- The layout of the maze is different. You must choose 6 pairs of rooms (see diagrams)
- Turns are taken in clockwise order.
- When a player reveals a room, he places all tokens except for the objects matching his color. These are placed by the player sitting to his right
- A wounded character may be killed before the next turn of its controlling player. For example; if a character belonging to player 3 is wounded during player 1's turn, it may be killed during player 2's turn – that is, before player 3 has a chance to heal or regenerate it.
- Group combat between characters of more than two different colors is not allowed.
- To reveal one of the center rooms, a player must choose one of its sides, lift the room from the chosen side, and flip it using this same side.  
But that is not all! The 3/4 Players Expansion also offers many great scenarios for you to try!



# THE CROSSING

## Background

For his amusement, the Arch-Mage has ordered his Dwarves and Gnomes to build a huge maze, with a mountain of objects in the center, and many valiant adventurers who can only escape across the maze and not through the sides. The Arch-Mage expects to see some action! He has designed this maze to prevent anybody from leaving too quickly. Freedom will be hard-earned!

**NUMBER OF PLAYERS** 4

## Expansions Needed

Basic Set and the 3/4 Player Expansion.

## Set Up

Each player places 4 face-down character tokens on the colored dots on his own Starting Line.

Then, in turn, players place their remaining tokens, face down, in the rooms of the maze. The following guidelines must be followed when placing tokens in the maze: Rooms with a 2 token limit can only contain face-down characters. Rooms with a 3 token limit can only contain objects.

## Special Rules

If a player has placed the wrong type of token in a room (for example, she or he placed a face-down character in a room that can only contain objects,) this token is removed from the game when the room is revealed. No VPs are earned for it.



## Dungeon Map

All the rooms from the base game and the 3/4 Player Expansion are used. Shuffle the rooms and place them face down as shown above.

## Starting Teams

Each player starts the game with the 8 characters and 6 objects found in the Basic Set.

## How to Win

The first player to score 6 VPs wins this scenario.

Players score 1 VP for each enemy character they eliminate.

Players also score VPs every time one of their characters manages to exit the maze (1 VP per character, 2 VPs for the Goblin, 1 VP for the treasure.) However, characters can only exit the maze through the zone directly across from their own Starting Line.

# THE PYRAMID

## Background

The Arch-Mage built this maze to remember his own travels in Pyra-Midys, a land populated by half-man / half-snake creatures who built gigantic pyramids to honor their gods.

The Arch-Mage's underground pyramid has a room on its highest level with a direct access to the surface. It is the only way to escape the pyramid.

Our adventurers enter the pyramid through the deepest levels and must fight their way up to reach the highest levels and freedom.

## Expansions Needed

Basic Set and 3/4 Player Expansion.

## Dungeon Map

Place the room marked with an "A" face down on top of the pyramid as shown below. Shuffle the remaining 15 rooms and place them face down as shown below. The colors of each Starting Lines don't matter in this scenario.

NUMBER OF PLAYERS

4



4

3  
PLAY

## Starting Teams

Each player chooses 6 characters from the Basic Set and takes the 6 objects from the Basic Set.

## Set Up

The pyramid consists of 5 levels. The first level is made up of the Starting Lines. The second level contains 6 rooms. The third level is composed of 5 rooms. The fourth level has 4 rooms. And finally the fifth level is only 1 room.

Randomly select which player will be the first player. That player places one of his characters on any colored dot of any Starting Line. In a clockwise order, each player does the same on an empty colored dot.

Continue until each player has placed 3 characters. Thus, a total of 12 characters are placed on the Starting Lines and characters of a different colors might be placed on the same Starting Line. All these characters are placed face down and the 1<sup>st</sup> level will be full.

Players then place their remaining characters and objects, face down, in the rooms of the pyramid. Players must pay attention to each room's maximum capacity when placing characters and objects and must fill up rooms starting with the deeper levels.

