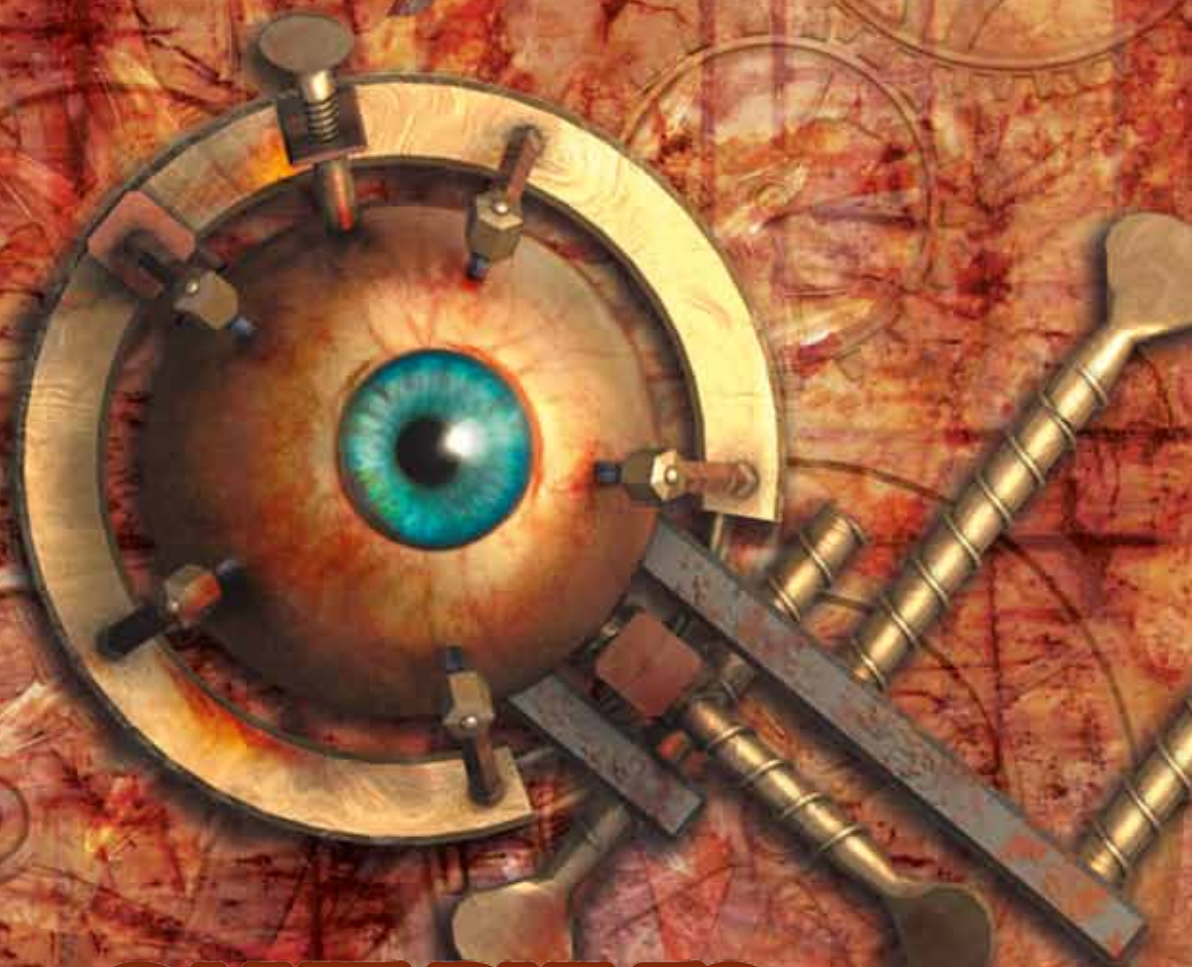# DUNGEON TWISTER

PRISON

GAME RULES
SOLO VERSION

Ludically

Contents specific to solo play

- 32 purple Non-Playing Character (NPC) tokens

- 6 purple object tokens

- 2 6-sided teleportation dice (1 red, 1 white)
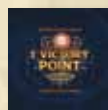
- 1 custom rotation die

- 5 square counters to count the Non-Player's **VP** (backside of blue **AP** counters)

- 1 linen bag

- 1 solo play rule book

- 32 NPC cards

- 8 Room cards

- 8 "Visions of the Arch-Mage" cards (optional)

Conventions

All of the rules for Dungeon Twister's 2-player game remain valid for solo play, except when otherwise mentioned in this rule book.

The Player must play the yellow color. He takes the complete set of 16 yellow cards and the 14 yellow tokens. The Player plays using **miniatures**.

The Non-Player is called NP and its **characters** are called NPC. The NP uses the purple tokens face up to represent unwounded NPCs, and face down to represent **wounded** NPCs.

The blue tokens are not used in solo play.

Use the backside of the blue **AP** counters to count the NP's **VP**. The yellow **AP** counters are used by the Player to count his own actions, and count each NPC's actions as it gets activated.

Game set-up

Choosing a difficulty level

There are 6 levels of difficulty, represented by the following color icons in increasing order of difficulty:

easy   hard

When starting a solo game, the Player selects a difficulty level for his adventure. Difficulty level icons appear on various Player cards and NP cards (see **Reinforcements**).

Dungeon layout

Take the 4 room pairs included in the box (8 rooms in total), shuffle them together and, without looking at them, place them face-down so as to assemble a rectangular board with a length of 4 rooms and a width of 2 rooms (see **Figure 1**).

The number on each room indicates the number of tokens to draw from the linen bag when **revealing** that room.

NPCs in the linen bag

Shuffle all 32 NPC cards, and draw from them 8 cards at random. Take the 8 purple-color **character** tokens bearing the same name as the 8 cards. Place these tokens as well as the 6 purple-color **object** tokens in the linen bag. There could very well be multiple NPCs of the same class (for example, multiple Clerics). This is normal.

