DT1

P&D

3/4

F&W

FoD

MER

F&S

THE FIRE & THE BLOOD*

SYL

SYLVAN CREATURES*

TdG

ICE AGE*

PUBLISHED DUNGEON TWISTER™ EXPANSION SETS

*published in French only

The Dungeon Twister set you hold in your hands is a bit like a Swiss army knife... It is a new base set, good for initiation with its tutorial system. But it is also an expansion set that can be mixed and matched with the original base set, as well as with any and all expansion sets published since. It includes a solo playing mode, an excellent storage tray optimized to hold and protect your existing and future **miniatures**, game tokens, and rooms. You can store in this box all the game components necessary to play 4-player games, by combining this game with the original base set or any expansion set. You could even organize 3-player or 5-player games by using the solo game's purple tokens, which could be used for either a 3rd or 5th player. In short, we thought through everything so you could mix and match components at will and fully enjoy the richness of the Dungeon Twister experience.

Components from Dungeon Twister Prison can be mixed and matched with existing and future expansion sets. The only requirement is for each player to choose 2 room pairs (8 rooms in total), 8 **characters**, and 6 **objects** (unless otherwise specified by a scenario or any other special rules).

If you do not have all the **miniatures** corresponding to the **characters** selected, you can use a mix of cardboard stand-ups and **miniatures**, or you could just play with the **character** tokens. If the latter, turn the **character** tokens face down when they are **wounded**, until they are **healed**. Rules that refer to **miniatures** apply identically to the cardboard stand-ups.

When mixing components from multiple sets, there are 4 different game modes:

Free choice (secret forces)

Each player chooses a color and takes all **character** and **object** tokens of his color from all sets at his disposal. Each player secretly selects 8 distinct **characters** and 6 distinct **objects** from their collection, which they will use for the game. Remaining tokens are returned to the boxes.

Each player secretly selects 2 room pairs. The 8 rooms are shuffled together face-down. The players do not know what rooms the other player has selected. The rooms are assembled in a board as usual. Play continues as in a normal game.

If you play with multiple expansion sets, we strongly suggest you raise the victory conditions to **6VP** or even **7VP**.

Mutual choice (equal forces)

Each player chooses a color and takes all **character** and **object** tokens of his color from all sets at his disposal. Randomly select the first player.

The first player chooses a room pair, then his opponent chooses a room pair as well. Then, again, with the first player, and again with his opponent, so as to have 4 room pairs, or 8 rooms in total. Shuffle the 8 rooms and build the labyrinth with them as usual.

Both players hide their **character** and **object** tokens behind their player aid screen.

The first player chooses one of his **characters** and places it in front of his screen, so that his opponent can see it. The opponent must take the same **character** from behind his screen and place it in front

of it. He then selects another **character** and places it also in front of his screen. The first player must then place the same **character** in front of his screen.

Players continue taking turns selecting **characters** in this way until both players have 8 **characters** in front of their screen. Proceed in the same way to select the 6 **object** tokens.

Return all unused tokens back to their boxes, and hide your 8 selected **character** tokens and 6 selected **object** tokens behind your screen. Game proceeds normally from then on.

Draft

Place the **characters** owned by both players at the center of the table. Randomly select the first player. Each player in turn, starting with the first player, selects a **character** from the table and adds it to his team. For every **character** selected, he removes the same **character** in his opponent's color. This means that if the blue player has selected the Colossus, the yellow player will no longer have access to the Colossus.

Proceed in the same way to select the 6 **objects**, but in opposite selection order.

Return all unused tokens back to their box, and hide your 8 selected **character** tokens and 6 selected **object** tokens behind your screen. Game proceeds normally from then on.

Handicap play : any of these game modes can be played with a handicap. The player with the handicap secretly removes the appropriate number of **character** tokens from behind his player aid screen after selection. So the opponent does not know which **characters** will be absent from the team of the handicapped player.

Scenarios

Scenarios predetermine the teams and rooms to use. Some scenarios also introduce new rules specific to that scenario. Many scenarios are available on the official Dungeon Twister web site at **www.dungeontwister.com** and on the International Dungeon Twister League's web site at **www.dungeontwister.org**. Many other game modes can also be found at : **http://www.legobelin.net/format.php**.

✹ Additional glossary

3D block: an impenetrable 3D obstacle. Can only be crossed by incorporeal miniatures (Ghost [P&D], Specter [FoD]). No miniature or token can end an action on a 3D Block. Examples: library [F&W], columns [MER].