Players can only place characters in rooms of the second level. Once the second level is full, players may start to place tokens in the third level.

Players can place only objects in rooms of the third, fourth, and fifth levels.

All levels must be filled in order from the deepest to the highest, as players place their tokens in turn, until a single object is placed in the single room of the fifth level.

## Special Rules

If a player has placed the wrong type of token in a room (for example, she or he placed a face down character in a room that can only contain objects,) this token is removed from the game when the room is revealed. No VPs is earned for it.

When revealing a room, make sure to follow the original map of the pyramid when replacing the room face up (see above.)

A character standing on the Starting Line cannot be attacked (although a fireball may be used to clear the way!). Moreover, on the Starting Lines, a character can move through an enemy character but he cannot stop on it.

## How to Win

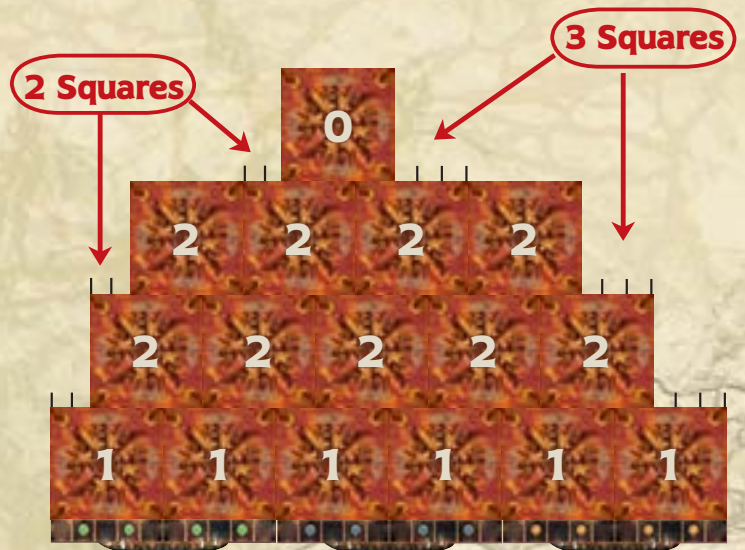
- The first player to score 4 VPs wins this scenario.
  - This scenario may end in a draw if no player can score 4 VPs.

- Players do not score any VPs for eliminating opposing characters.
- To exit the maze, a character must reach the room in the fifth level. Once in the room, this character must activate the mechanism that will elevate the room to the surface at the cost of 1 AP. At this point, the room is separated from the rest of the pyramid. All characters of the active player that are present in the room may leave the pyramid at the cost of 1 AP per character. To activate the mechanism, a character must be standing on the **Rotation Gear**.
- At the end of that player's turn, the room is then rotated one quarter turn in the direction shown by the mechanism. The room is then reattached to the fourth level as shown on the map (two squares on the left, three on the right.)

## 3 Player Version

To play this scenario with 3 players rather than four, make the following changes:

- Rooms' maximum capacities are shown in the diagram.
- Rooms in the second level can contain only characters.
- Rooms in the third and fourth levels can contain only objects.
- Each player places 4 characters on the Starting Line during set up.



# RUSH OUT!

## Background

3 teams! A very long labyrinth! 15 characters on a long Starting Line! Only one exit!

There is no need to spill blood today as the Arch-Mage only wishes to bet on the fastest team and watch a frantic race!

But that doesn't mean there won't be any violence or trickery...

## Expansions Needed

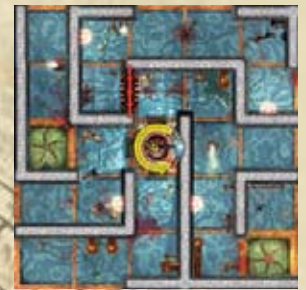
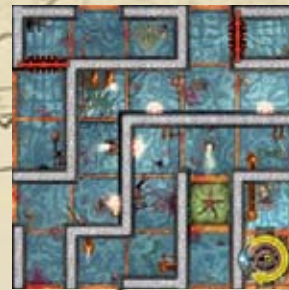
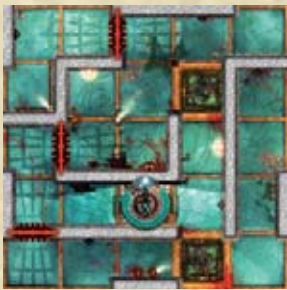
Basic Set and the 3/4 Player Expansion.