Gather the 8 NPC cards into a deck, facing up, next to the linen bag.

Reinforcement NPCs

Shuffle the remaining 24 NPC cards into a deck, facing down. Reinforcements are NPCs that come into play at specific times during the game, depending on the selected difficulty level.

Leave the 24 remaining NPC tokens in the 8 small storage compartment at the bottom of the game box, sorted by **character** class. This will make it easier to find them when needed.

Starting player team

The Player chooses 4 **characters** among the 8 available in Dungeon Twister Prison, and places their corresponding tokens on the yellow starting line, one per illuminated dot. Once the Player has selected and positioned his starting team, the remaining 10 yellow tokens (4 **characters** not selected and 6 **objects**) are placed in the linen bag.

The Player then replaces his **character** tokens on the yellow starting line with the corresponding **miniatures**, setting aside the **character** tokens (do NOT put these tokens in the linen bag).

The NP does not place any token on the blue starting line. NPCs come into play as a result of **revealing** rooms or as reinforcement.

GAME SETUP
and beginning play

reinforcement pile of NPC tokens

Face-down deck of reinforcement NPC cards

Player's Combat card and Jump card discard pile (already played by Player)

Player's Action card discard pile (already played by Player)

Deck of Player's Combat, Action, and Jump cards

4 characters chosen by the Player as his starting team

Non-Player (NP)

Player

NP's object tokens (place in linen bag)

8 NPC tokens (place in linen bag)

Player's object tokens (place in linen bag)

Player's remaining character tokens, not selected for the Player's starting team (place in linen bag)

face-up deck of 8 NPC cards corresponding to the NPC tokens placed in the linen bag

Room cards for unrevealed rooms (face-up)

Room cards for revealed rooms (face-down)

NP's Combat card discard pile (already played by NP)

deck of NP's Combat cards (face-down)

NPC activation order →

rotated card: NPC has already played during the NP's turn

straight-up card: NPC has not yet been activated

Active NPC cards (NPCs currently present in the dungeon)

☀ Card decks

Player's deck

The Player takes his normal deck of cards. That is, all the yellow cards (3 Jump cards, 4 Action cards, and 9 Combat cards).

NP's deck

The NP does not use Action cards or Jump cards. **Remove from the game** the blue Action and Jump cards.

NP's Combat cards

The NP uses the blue Combat cards. Shuffle all 9 blue Combat cards into a deck, facing down. Whenever a **combat** occurs, turn over the first card from the NP deck, then **discard** it into the NP Combat card **discard** pile after the **combat** is resolved.

If the NP Combat card deck becomes empty, shuffle all the cards in its Combat card **discard** pile to create a new Combat card deck.

Room cards

Gather the 8 Room cards into a deck, facing up, as indicated on **Figure 1**. Whenever a room is **revealed** by the Player, take the corresponding card out of the Room card deck. Once the procedure for **revealing a room** is complete (see **Revealing a room**), add it to the **revealed** Room card deck, which is kept face-down (see **Figure 1**).

Victory conditions

If the Player earns **5VP** or more before the NP, he wins the game.

If the NP reaches **5VP** or more before the Player, the NP wins the game.

Starting the game — first turn

In solo play, no tokens are placed on the rooms during set-up. Once set-up is completed as shown on **Figure 1** (all rooms remaining face-down), the Player takes the first turn. He must play his 2 Actions card and immediately **reveal** one of the rooms in front of him as his first action.

Action card cycle

During the first **Action card cycle**, the Player must play his Action cards in increasing order, meaning he must play his 2 Actions card in the first turn, followed by his 3 Actions card, then the 4 Actions card, and finally his 5 Actions card.

In later **Action card cycles**, the Player may play his Action cards in whatever order he chooses.

Order and phases of play

Play alternates between the Player and the NP, following the usual rules, except for the fact that the Player is always the first player. Order of play is therefore: Player, NP, Player, NP, etc.

Phases of play for the Player
1) Play an Action card
2) Perform all his actions
3) Arrival of reinforcements, if any, as specified by the Action card played
4) Recycle all Action cards if none are left in his hand

Phases of play for the NP
1) Shuffle all cards corresponding to the active NPCs (those present in the labyrinth)
2) Line up the active NPC cards from left to right
3) Activate each unwounded NPC in activation order from left to right

Since the NP does not play Action cards, there is no recycling Action cards. The NPCs who are present in the labyrinth perform, in order of activation, a number of actions determined by the number of **AP** allocated to them based on their objective.

Player's turn

The Player plays his turn normally as described in the standard rules. **Combat** resolution and **room revelation** are the only rules from the base game that change (see **Initiating combat** and **Revealing a room**). The reinforcement rules also modify the game somewhat.

For example, during his phase 3, the Player must bring in NPC reinforcements, if any, as specified by the Action card he played at the beginning of his turn (see **Reinforcements**).

NP's turn

Phase 1 — shuffle active NPC cards
Pick up the active NPC cards before you and shuffle them face down. These cards must match the NPCs currently present in the dungeon, including the **wounded**. Do not forget to **remove from the game** the NPC cards of the **characters** who have left the labyrinth or been eliminated.

Phase 2 — line up active NPC cards
Line up the cards from left to right, face-up and straight up (not rotated).

Description of NPC cards

Name: name allows matching each card to its corresponding token.

Objective: specifies the character's objectives in priority order, dictating its behavior in any given situation. The smaller the objective number, the higher the priority. The default objective is highlighted in purple.

Object Priority: specifies the character's favorite objects in order of priority. The higher in the list, the more the object is coveted by the character.

NOLOCK
the Lockpicker

Objective
① Open Portcullis 4AP
② Take Object   4AP
③ Exit   5AP
④ Combat   4AP
⑤ Reveal Room   3AP
⑥ Regroup   3AP

Object Priority
Rope
Wounded
Telescoping Spear
Fireball Wand
Bow
Large Shield

Character Priority
Wizard
Banshee
Cleric
Naga
Colossus
Backstabber
Telepath
Mekanork

For every 4 portcullises opened by Nolock, the Non-Player earns 1VP, regardless of scenario victory conditions.

