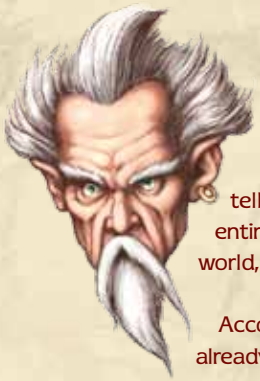
A CHRISTOPHE BŒLINGER GAME

# DUNGEON TWISTER PRISON

## GAME RULES & TUTORIAL

Ludically



Targane is a magical world inhabited by countless creatures, each more amazing than the next. Dwarves, elves, dragons, gnomes, orks, humans, goblins, and many other races have developed in various ways in this world, each learning and mastering specific technologies, skills, and knowledge.

The most influential character (and likely the most powerful) is a human known as the Arch-Mage. Legends tell of this supreme magician as possibly the most powerful of all the sorcerers on Targane. The Arch-Mage has spent his entire life striving to learn the art of magic to uncover its deepest secrets. Now that he has mastered every spell known to this world, his quest for knowledge has finally driven him to discover the ultimate power... immortality.

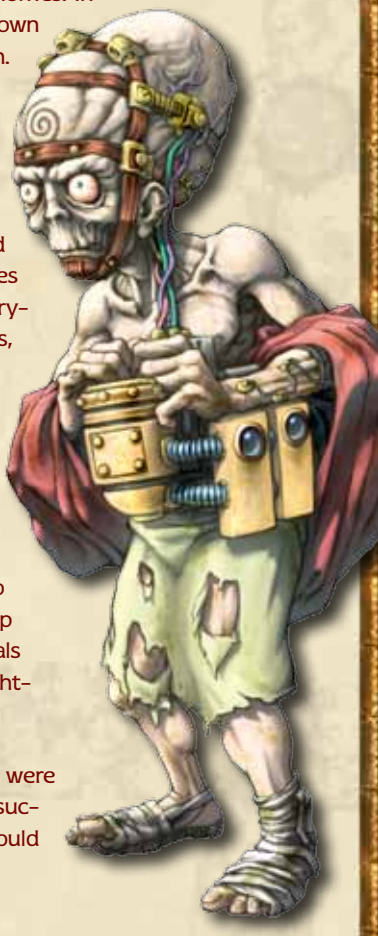
According to some elves, the Arch-Mage may now be as much as 3000 years old. This is a long life for someone who has already enjoyed all the pleasures of this world, discovered all its secrets, and mastered any power worth the time.

The Arch-Mage's wealth is certainly commensurate to his power. As he neared his thousandth year of existence, the Arch-Mage decided to create a kingdom for himself: a vast territory made up of multiple regions across the globe. Having already mastered the teleportation spell, he was thus able to travel to new places with ease, whenever boredom fueled his desire to visit new landscapes.

An friend to some people, but hated by others, he offered rich rewards for the construction of castles and fortresses dedicated to his personal use in every one of the regions he wished to visit. Once settled in a region, he would systematically and without remorse take it over, employing money, diplomacy, or force. The Arch-Mage thus delayed boredom for a few more centuries, travelling among his various castles.

Still, 3000 years is a very long time... He needed to find a more radical solution to keep himself from dying of boredom. A very novel idea, at least at the time, came to him...

He reignited the rather friendly relationship he had maintained over the centuries with the dwarves and gnomes. In the past, they had been handsomely paid to build his many estates and fortifications. In fact, dwarves were known throughout the world as the best architects around and particularly expert at underground gallery construction. Gnomes, on the other hand, were the masters of mechanical steam-powered devices and all related technology. They managed to build the craziest devices and mechanisms, using only steam as a source of energy, heat, and propulsion.



So he enlisted the dwarves and the gnomes to dig and build labyrinths, equipped with mechanical rooms, in the catacombs of his many castles throughout the world. Each labyrinth took several years to build, so he started several projects in parallel. The dwarves designed the underground architecture and dug the galleries. The gnomes were in charge of the rooms' mechanical devices, in particular the rotation system, bringing steam power everywhere, and creating deadly mechanical traps. Thus were born the underground labyrinths: the Dungeon Twisters, smelling of blood, steam, and sweat.

Once the labyrinths were complete, the Arch-Mage placed small magical crystal balls at every angle of the hallways. And in the grandest, most opulent room of his estate, he covered the walls with magical mirrors. Each of these mirrors showed an image of what was happening in the corresponding hallway. The Arch-Mage, once comfortably settled in the center of the room, could observe every corner of the labyrinth.

Bursting with magical energy, he used his powers of teleportation to bring the combatants of his choice into the arena, regardless of race, trade, or gender . . . They were living beings that he picked more or less at the drop of a hat, either locally or in neighboring regions. These unsuspecting characters, creatures, adventurers, or animals suddenly found themselves separated from their natural environment and thrown into an incomprehensible nightmare. They had to dodge traps, fight, understand the labyrinth, and find a way out.