## Dungeon Map

Shuffle the 14 rooms and place them face down as shown on the map next page. For this scenario, the colors of the Starting and Finish Lines don't matter.

NUMBER OF PLAYERS

3



6





## Starting Teams

Each player starts the game with the 8 characters and 6 objects from the Basic Set.

## Set Up

Randomly select which player will be the first player. Starting with the first player, each player in turn places one character token face down on one of the unoccupied colored dots on any Starting Line, regardless of its color. Proceed as such until each player has placed 5 characters. There should be one empty colored dot left on the Starting Line at the end of set up.

Players then place their remaining characters and objects, face down, in the rooms of the labyrinth. The maximum capacity of tokens per room cannot be exceeded (see dungeon map above).

Rooms marked with a "2" may only contain objects.

## Special Rules

If a player has placed the wrong type of token in a room (for example, she or he placed a face down character in a room that can only contain objects) this token is removed

from the game when the room is revealed. No VPs is earned from it.

A character standing on the Starting Line cannot be attacked (although a fireball may be used to clear the way!). Moreover, on the Starting Lines, a character can move through an enemy character but he cannot stop on it.

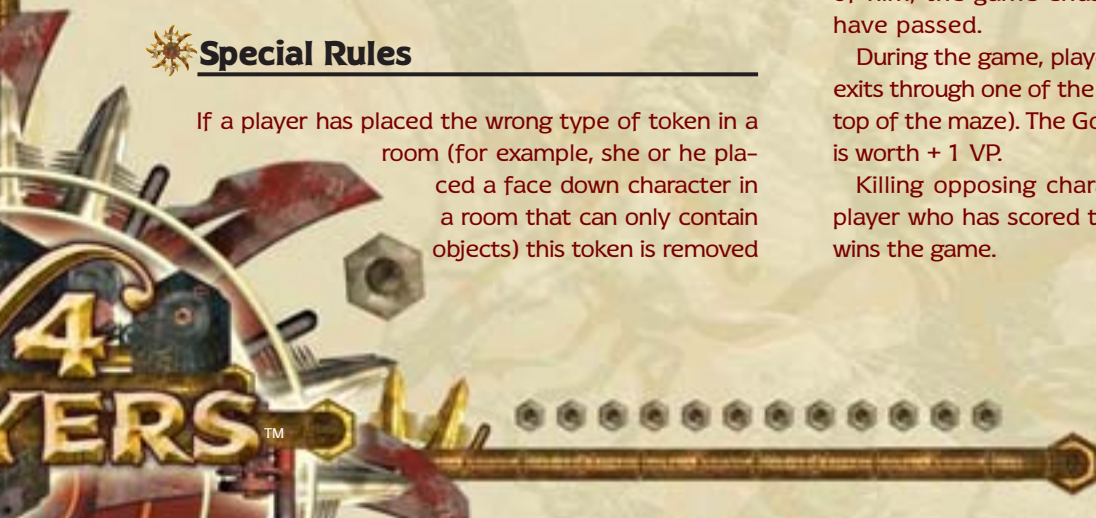
## How to Win

The game is played through 4 complete cycles of Action Cards, or 48 total turns.

When the game starts and after the first player has been chosen, place a token (an Action marker for example) in front of the third player (who sits to the right of the first player). Every time the third player recycles his Action Cards, he places another token in front of him. As soon as the third player has placed a fifth token in front of him, the game ends. 4 complete cycles (48 turns) will have passed.