Character Face: shows the class of the character (Cleric, Colossus, Backstabber, etc.). Each character belongs to one of the character classes included in DT Prison set and has the special abilities corresponding to its class.

Character Priority: specifies other characters most often targeted by this character, in order of priority, whether for the combat or regroup mode or any other action. The higher it is on the list, the stronger the attraction.

Personality: each character has a special ability that is specific to it (in addition to its class' special abilities), as described in the bottom panel on the card. When a NPC comes into play, make sure to read its Personality and understand how it will affect game play. Personality text overrides normal rules.

How to determine a NPC's actions

Figure 2

Look for an achievable objective in decreasing order of priority:

Objective 1 — Exit: Weak Ed cannot **exit in 5AP** without **initiating close combat with an enemy character,** which is a different objective altogether.

Objective 2 — Take Object: Weak Ed can retrieve only the Fireball wand in **4AP,** but that **object** does not appear on his Object Priority list

Objective 3 — Combat: Weak Ed can reach and **initiate close combat against multiple enemies.** He chooses the one at the top of his Character Priority list, which is the Cleric. Weak Ed enters "Combat" mode and moves to attack the yellow Cleric in **4AP,** which is his **AP** allocation for this objective.

Phase 3 — activate each unwounded NPC

First deactivate the **wounded** NPCs by rotating their NPC cards. They cannot perform any actions, unless their Personality says otherwise.

Activate each unwounded NPC in turn (see **Activating a NPC**), starting from the leftmost card and continuing to the right. When a NPC has completed its actions, deactivate it by rotating its card. When all cards are rotated, the NP's turn is finished.

Activating a NPC

Upon activation of a NPC, the Player reviews the activated NPC's objectives in order of priority from 1 to 6 until he finds an objective that can be met by the NPC using up to the maximum allocated number of **AP** for that objective (see **Figure 2**). The NPC then completes that objective (see **NPC Objectives**).

To determine whether an objective is achievable, the NPC must be able to achieve it performing only the following actions:
- moving,
- jumping,
- using a free ability, i.e., one that does not require **AP**, like the Naga's contorsionist ability or the Wizard's levitation ability,
- using **objects**, like the Rope and the Key.

The following actions are only allowed as part of the matching objective:
- **rotation** of a room,
- **combat**,
- **exit**,
- **regroup**,
- any paying ability, i.e., one that requires **AP** (**open portcullis**, **break portcullis**, **heal**, **repulse**),
- use of the Fireball wand, which requires the **take object** objective (see **Fireball wand**).

If none of the 6 objectives can be met using the indicated **AP,** the NPC then must use the default objective (in purple on the list) and get as close as possible to meeting it, using all the **AP** specified for that objective. It will not be able to meet the objective, but it will get as close as possible, using the **proximity rules** (see **Proximity rules** and **Figure 3**), until it runs out of **AP**.

Figure 3

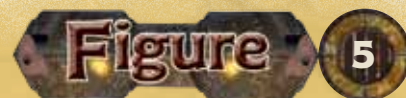### Default objective

Look for an achievable objective in decreasing order of priority:

Objective 1 – Exit: Weak Ed cannot **exit** in **5AP**. The closest path would cost him **10AP**.

Objective 2 – Take Object: Weak Ed cannot retrieve any object in **4AP**.

Objective 3 – Combat: Weak Ed cannot reach any **enemy** character against whom to initiate combat in **4AP**.

Objective 4 – Reveal Room: no unrevealed room is within reach of Weak Ed in **3AP**.

Objective 5 – Rotate Room: Weak Ed cannot reach any rotation gear in **2AP**.

Objective 6 – Regroup: Weak Ed cannot reach any **friendly** character in **2AP**.

Weak Ed is unable to meet any of its objectives, therefore he selects his default objective (in purple on the list) and attempts to get as close to meeting it as possible. His default objective is "Exit". He spends **5AP** to move as close as possible to the exit via the shortest path.

WEAK ED the Sissy

Objective
① Exit — 5AP
② Take Object — 4AP
③ Combat — 4AP
④ Reveal Room — 3AP
⑤ Rotate Room — 2AP
⑥ Regroup — 2AP

Object Priority
Bow
Rope
Telescoping Spear
Key
Large Shield
Wounded

Character Priority
Cleric
Telepath
Wizard
Banshee
Naga
Mekanork
Backstabber
Colossus

During a one-on-one combat, Weak Ed forces the Player to play the weakest Combat card in his hand. Weak Ed's power also applies in ranged combat, a long as it is not a group combat.

Figure 4

A small step for a Telepath…

Look for an achievable objective in decreasing order of priority:

Weak Ed is closed in and unable to meet any of his 6 objectives. He selects his default objective "Exit" and attempts to get as close to meeting it as possible. He spends only **1AP**, moves two squares until he runs head–first into the portcullis in his cell, the closes path to the exit. He can only call for help hoping for someone to come open the gate…

The Wizard must reroll   The Player chooses the 4th row

The Player looks for the two NPC cards matching the tokens out of the face–up deck of NPC cards (in this case: Muldon and Mungdu).

If the NPC cannot get any closer to meeting the default objective, then it does nothing (see **Figure 4**).

Mode

When the Player has determined the NPC's objective, that **character** enters the corresponding mode, for example: **com–bat** mode, or **rotation** mode, or **regroup** mode. Once the NPC enters the proper mode, we strongly suggest that the Player place an **AP** counter on the NPC card for each action per–formed until it is deactivated.

Proximity rules

Once the NPC's mode is determined, there may be multiple ways for that **character** to meet its objective. Always select the best option according to these **proximity rules**:

- Select the option that uses the fewest number of **AP**
- In case of a tie, choose the shortest path in number of squares crossed
- In case of a tie in **AP** and number of squares, roll one of the 6-sided die to choose between the two solutions (on an even or odd result). No other factor may be taken into consideration when choosing between multiple options.