3D obstacle: can only be crossed by flying. No miniature or token can end an action on a 3D obstacle. 3D obstacles block line of sight. Examples: fountain of youth [P&D], armory [MER], dolmen [Goodies2007], etc.

Common objects: the Rope, the Key, and the Torch [FoD] are common objects. When assembling a team, you can select as many common objects as you would like, regardless of the game mode, except when playing a scenario which predetermines the objects to use.

Falling rocks: [P&D] belong to the obstacle category except they cannot be crossed with a Rope.

Group combat: combat involving more than two characters.

Hex marker: hexagonal-shape marker, placed between two squares of a given room (examples: open portcullis, broken portcullis, Araknis web [SYL], walls broken by the Golem [P&D]). Sometimes, broken portcullis markers are also used to indicate the changed state of a floor element, such as a searched library [F&W] or armory [MER], a wall sconce [FoD], or a ripped vine [SYL]. Not subject to the golden rules. Not taken into account when determining whether a floor square is empty.

Obstacle: can be crossed by flying, with a Rope, or by using a Jump card (examples: pit traps, lava [F&W], water [F&W], rifts [P&D], etc.). Obstacles do not block line of sight.

One–on–one combat: combat involving exactly two characters.

Square marker: covers a floor square completely, modifying its behavior. Associated with certain object and character abilities, e.g. illusion [P&D], living trap [SYL], etc.

Starting line: the 10 squares on the starting line are not considered to be empty floor squares, so an effect that requires targeting an empty floor square cannot be applied to a starting line square.

Trees: [SYL, TdG] are in a category by themselves and follow very specific rules.

✹ Dungeon Twister – Additional Rules

Below are some additional rules which allow Dungeon Twister Prison to be played in conjunction with all previously published Dungeon Twister sets.

✚ Cleric

Movement = 4
Combat = 2

Healing
No rule prevents the Cleric from **healing** an **enemy character**. It can even sometimes be useful to build alliances in games involving more than two players.

Wizard

Movement = 4
Combat = 1

Levitation
The Wizard's ability to levitate is **magical**. It is therefore cancelled by anti-magic effects [F&W]. It also gives the Wizard the flying ability 🜨.

Spellcaster
The Wizard is a **spellcaster**. This ability confers him the power to use **scrolls**, available in many expansion sets.

Banshee

Movement = 4
Combat = 1

Repulsive scream
If a **character** is **repulsed** while in water [F&W], it must abandon any **object** it was carrying on the last valid square, except if the **object** is a Rope. A **character repulsed** into an obstacle square suffers its effect. It is impossible to **repulse** a **miniature** or **wounded** into a 3D obstacle, 3D block, tree [SYL], or uphill on an ice slope [TdG].

Undead
The Banshee is undead, and is therefore affected by effects applicable to the undead [FoD].

Telepath

Movement = 3
Combat = 0

Mind control
Combat against a Telepath can sometimes yield interesting situations (applicable to **one–on–one close combat** only):

- The Weapon Master's ability [P&D] is ineffective against a Telepath.
- A Telepath against a Berserker [MER] can only choose one of the Berserker's two cards.
- A Telepath under the effect of a Scroll of confusion [F&W] or a Charm scroll [P&D] loses his ability. Similarly, the Telepath's ability does not apply if his opponent is under the effect of a Scroll of confusion or a Charm scroll.

The Telepath's ability applies if he uses a Telescoping spear in **one-on-one combat**, because it is still considered **close combat**.

If a Telepath carrying a Torch [FoD] is engaged in **one-on-one close combat** with a Mummy [FoD], the Mummy must play its Combat +0 card.

Colossus

Movement = 2
Combat = 5

Giant

If a Colossus is standing on a pit trap while carrying a Rope, **enemy characters** with a **combat value** of 1 or less can still move through him, but they cannot take the Rope away from him.

Large shield

A **character** carrying a Large shield cannot be targeted by **ranged combat** (Bow, Elf archer [SYL], Crossbowman [MER], Crossbow [SYL], Lightning elemental [TdG], Wall arrows [...]).

The Large shield also allows moving through falling rock squares [P&D] without stopping, just like any shield [P&D, MER].

Fireball wand

A new icon has been discretely introduced: 🜂, indicating that the effect of this **object** is **magical**. Some game components can cancel **magic**, for example, the Magophage [F&W] or the anti-magic room [F&W]. In future expansion sets, all **magical objects** will bear this **magical** rune.