During the game, players score 1 VP for each character that exits through one of the small Starting Lines (the finish lines on top of the maze). The Goblin still scores 2 VPs and the treasure is worth + 1 VP.

Killing opposing characters does not score any VPs. The player who has scored the most VPs after 4 complete cycles wins the game.



# AND ENGINEERS INVENTED... SLIDING!

## Background

The Arch-Mage grew a bit bored of all the twisting rooms of his dungeon. So he asked his Gnomes and Dwarves to build a brand new kind of deadly maze: one with sliding rooms.

Without delay, the best gnomes and dwarves engineers got to work on their drafting tables and designed a new dungeon featuring a room set up on rails. They called it the "Elevator."

Three years of hard labor later, the Arch-Mage anxiously paces the gates of his new toy. He cannot wait to get his hands on some unfortunate souls. As soon as he can, he teleports a small number of adventurers into his dungeon and waits for them to activate the Elevator.

These adventurers are not aware of the dangers that lurk in the shadows of this new maze, but who cares as long as the Arch-Mage is happy...

## NUMBER OF PLAYERS

4

## Expansions Needed

Basic Set and the 3/4 Player Expansion.

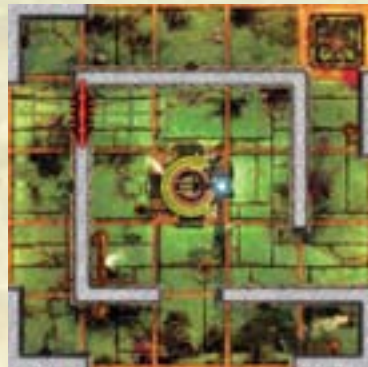
## Dungeon Map

The 2 rooms with the rotation mechanism numbered 3 and the room numbered 1 are placed face down as indicated on the dungeon map below, each facing in a random direction.

The other rooms are shuffled and randomly placed face-down on the remaining spots.

All 13 rooms are placed face down.

## The Elevator

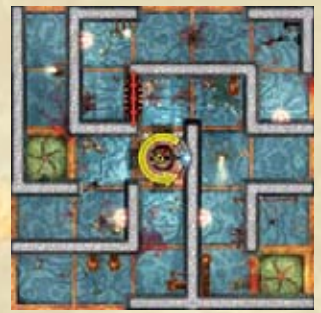
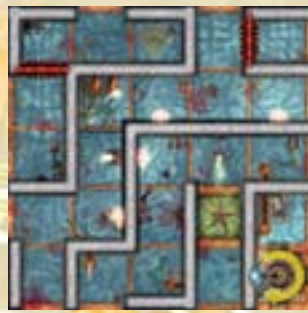


8



3  
PLAY





## Starting Teams

Each player starts the game with the 8 characters and 6 objects from the Basic Set.

## Set Up

The room numbered 1 is the Elevator. During the set up phase, players can only place objects in this room. This room has a maximum capacity of 4 objects.

The rest of the set up phase follows the rules from the Basic Set; 4 characters are placed on each Starting Line and 3 face-down markers (characters or objects) can be placed in each room (except the Elevator).

## Special Rules

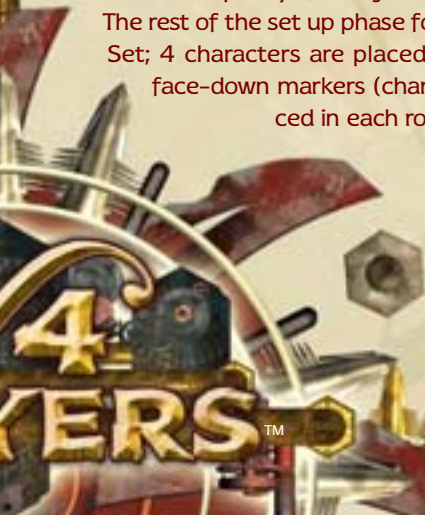
At the cost of 1 AP, a character standing on the Rotation Gear of the rooms numbered 1 or 3 may move the Elevator up or down one room. The Elevator room cannot rotate during this sliding movement. A total of 3 Rotation Gears may activate the Elevator.