Jumping NPCs

NPCs do not have Jump cards. However, they can still jump, spending **1AP** for each jump, without needing Jump cards, but otherwise following the normal jump rules. There are no limit to the number of jumps they can perform in a game! You wish you could that, couldn't you?

When determining the feasibility of a NPC's objec–tive, take into consideration its ability to perform unlimited jumps to meet its objective, within its allocated **AP**.

Initiating combat

When a **miniature** controlled by the Player attacks a NPC, or when a NPC attacks one of the Player's **characters**, the Player first chooses a Combat card which he plays before him, then the Player turns over the first card from the NP's Combat card deck. **Combat** is then resolved normally. The NP's Combat card is **discarded** in its Combat card **discard** pile (Combat +0 card included). The Player's played Combat card goes to his own **discard** pile (except for the Combat +0 card which goes back to his hand).

If either the Player's or NP's Combat card includes a dif–ficulty level icon corresponding to the level selected by the Player for this game, a new reinforcement will arrive at the end of **combat** (see **Reinforcements**).

Revealing a room

When either the Player or the NP **reveals a room**, the room is turned face-up following the usual rules. However, since no tokens were put on rooms during game set-up, the following procedure applies instead: the Player draws from the linen bag as many tokens as indicated on the dungeon layout for that room (see **Figure 1**) which is 3 tokens. He draws them one at a time, preserving the order in which he drew them.

Then, he takes the deck of unrevealed Room cards (the deck of Room cards face up, see **Figure 1**), looks for the Room card corresponding to the room just **revealed**, and places it next to the room, turning the card to face the same way as the room (see **Figure 2**).

Then, for each token drawn from the bag, in the order they were drawn, he rolls two teleportation dice (the white and red dice) and places the token on the room square located at the intersection of the row and column indicated by the dice (see **Figure 2**). This is how **objects** and **characters** are teleported into the dungeon.

- If the red die shows a 6, the Player decides in which row to place the token, the column being dictated by the result of the white die.
- If the white die shows a 6, the Player decides in which column to place the token, the row being dictated by the result of the red die.
- If both dice show a 6, the token does not come into play. It is simply **removed from the game** and does not grant any **VP** to either the Player or the NP.

Legal teleportation: the token must be teleported on a valid square (not on a pit trap, for example) that does not already contain another token of any type.

In case of illegal teleportation, roll both dice again, until either a valid square or a double-6 is rolled (in which case the token is **removed from the game**). In the case of a 6 rolled, the Player must choose a row or column of his choice that results in legal teleportation. If that is impossible, roll the dice again as above.

Warning! Some NPCs have special abilities (Personalities) described at the bottom of their card. Such abilities may influence their placement on the room during **revelation**. For example, some Mekanorks directly take control of the **rotation** gear, and thus do not use teleportation dice. Please take the time to read the NPC's Personality before rolling the teleportation dice.

If new NPCs come into play on the **revealed** room, place their corresponding NPC card to the right of the row of active NPC cards, card straight up. These NPCs will be activated during this turn if it is the NP's turn, or else during the NP's next turn.

🌞 Reinforcements

In some cases, new NPCs may be teleported at random into a room that is already **revealed**, as reinforcements. Such reinforcements are triggered by Action, Combat, or Jump cards played by the Player or the NP, when such cards contain color icons corresponding to the difficulty level selected by the Player.

For example, for the pink level, reinforcements can only arrive when the NP plays a Combat +0, Combat +1, or Combat +2 card. However, at the black level, reinforcements arrive when the NP plays a Combat +0, Combat +1, or Combat +6 card, but also when the Player plays his 2 Actions or 5 Actions card, or a Jump card, or a Combat +0, Combat +4, or Combat +6 card.

Reinforcement is therefore much more frequent at the black level than at the pink level, reflecting the increase in difficulty level.

Arrival of Reinforcements
- Reinforcements triggered by Combat cards are teleported into the labyrinth immediately after **combat**, and before starting a new action. Note that multiple reinforcements can arrive in the same turn, even in the same **combat**.
- Reinforcements triggered by Jump cards are teleported into the labyrinth immediately after the jump.
- Reinforcements triggered by one of the Player's Action cards are teleported into the labyrinth during phase 3 of the Player's turn (see **Order and Phases of Play**), therefore after the Player has performed all his actions.

For each reinforcement:
1) Draw the first NPC card from the reinforcement deck, placing it, straight-up (not rotated), to the right of the row of active NPC cards.
2) Take from the box the token matching the NPC card just drawn (see **Figure 1**)
3) Take the deck of **revealed** Room cards (the face-down deck), and shuffle them, then turn over the first card of the deck. Place this card next to the labyrinth in the proper orientation, then perform a teleportation as indicated in **Revealing a Room** (see **Figure 2**).
4) Place the NPC token on the square indicated by the teleportation dice.
5) Return the Room card, face-down, to the deck of **revealed** Room cards. Shuffle the deck again.

NPCs arriving as reinforcements are activated in the current turn if it is the NP's turn, or else during the NP's next turn.

🌞 NPC Objectives

Objective: combat

To enter this mode, the NPC must be able to reach at least one of the **enemy characters** listed in its Character Priority list. If it can do so and attack it without going over its allocated **AP** for this objective, it enters **combat** mode.

In **combat** mode, the NPC **targets** the highest possible **character** on its Character Priority list, whether **miniature** or **wounded**, even if another **enemy character** with a lower priority is located closer (see **Figure 6**).

A **character** keeps its **character** class even while **wounded**, and must be considered by the NPC when selecting a **target** for **combat**.

The NPC stops its move on the first valid square that is **adjacent** to its **target**. Resolve the **combat** as described in **Initiating a combat**. In case of a tie, the NPC continues to attack the same **character** as long as it still has **AP** left. If the NPC is **wounded**, it automatically becomes deactivated. Turn its **character** token face-down to indicate its **wounded** status.