Telescoping spear

A **miniature** using the Telescoping spear cannot combine its effect with another **attack weapon**. For example, a Paladin [P&D] or an Ice witch [TdG] carrying a Telescoping spear as well as a Sword [DT1] do not get a +1 bonus for a **combat initiated** at a distance of 2 squares.

A **miniature** carrying a Telescoping spear that is **adjacent** to an **enemy** can **initiate close combat** with it, but it does so without using the Telescoping spear.

Combat using the Telescoping spear is considered to be **close combat** and not **ranged combat**, with the only distinction that, in case of defeat, the Telescoping spear is broken instead of its bearer becoming **wounded**.

The Telescoping spear is a **close combat attack weapon** that can be **forged** [MER]. **Forged** tokens are included in the Dungeon Twister Prison set for the Telescoping spear for this reason.

Bow

The Bow allows its bearer to **initiate ranged combat** and belongs to the category of **ranged combat weapons**. The benefits or **combat** values of multiple **ranged combat weapons** are not cumulative. An Elf archer [SYL] carrying a Bow gets no bonus. A Crossbowman [MER] carrying a Bow can shoot with his Crossbow once per turn (**combat value**=3) and can shoot with the Bow as long as he has **AP** with which to **initiate ranged combat**. On the other hand, it is possible for two shooters to be involved in **group combat** at range against the same **target**, and thus combine the **combat values** of their respective **ranged combat weapons**.

Ranged combat

Objects that increase or decrease a **target**'s defense also apply to **characters** who are the **target** of **ranged combat**. Such **objects** include the Armor [DT1], Sylvan shield [MER], Ring of weakness [FoD]. A **target**'s built-in defensive capabilities must also be accounted for when it is the **target** of **ranged combat** (for example, the Fire and Water elementals [F&W] receive +1 when defending in their element, and the Vampire's [FoD] blood markers must be accounted for).

Close combat abilities do not apply to **ranged combat** (Backstabber, Telepath, Berserker [MER], Weapon master [P&D], General [MER], Samurai [MER], etc.). In **group combat** involving **ranged combat** as well as **close combat**, the **characters**' **close combat** abilities are triggered only when they are **adjacent** to at least one **enemy**.

Arrow-slit

Arrow-slits belong to the wall category. They can be crossed by the Wall-walker [DT1] or any incorporeal **character** such as the Ghost [P&D] or the Specter [FoD], or broken by the Golem [P&D].
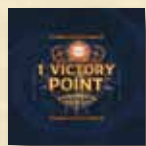
Victory Points

You can use the **1PV** counters to keep track of **Victory Points**, instead of using **character** tokens of **characters** that have been eliminated or have left the labyrinth.

Rope

Chained obstacles

Some room configurations can bring about unusual situations with obstacles coming together in a chain that can be tricky to get across.

Attachable square: any valid square, except water [F&W]. A starting line square, small bridge [F&W], tree [SYL], or pipe square [Goodies2005] is also an attachable square, regardless of the character using the Rope.

Here are the golden rules applicable to a chain of obstacles for any self-respecting Mindy Hannah Jones:

1) To be able to position a Rope on an obstacle and use it, the targeted obstacle square must be **adjacent** to two **attachable squares**.
2) Once a Rope is legally positioned as per rule #1, the square covered by the Rope now becomes an **attachable square**, in addition to being a valid square on which a **character** can stand.

Reminder: a square is considered valid if the character can legally stay on it.

Acrobatic jumps

It is possible to perform acrobatic jumps by jumping from one Rope to another. For such a jump to be valid, it must start on a valid square, go over an **adjacent** obstacle, and land on a valid square that is **adjacent** to the obstacle. The starting square and ending square must both be valid squares before and after the jump.

A miniature standing on an obstacle with a Rope can jump from that obstacle and land on a valid square. However, it cannot take the Rope because the starting square would no longer be valid after the jump. It can also jump from a valid square and land on an obstacle with a Rope.

It is not possible to land in a tree [SYL], or to jump uphill on an ice slope [TdG].

Suicide

A suicide is a situation in which the active player manages to eliminate one of his own characters without the other players' characters' involvement. In a 2-player game, the opponent earns the **VP** resulting from the elimination of that character. In a game involving more than 2 players, every other player earns the corresponding **VP**.
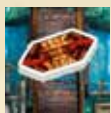
Rules for 3/4 players

The rules for 3/4 players are now available for download on the official web site: **www.dungeontwister.com**.

- Rope can be attached
- Rope cannot be attached
- Small broken bridge
- Legal jump
- Illegal jump