Every room in this scenario, including the Elevator, may rotate as well.

## How to Win

The first player to score 6 VPs wins this scenario.

VPs are scored as explained in the basic rules. But in order to score points by guiding their characters out of the maze, the blue player must use the yellow exit, and the yellow player must use the blue exit. Similarly, the green player must use the red exit, and the red player must use the green exit.



# WHERE'S THE EXIT?

## Background

The Arch-Mage has one twisted mind! He likes nothing more than devising new ordeals to test the adventurers and creatures he teleports in his dungeon.

This time, he has built a maze so big and treacherous that all adventurers will get lost. Even if they were to find an exit, it probably would not be the right one.

The Arch-Mage has designed this maze so that only one exit will work for each team he has brought in. Teams will have to endure many trials before finding themselves in front of a door they might not even be able to open without being instantly killed. It all seems so unfair... yet so fun for the Arch-Mage!

## Expansions Needed

Basic Set and the 3/4 Player Expansion.

## Dungeon Map

Every room from the Basic Set and the 3/4 Player Expansion are used in this scenario. Shuffle all the rooms and place them face down as indicated below.

Shuffle the small Starting Lines and place them face down as indicated on the map. These will be revealed at the end of the set up phase.

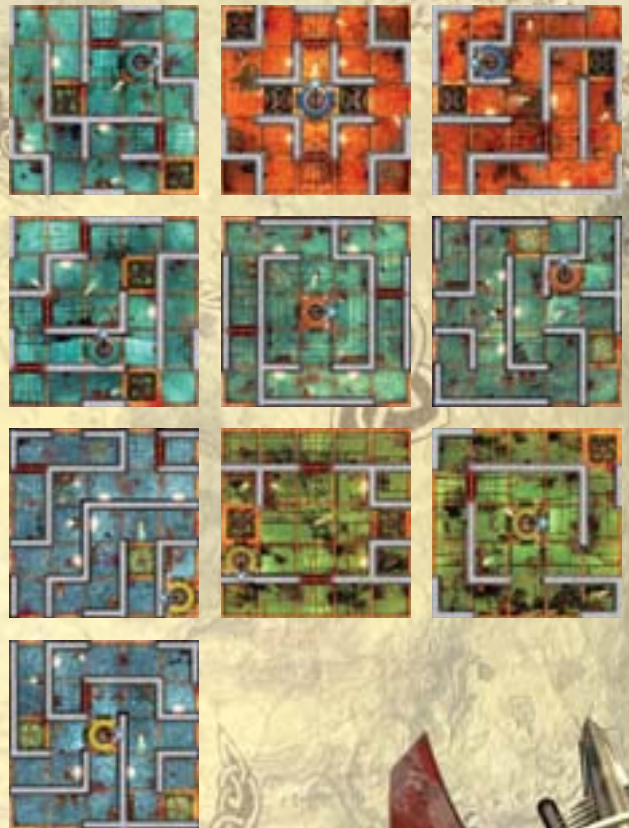
For this scenario, the colors of the long Starting Lines don't matter.

## Starting Teams

Each player starts the game with the 8 characters and 6 objects from the Basic Set.

NUMBER OF PLAYERS

4



10

3  
PLAY

## Set Up

Randomly select which player will be the first player.

Starting with the first player, each player places one character token face down on one of the unoccupied colored dots on any Starting Line, regardless of its color. Continue until each player has placed 4 characters.

Thus, a total of 16 characters are placed on the Starting Lines and characters of different colors might be placed on the same Starting Line. All these character tokens are placed face down.