After **combat** is resolved, if the NPC has either **wounded** or eliminated an **enemy character**, it must continue using its remaining **AP** to get as close as possible to the next available **character target** with the highest possible priority (see **Figure 6**). If it can **initiate combat** against it, it does so. It continues this way until it runs out of **AP**. It is then deactivated.

Group combat is allowed, for the NP as well as for the Player.
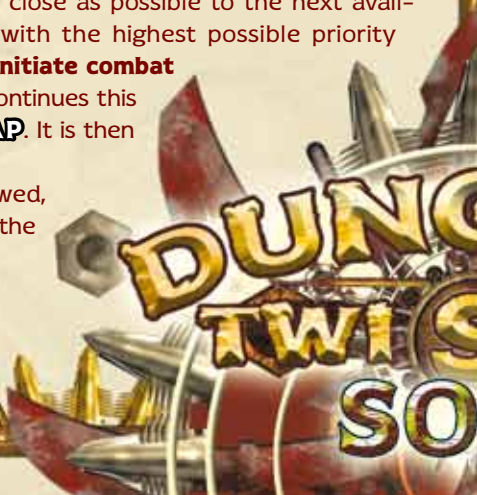
Figure 6

Combat mode

Objective 1 — Combat: Hur–Ban has enough enemies within reach to enter Combat mode without having to think about it too much. The first character he will attack is the Cleric, being highest on his Character Priority list.

If he wins his combat against the Cleric, he will move in on the Wizard (second on his priority list).

If he also wins the second combat, he will use his **5th AP** to get closer to his third victim, the yellow Backstabber, but he will not have enough **AP** left to initiate combat against her.

But, by moving in on her, he closes off the path for her to go rescue her suffering comrades...

HUR–BAN warrior

Objective
1. Combat — 5AP
2. Reveal Room — 4AP
3. Break Portcullis — 3AP
4. Take Object — 4AP
5. Exit — 4AP
6. Rotate Room — 2AP

Object Priority
Telescoping Spear
Rope
Fireball Wand
Wounded
Bow
Large Shield

Character Priority
Cleric
Wizard
Telepath
Naga
Mekanork
Banshee
Backstabber
Colossus

Hur-Ban always gets +1 in close combat whenever he is the attacker.

Combat with Telepaths

Telepath NPCs perform **combat** as indicated in the Personality text on their card. Note that when a Telepath "forces the Player to play the weakest Combat card in his hand", this excludes the Combat +0 card.

When the Player is engaged in **one–on–close combat** with its Telepath, **combat** is resolved as follows:

- The Player **reveals** the top 3 cards from the NP's Combat card deck (if the deck becomes empty, shuffle all cards from the NP's Combat card **discard** pile, and create a new deck so as to obtain 3 Combat cards).
- The Player chooses one of those 3 cards for the NP to play in the current **combat**. He can choose the Combat +0 card if it is one of three. The selected card will go in its Combat card **discard** pile at the end of **combat**, with the unselected cards being shuffled back into the NP's Combat card deck.
- The Player chooses a Combat card of his own and plays it.
- The **combat** is then resolved normally.

When two **enemy** Telepaths enter **combat** against one another, their special abilities cancel each other out, just as in a 2-player game.

Objective: reveal room

To enter this mode, the NPC must be able to move to a square **adjacent** to an unrevealed room and be able to **reveal** it without going over its allocated **AP** for this objective. If the NPC can reach more than one unrevealed room, it will **reveal** the nearest room first, according to the **proximity rules**.

The NPC stops its move on the first valid square **adjacent** to the unrevealed room. It then **reveals the room** (see **Revealing a room**).

If after having **revealed** a room, the NPC still has **AP** left, it uses its remaining **AP** to get as close as possible to the nearest unrevealed room. If it can **reveal** that room as well, it does so. It continues this way until it runs out of **AP** (see **Figure 7**). It is then deactivated.

When the last room on the board is **revealed**, the NPC that **revealed** it is immediately deactivated, and the **reveal room** mode is ignored for the rest of the game.

Objective: exit

To enter this mode, the NPC must be able to reach the Player's starting line without going over its allocated **AP** for this objective. The NPC takes the most direct path to get there, according to the **proximity rules**.

Objective: regroup

To enter this mode, the NPC must be able to reach a valid square that is **adjacent** to one of the **friendly characters** listed on its Character Priority list, without going over its allocated **AP** for this objective.

If it is already **adjacent** to the **friendly character** that is the highest possible on its Character Priority list, skip the **regroup** objective and go down to the next objective.

In **regroup** mode, the NPC **targets** the highest reachable **character** on its Character Priority list, whether **wounded** or unwounded, even if it is located further away than another **friendly character** lower on the priority list (see **Figure 8**).

A **character** keeps its **character** class even while **wounded**, and must be considered by the NPC when selecting a **target** for regrouping.

The NPC takes the most direct path towards the targeted **character**, according to the **proximity rules**. It stops its move on the first valid square that is **adjacent** to the targeted **character**. Once it has reached its **target**, it becomes deactivated.

Objective: take object

To enter this mode, the NPC must be able to reach one of the **objects** listed on its Object Priority list and pick it up, without going over its allocated **AP** for this objective.

The NPC **targets** the reachable **object** that has the highest possible priority on its Object Priority list. That **object** could be alone on a square, or carried by a **friendly** NPC, or be located underneath a **wounded**, so it is important to check all the **objects** on the board, even those underneath other **characters**, before determining whether the NPC can enter the **take object** mode (see **Figure 9**). The only limitation is that a NPC will not take the Rope off another NPC sitting on a pit trap.