Once all 4 long Starting Lines are occupied by 4 characters and thus are full, players can start placing their characters and objects (face down) in the different rooms of the maze. The maximum capacity of each room must be respected.

Once all characters and objects have been placed, the small Starting Lines are revealed and placed face up. Each player then reveals his characters on the long Starting Lines.

## Special Rules

Characters may move on the Starting Lines regardless of their color.

A character standing on the Starting Line cannot be attacked (although a fireball may be used to clear the way!). Moreover, on the Starting Lines, a character can move through an enemy character but he cannot stop on it.



## How to Win

The first player to score 5 VPs wins this scenario.

During the game, players score 1 VP for each character that exits through one of the small Starting Lines of their own color. The Goblin still scores 2 VPs and the treasure is worth + 1 VP.

Killing opposing characters does not score any VPs.

## 3 Player Version

This scenario has a 3 player variant that follows all the rules written above, with the following modifications:

During the initial set up phase, players place 5 characters instead of 4. One colored dot will remain unoccupied.

The 4 small Starting Lines are still placed face down, but one of them is nothing but a decoy since it cannot be used by any of the teams.

The maximum capacity of the rooms is different (see diagram). One of the rooms will not be full.



# FRIENDLY MURDER PARTY

## Background

The Arch-Mage has teleported 32 adventurers into his old dungeon. Left alone in the dark, these adventurers have formed 4 teams.

Earlier today, the Arch-Mage announced that he wanted to quench his thirst for blood. He's going to watch all these adventurers kill each other as he remains hidden behind his magic mirrors. The adventurers fight, maim, and kill to get the Arch-Mage's attention.

They have to form alliances to kill the weak and sometimes backstabbing their former friends is not an option. Friendships only last a couple of minutes. Only the most ruthless of all will survive!

And the Arch-Mage sits back, relaxes and enjoys the show.

## Expansions Needed

Basic Set and the 3/4 Player Expansion.

## Dungeon Map

Shuffle all the rooms and place them face down as shown on the dungeon map.

## Starting Teams

Each player starts the game with the 8 characters from the Basic Set and 4 objects. The Fireball Wand and the Treasure are removed.

## Set Up

Each player places 4 characters face down on his Starting Line.

Then, in turn, players place their characters and objects face down in the rooms of the maze. The maximum capacity of each room is indicated on the diagram.

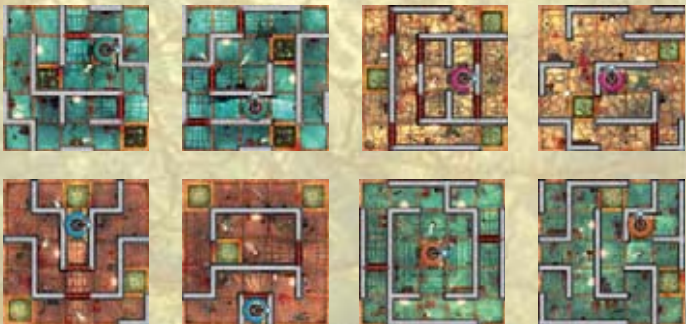
Players can only place objects in the rooms with a capacity of 2. Players can only place characters in the rooms with a capacity of 4.

## Special Rules

If a player has placed the wrong type of token in a room (for example, she or he placed a face down character in a room that can only contain objects) this token is removed from the game when the room is revealed. No VPs is earned for it. Players cannot initiate combat before all the rooms are revealed.

NUMBER OF PLAYERS

4



12



## Group Combat with Allies

When a player decides to attack a character on the board, every character standing on a square adjacent to the attacker or the targeted character (the defender) may decide to join the combat, regardless of color.

A combat is always begun between two characters of two different colors, the attacker and the defender. Characters of a third or fourth color, standing on a square adjacent to the attacker or the defender, may or may not join the combat. If a player decides that several of his characters will join a combat, he must also declare on which side his characters will fight. They may join the attacker or the defender's side.

First, all the players taking part in a combat must place a Combat Card face down. Then the value of all Combat Cards is revealed. Finally, both sides add up the total value of all the Combat Cards. The side with the greatest total wins the combat. All the characters on the losing side are wounded.

A character standing on a square adjacent to an attacker or a defender but not participating in the combat is not affected by the results. However, when a player decides to take side in a combat, she/he must commit all his characters (except those who are wounded) that are in contact with the attacker or the defender. A player cannot commit only some of his characters to a combat.

A player that is the attacker or the defender must commit all his characters that are in contact with the attacking or the defending character to the combat (except those who are wounded.)

Every one of the players who win a Group Combat with Allies scores 1 VP per enemy character wounded or killed.

### Example:

Here is an example of a Group Combat with Allies. The active player is the Red Player. It is his turn. He spends 1 AP and declares that his Red **Warrior** attacks the Blue **Troll**. The Red **Wizard** is standing on a diagonal square; he cannot join the combat (for now.)

Starting with the Red **Warrior** and the Blue **Troll**, let's look at all the adjacent characters that may participate in the combat.

Since no character is standing near the Red **Warrior**, we must start with the Green **Warrior** and the Green **Goblin**. They stand in squares next to the defender (Blue **Troll**) but not the attacker (Red **Warrior**.) They may ally with the Red colored character, but not with the Blue one. The Green player decides to take side with the Red player (against the Blue one) because it is always easy to score points in a collective massacre.

The Yellow **Goblin** is standing next to the Blue **Troll** and next to the Red **Wizard**. He decides to join the combat and teams with the Blue side. Because of the Yellow player's decision, the Red **Wizard** now finds himself next to the combat, which he joins.

If the Green and Yellow players had not joined the combat, only the Red **Warrior** and the Blue **Troll** would have been involved in the combat. But since the Green player teamed with the Red player, the Blue **Thief** now finds herself next to a player involved in this same Group Combat with Allies. She has to participate in the combat, adding her combat value to the Blue **Troll's** combat value.

As for the yellow **Mekanork** he is only adjacent to the Blue **Thief**. Since she is an ally, he cannot participate in the combat.

In the end, we have:

**Red and Green Players against Blue and Yellow Players.**

Red **Warrior** (+3) + Red **Wizard** (+1) + Green **Warrior** (+3) + Green **Goblin** (+1) + Red and Green Combat Cards.  
**Vs.**

Blue **Troll** (+4) + Blue **Thief** (+2) + Yellow **Goblin** (+1) + Blue and Yellow Combat Cards.

Combat Cards are simultaneously played by all players involved in a combat. Then all Combat Cards are simultaneously revealed and the combat is resolved. All Combat Cards are discarded (except the +0 Combat Card).

All characters from the losing side are wounded. Each player from the winning side receives 1 VP per wounded enemy character. In our example, if the Red and Green players had won, they would have scored 3 VPs each. If the Yellow and Blue players had won, they would have scored 4 VPs each.



## How to Win

The first player to score 12 VPs wins this scenario.

Players score 1 VP each time one of their own character reaches any opponents Starting Line, regardless the color (2 VPs for the **Goblin**).

Players score 1 VP for each enemy character they kill or wound, even if they do so in a Group Combat with allies. Players score 1 VP when they wound a **Troll**, even if it regenerates during the following turn. If the **Troll** does not regenerate, a player may kill it and score another VP.

Players should use a piece of paper or other markers to keep score because there are not enough character markers to do so.



# A SURPRISE PARTY!

## Background

Four parties of 8 characters are teleported to each side of an oddly-shaped maze.

These 4 teams will be divided into 2 groups that will need to cooperate in order to reach a common goal.

A total of 32 characters thrown in a narrow labyrinth, but separated into two teams, one against the other. The problem is that characters from the same team don't really know each other. They are not trained to coordinate their actions or to fight together.