Figure 7

Reveal room mode

Objective 1 – Reveal Room: Lissandra can reach and reveal an unrevealed room for 2AP so she automatically enters the "Reveal Room" mode. She reveals first the room closest to her, which is room #2. On the way, she picks up the Bow, since she is not carrying anything, and since the Bow appears on her Object Priority list. She still has 3AP left after revealing room #2, so she goes towards room #3 to reveal it, performing a jump on the way for 1AP to reach a square adjacent to room #3. She reveals the room with her last remaining AP.

Watch out: by revealing multiple rooms, Lissandra the Snooper, and other NPCs like her, rings a big alarm bell, waking up her many little friends along with it.

LISSANDRA the Snooper

Objective
① Reveal Room 5AP
② Exit 3AP
③ Take Object 4AP
④ Open Portcullis 3AP
⑤ Combat 4AP
⑥ Rotate Room 2AP

Character Priority
Wizard
Banshee
Cleric
Mekanork
Naga
Telepath
Backstabber
Colossus

Object Priority
Rope
Wounded
Telescoping Spear
Bow
Large Shield
Fireball Wand

If Lissandra is carrying a Rope, her objective ① immediately becomes: Exit 5AP.

Room #3
Room #2

Figure 8

TINKER AL the Clever

Objective
① Rotate Room 4AP
② Regroup 5AP
③ Combat 3AP
④ Take Object 3AP
⑤ Exit 4AP
⑥ Reveal Room 3AP

Character Priority
Cleric
Colossus
Backstabber
Mekanork
Wizard
Telepath
Naga
Banshee

Object Priority
Key
Bow
Rope
Telescoping Spear
Fireball Wand
Wounded

While Tinker Al is on a rotation gear, unwounded, only a Mekanork may rotate this room or its twin. No other character may rotate this pair of rooms. In rotation mode, Tinker Al rolls the rotation die like any other character.

Regroup mode

Look for an achievable objective in decreasing order of priority:

Objective 1 – Rotate Room: Tinker Al cannot reach any rotation gear in 4AP.

Objective 2 – Regroup: Tinker Al can reach three friendly characters in 5AP. He must reach the highest possible character on his Character Priority list, which is the Cleric. In 4AP, Tinker Al can reach Father Goodcare, while picking up the Telescoping spear on the way (it appears in 4th position on his Object Priority list). *Mmm, pretty cool, this junk. I could always recycle spare parts from it to fix up a Golem...*

Figure 9

Take object mode

Objective 1 – Take Object: Serpico can reach either the Fireball wand or the wounded Xanth for **5AP**, so he enters "Take Object" mode. The wounded is higher on his Object Priority list, so he runs towards it. He reaches it in **3AP**, with 3 move points left over. Once on the wounded, he picks it up, but this does not cause him to be deactivated, and therefore he looks for another objective to strive for, starting from his highest priority objective and going down the list.

However, Serpico's personality shows that his Objective 1 is now "Take wounded character to a friendly Cleric." He uses his 3 remaining move points to move through the arrow-slit. Then he spends his **4th AP** and moves through the Cleric to give it the wounded. Once this is done, he continues his move towards the Fireball wand, the 2nd highest **object** on his Object Priority list. Once he is on it, he still has one move point and one **AP** left. His personality dictates that he must now take the Fireball wand to a **friendly Wizard**. There are no **friendly Wizard** within reach of Serpico, so he continues down his list of objectives.

The next objective on the list is "Exit," which he can do. Remember that Serpico's initial mode is "Take Object **5AP**," and so he has **5AP** for his entire activation, even if the final objective he goes after normally only affords **4AP** (Exit **4AP**).

With his **5th AP**, Serpico exits through the yellow starting line, taking with him the yellow Fireball wand, and earning **1VP** for the Non-Player.

Wounded are considered to be **objects** and are included as such on the Object Priority list.

If the NPC is already carrying an **object**, it only enters the **take object** mode if it is within reach of another **object** of higher priority on its list. It will therefore drop the **object** it is carrying on the last valid square before picking up the new one (see **Managing Objects for NPCs**).

Once the NPC reaches and picks up the **object**, if it has any **AP** left, it uses them towards a new objective. The Player reviews the NPC's objectives in priority order until it finds an objective that is achievable with its remaining **AP** (the NPC does not get a new **AP** allocation for that objective). If none is achievable, select the default objective and get as close to it as possible. If it cannot, the NPC does nothing more and is deactivated.

Note: The **take object** mode is also what allows a Wizard to use its Fireball wand (see **Fireball wand**).

Objective: rotate room

To enter this mode, the NPC must either be standing on a **rotation** gear, or be able to reach one with its allocated **AP** for this objective, even if it has no **AP** left to actually perform the **rotation**.

If more than one **rotation** gear are within reach, the NPC goes to the nearest one, according to the **proximity rules**. Once on the rotation gear, or if it was there already, the NPC rolls the **rotation** die if it has at least **1AP** left.

The result of the die indicates the **rotation** direction as well as a number of **AP** between 1 and 3.

The **rotation** direction determines which of the **twin rooms** to **rotate** (match the direction of the arrow on the die with the direction of the arrow on the room's **rotation** gear). If the indicated room has not yet been **revealed**, nothing happens, and the NPC is deactivated. Otherwise, **rotate the room**:

The number on the die specifies how many **AP** to spend on the room's **rotation**, which translates to how many ¼ turns to perform (**1AP** = ¼ turn, **2AP** = ½ turn, **3AP** = ¾ turn). If the NPC does not have enough **AP** left to perform the number of rotations specified by the die, it performs as many rotations as it has **AP** left.

Example: Ley-vite's objective is Rotate Room **3AP**. He moves for **1AP** and reaches a rotation gear. He has **2AP** left. He rolls the rotation die with a result of **3AP** – clockwise direction, which is the rotation direction of the room where he is currently standing. Since he only has **2AP** left, he rotates the room where he is standing, but for ½ turn only.

SERPICO the Snitch

Objective
1. Take Object 5AP
2. Exit 4AP
3. Reveal Room 4AP
4. Regroup 4AP
5. Rotate Room 3AP
6. Combat 2AP

Character Priority
Cleric
Wizard
Backstabber
Colossus
Naga
Banshee
Mekanork
Telepath

Object Priority
Wounded
Fireball Wand
Rope
Key
Large Shield
Bow

- If Serpico is carrying a Wounded, his objective ① immediately becomes: Take wounded character to a friendly Cleric 5AP.
- If Serpico is carrying the Fireball wand, his objective ① immediately becomes: Take fireball wand to a friendly Wizard 5AP.

In **rotate room** mode, the NPC rolls the **rotation** die at most once per activation, after which it is immediately deactivated, even if it has **AP** left.

Warning! Some Mekanorks' Personalities affect how room **rotation** is performed. Be careful to read their Personalities when they enter play.

Objective: break portcullis

Only a Colossus NPC can enter this mode, and only if it can reach a valid square **adjacent** to an unbroken portcullis and break it without going over its allocated **AP** for this objective.

The NPC **targets** the nearest unbroken portcullis, according to the **proximity rules**. Once the NPC has broken a portcullis, if it has **AP** left, it uses its remaining **AP** to get as close as possible to the nearest unbroken portcullis. If it can break it, it does so. It continues this way until it runs out of **AP** or until all portcullises are broken (see **Figure 10**). It is then deactivated.

Reminder: A Colossus NPC is only allowed to **break portcullises** when it is in **break portcullis** mode. It cannot do so as part of another objective.

Figure 10
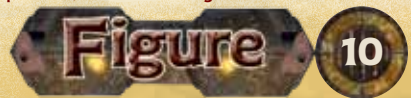
Break portcullis mode

Objective 1 – Break Portcullis: Arthos is in a room full of portcullises within reach, so he enters the "Break Portcullis" mode. With **5 AP**, he moves once, breaks the first portcullis on his way, moves a second time, picks up the Fireball wand on the way, then breaks the second portcullis. For his last **AP**, he gets as close as possible to the third portcullis, but unfortunately, he has no **AP** left to break it.

Don't worry, he will have recovered enough by next turn to break it for sure.

Warning! Arthos earns the NP **1VP** for every 3 portcullises it breaks. These 3 portcullises don't need to be all broken during the same activation. So 3 portcullises broken by Arthos over the duration of the game earn the NP **1VP**, 6 broken portcullises earn it **2VP**, etc.

Objective: open portcullis

Only a Backstabber NPC can enter this mode, and only if it can reach a valid square **adjacent** to a closed portcullis and open it without going over its allocated **AP** for this objective.

The NPC **targets** the closest closed portcullis, according to the **proximity rules**. Once the NPC has opened a portcullis, if it has **AP** left, it uses its remaining **AP** to get as close as possible to the nearest closed portcullis. If it can open it, it does so. It continues this way until it runs out of **AP** or until all portcullises are opened. It is then deactivated.

Reminder: A Backstabber NPC is only allowed to **open portcullises** when it is in **open portcullis** mode. It cannot do so as part of another objective.

Objective: heal

Only a Cleric NPC can enter this mode, and only if it can reach a valid square **adjacent** to a **friendly wounded** and **heal** it without going over its allocated **AP** for this objective.

The NPC **targets** the reachable **friendly wounded** that is the highest possible on its Character Priority list, even if it is located further than another **friendly wounded** with a lower priority. If the Cleric NPC is already carrying the **wounded** to be **healed**, it drops it and moves to an **adjacent** square to **heal** it. Otherwise, the NPC takes the most direct path to get there, according to the **proximity rules**. The NPC stops its move on the first valid square that is **adjacent** to the **wounded target**, and **heals** it for **1 AP**.

If it has any **AP** left, and there are other **friendly wounded** to **heal**, it uses its remaining **AP** to get as close as possible to the nearest **friendly wounded** according to the **proximity rules**. If it can **heal** it, it does so. It continues this way until it runs out of **AP** or there are no **friendly wounded** left to **heal**. It is then deactivated.

A NPC **healed** by a Cleric cannot be activated in the turn in which it was **healed**, so the corresponding NPC card must be left in rotated position. **Note:** Father Goodcare has a special Personality that overrides this rule.

Objective: repulse

Only a Banshee NPC can enter this mode, and only if it can get within **line of sight** of an **enemy character** and **repulse** it without going over its allocated **AP** for this objective.

The NPC **targets** the **enemy character** that is the highest possible on its Character Priority list, even if it is located further than another **enemy character** lower on the priority list. The NPC takes the most direct path to get there, according to the **proximity rules**.

The NPC stops its move on the first valid square offering a **line of sight** to its **target**. Then it **repulses** it for **2 AP** (notwithstanding the Personality of some Banshee NPCs). If it has enough **AP** left over to **repulse** again, it does so. Otherwise, it is deactivated.

The repulsions rules and corresponding risks are the same as those described in a 2-player game.

☀ Managing objects for NPCs

Reminder: The **wounded** are treated as **objects**.

Picking up an object

If a NPC is not carrying an **object**, and moves through a square containing an **object**, it automatically picks it up, as long as the object is listed on its Object Priority list, even if the NPC is not currently in **take object** mode. It just picks up the **object** on its way towards meeting another objective. The rule also applies if the NPC moves through a **wounded** which has an **object** underneath it.

If the NPC is already carrying an **object**, and moves through another **object**, it takes the new **object** if it has a higher priority according to its Object Priority list. It drops the old **object** on the square where the new **object** was. If **golden rules** forbid it, it drops the **object** on the last valid square.

Once the NPC's objective has been determined, if the NPC must drop the **object** it is carrying in order to meet its objective, then the objective takes priority, and the NPC drops the **object**.

Taking an object from another NPC

When two NPC cross paths, and only one is carrying an **object**, the NPC with the highest priority for that **object** takes it, or keeps it if it is already carrying it.