## Starting Teams

Each player starts the game with the 8 characters and 6 objects from the Basic Set.

## Set Up

Each player places 4 characters face down on his Starting Line.

Then, players place the rest of their characters and objects face down in the rooms of the maze. The maximum capacity of each room is indicated on the diagram.

NUMBER OF PLAYERS

4

## Expansions Needed

Basic Set and the 3/4 Player Expansion.

## Dungeon Map

Shuffle the 10 rooms and place them face down as shown on the diagram.



## Special Rules

When a player reveals a room, he doesn't place his own characters and objects in the room. It is up to the player seated across the table from him to do so.

Red and Green are allies. Yellow and Blue are allies.

Allied players may not attack each other.

Characters may pass through a square occupied by a character belonging to an allied player.

Characters may carry allied wounded characters.

These teams never trained to fight as a single unit. Because of this, they may not engage in Group Combat with Allies. Combat may only involve characters from two different colors (for example, Red vs Blue or Yellow vs Green.)

## Optional Rules

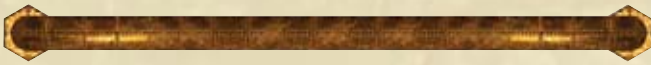
To simulate the fact that teams in each group do not know each other, we advise that you follow this optional rule:

Allied players may not discuss tactics and strategy in any way, including secret messages or other forms of communication.

However, when a character passes through a square occupied by an allied character or finishes a move in a square next to an allied character, the two players may spend one minute at the end of the turn to discuss strategy. They may not talk for more than one minute. They may talk in front of the other two players or in private.

## How to Win

- The scores of allied players are added. Allied players win if they score a total of at least 10 VPs.



# DUNGEON TWISTER™

## Object of the Game

- The winner is the first player who earns 5 victory points (VP) or 6 VPs in case of a 3 or 4 players game.
- You earn 1 VP when you eliminate an opposing character.
- You earn 1 VP when one of your characters escapes from the labyrinth.
- The **Treasure** is worth 1 extra VP is one of your characters escapes from the labyrinth carrying it.
- The **Goblin** is worth 2 VPs when he escapes from the labyrinth (instead of 1 VP for the other characters).

## Order of Play

During his turn, a player must complete the 3 following phases in the following order:

1. Play an Action card.
2. Use all or some of his Actions.
3. Get all of his Action cards back in hand if he does not have any left.

Using 1 AP allows you to:

- Reveal a room.
- Rotate a room.
- Move a character.
- Initiate combat.
- Use a character's Special Ability.
- Use an object.

## Move a Character

During his movement, a character can:

- Move into any adjacent square (characters can move backwards).
- Move over objects or wounded characters (friendly or enemy) even stop on objects and friendly wounded characters.
- Move over characters of his own color, but not stop on them.
- Move over or stop on a **Rotation Gear**.
- Cross over an open or broken **Portcullis**.

On the other hand, a character cannot:

- Move diagonally.
- Move over or stop on a **Pit Trap**.
- Move over or stop on an enemy character.
- Cross over a closed **Portcullis**.
- Pass through a wall.

At the end of a character's movement, he cannot:

- Stand on the same square as an unwounded character (regardless of the character's color).
- Stand on the same square as a wounded enemy character.
- Stand on a **Pit Trap**.
- Stand on the same square as two other tokens (regardless of their nature).

## 1st Golden Rule:

**An action must be fully completed before starting another one.**

## 2nd Golden Rule:

**There can never be more than two tokens in the same square at the end of any action.**

1

- Object must be removed from the game after use.

0

- Lock-picking.

M

- Magic User.

F

- Flying.

P

- Breaks Portcullis.

R

- Regeneration.

C

- Craftsmanship.

D

- Deactivating Pit Traps

Dungeon Twister was created by Christophe Boelinger, edited by Asmodee Editions LLC and illustrated by Eric Bourgier and Thierry Masson. Editing: Eric Franklin.  
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