Example 1: Muldon is not carrying any object. He moves through Serpico, who is carrying a Fireball wand. Muldon automatically takes Serpico's Fireball wand because his Object Priority for the Fireball wand is much higher than Serpico's. Afterwards, Serpico is no longer carrying an object.

Exchanging objects between NPCs

When two NPC carrying **objects** cross paths, the NPC with the highest priority for either **object** forces the exchange. In case of a tie, or if that NPC is already carrying the **object** with the highest priority on its Object Priority list, the exchange does not take place.

Note: It is possible that, after an exchange, one of the NPCs end up with an **object** of lower priority on its Object Priority list.

Example 2: Arthos is carrying a Fireball wand (priority 2 for Arthos) and moves through Amystyn who is carrying a Large shield (priority 4 for Amystyn). Amystyn takes the Fireball wand (priority 1 for Amystyn) and Arthos ends up with the Large shield (priority 6).

Example 3: Father Clobber is carrying a Key (priority 5 for Father Clobber) and Djenh is carrying a wounded (priority 3 for Djenh). They both have the same priority for the wounded (priority 3), therefore the exchange does not take place.

Note: It is possible that exchanging or picking up an **object** on the way might help a NPC achieving an objective (for example, picking up a Key on the way). This possibility must be taken into account when evaluating the feasibility of an objective.

When a NPC enters the **take object** mode, it can **target** an **object** carried by a second NPC, but only if it will

be able to get the **object** according to the rules described above.

Key

A NPC carrying a Key can **open portcullises** for **1AP** to help it meet its objective, regardless of the objective. So when attempting to determine whether an objective is achievable, take into account the possibility of opening portcullises for **1AP** if the NPC is carrying a Key, or if it can find one on the way.

Bow

A NPC carrying a Bow favors **ranged combat** over **close combat**. When attempting to determine whether its **combat** objective is achievable, you must first look for a **line of sight** to the **character** with the highest possible priority on its Character Priority list to **initiate ranged combat** against it, and then apply normal rules for the **combat** objective. If no **character** on its Character Priority list can be targeted for **ranged combat**, then look for a way to **initiate** normal **close combat** (see **Objective: combat**).

Fireball wand

A Wizard NPC can only use its Fireball wand in **take object** mode. If a Wizard NPC already has a Fireball wand when it is activated, the **take object** objective is considered achievable if the Wizard can eliminate an **enemy character** with its Fireball wand without going over its allocated **AP**.

If a Wizard NPC obtains a Fireball wand while in **take object** mode, check whether it has enough **AP** left to eliminate an **enemy character**.

Once the Wizard NPC is carrying a Fireball wand, it looks for a way to gain **line of sight** to the **enemy character** with the highest possible priority on its Character Priority list, and eliminates it if it can.

☀ Finishing the game

The game ends when either the Player or the NP has reached or exceeded **5VP**. The one who reached **5VP** first is the winner.

If the game resulted in total failure for the Player, it might be wise to reduce your ambitions a bit and try again with a lower difficulty level.

If the game was tight and exciting, play another one with the same difficulty level.

If the game becomes a bit too easy, try increasing the difficulty level.

You will make great progress by proceeding this way. The ever-increasing difficulty will keep the game entertaining, providing you with an ever-increasing challenge.

The "Vision of the Arch-Mage" is an optional solo playing mode that provides even greater challenge to the greatest masters of Dungeon Twister who win every single game, even at the black level!

At the beginning of a game, the Player selects a difficulty level, and decides whether he wants to play with "Vision of the Arch-Mage". If so, the Player shuffles the 8 "Vision of the Arch-Mage" cards in a face-down deck.

During the game, whenever an Action or Combat card of any color is played that has the "Vision of the Arch-Mage" icon, a new room is automatically **revealed** at the end of the current action.

If all rooms are already **revealed**, nothing happens.

To find out which room must be **revealed**, turn over the first card from the "Vision of the Arch-Mage" deck. Turn it to face in the same direction as the game board (look at the colors of the starting lines to make sure the card is facing the proper direction). If the room shown on the card is already **revealed**, remove the card **from the game** and draw another one, until an unrevealed room is shown. The specified room is then **revealed** normally (see **Revealing a room**).

Additional information on some Personalities

Tinker Al

While Tinker Al is on a **rotation** gear, only other Mekanorks can **rotate** the corresponding room pair. Therefore, the **rotate room** objective is disabled for this particular room pair for any other NPC.

Snake Slissken

When Snake Slissken **reveals a room**, if there is no way to place the **objects** in such a way as to give Snake Slissken direct access to them, they must be placed as close as possible to him in number of squares, even if those squares are inaccessible.

Yom

In **Rotation** mode, Yom attempts to **rotate** both **twin rooms** without going over his allocated AP. He rolls the **rotation** die for the room where he is standing first, then applies the die results in AP spent and **rotation** direction to that room. If he still has AP left, he rolls the die a second time for the **twin room**.

Father Clobber

When Father Clobber calculates the **combat value** of the **characters** he would like to attack, he only takes into account **enemy characters** to whom he is **adjacent**. So, he could **initiate close combat** against the Player's Wizard (**combat value**=1) if it is the only **character** to whom he is **adjacent**, even if this triggers **group combat** where the Player's total **combat value** ends up being higher than that of the NP.

Wave–Rick

If Wave-Rick **repulses** the Mekanork, the Mekanork will break the portcullis as it goes through it. Place a broken portcullis marker, and move the **wounded** Mekanork to the other side of the portcullis.

If Wave-Rick **repulses** the Cleric, the Cleric moves back one square, but does not go through any wall, and so, he is not **wounded**. Wave-Rick would have to **repulse** the Cleric a second time to make him go through the wall in his back, and thus wound him.

If Wave-Rick **repulses** the Naga, the Naga is **repulsed** against the loophole. A loophole is considered to be a wall, it is therefore broken just like a wall. Place a broken portcullis marker on it. The Naga ends up **wounded** on the starting line.