All this occurred under the watchful eye of the Arch-Mage. Unbeknownst to them, these unfortunate victims were now actors in a bloody spectacle that served as entertainment for the Arch-Mage. Even if they succeeded, whether through violence or unexpected escape, none of the victorious creatures would ever hear the Arch-Mage's applause...



## 500 years later...

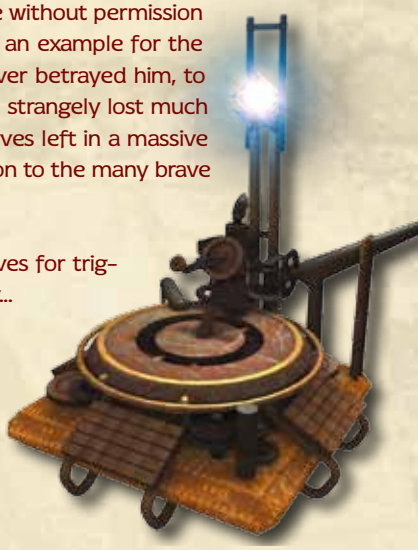
The Arch-Mage now possessed Dungeon Twisters in every region of Targane. Whether in the polar circles, in the tropical regions, around volcanoes, or in forests, he always had at his disposal a castle connected to an underground labyrinth, ready to satisfy his need for a good show.

For five centuries, he moved around his various estates, as his dwarves and gnome engineers continued without fail to build new places of entertainment for him. There finally came a time when the Arch-Mage forgot the existence of some of his early Dungeon Twisters. With boredom having finally caught up with him, and too many shows watched in these old labyrinths, he had not set foot in some of them for centuries.

One of these forgotten labyrinths laid sleeping in the mountainous regions of Allen-Ghar, deeply buried beneath the rock, underneath a castle that had been abandoned by the Arch-Mage for two centuries. In the Master's absence, the dwarf people, whose task it had been to build this labyrinth three centuries prior, decided to find a new use for the abandoned facility. After a few architectural updates, they turned the deadly labyrinth into a prison to keep the most dangerous criminals and heretics at bay.

The prison became renowned and stayed operational until word of its existence finally reached the ears of the Arch-Mage. The news upset him greatly and brought him promptly to the mountains of Allen-Ghar. The dwarves had taken over his estate without permission and they had to be punished severely for it. He decimated half of the neighboring dwarf tribes, to serve as an example for the survivors. Then he ordered the surviving dwarves, now utterly subdued, as well as the gnomes, who had never betrayed him, to create a new Dungeon Twister out of this prison. During the months it took to update the facility, the region strangely lost much of its local population. Fleeing in fear of being sent to these new death cells for little or no reason, the dwarves left in a massive exodus. This did not disturb the Arch-Mage who had plenty of enemies to send to these catacombs, in addition to the many brave adventurers who would surely provide him with excellent shows.

In fact, the Arch-Mage sneered under his hood, thinking to himself that he should almost thank the dwarves for triggering in him a renewed interest for this long-forgotten place. This new place would now become his new toy...



## Welcome to Dungeon Twister Prison...

## Game components



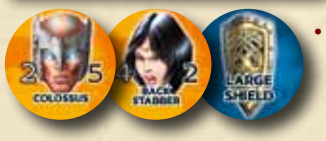
- 8 square rooms



- 2 starting lines (one per player)



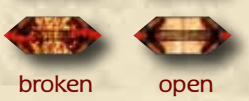
- 2 player aid screens (one per player)



- 2 sets of tokens (one set per player) consisting each of 8 **characters** and 6 **objects**



- 10 square counters to keep track of **Action Points** used



broken open

- 14 open/broken portcullis markers



- 2 sets of 8 finely sculpted **miniatures** in two colors (one set per player)



- 4 unmarked round tokens to replace lost tokens or to create your own **characters** or **objects**



- 8 player aid cards, one for each **character**



- 2 forged Telescoping spear tokens (for Mercenaries expansion set)

- 1 rulebook including a **tutorial**
- 1 excellent plastic tray chock-full of storage capabilities to protect all your game pieces and **miniatures**

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




icons used in solo mode only

- The remaining contents are listed in the solo rulebook and are used exclusively for solo play.

## Introduction

In Dungeon Twister, you control a group of adventurers captured by the Arch-Mage in his Dungeon. They were teleported into his catacombs to amuse him as he watches them struggle to escape his diabolical mechanical maze. But they will also need to fight for survival in the face of your opponents who are also competing to exit the labyrinth as well.

## Number of players

With this basic set, you can play either in solo mode or with 2 players. Each Dungeon Twister expansion set (past or future) offers new rooms, **characters**, and **objects** that integrate seamlessly with the contents of this set. With some of these expansion sets, you can play with 3, 4, or even 5 players (see **Veterans** section in the second rulebook).

## Rulebook organization

The book you hold in your hand describes all the basic rules for Dungeon Twister (DT) as well as the special abilities available to the **characters**, **objects**, and rooms included in this set.

The rules are organized in a progressive tutorial system, guiding you in the discovery of the game mechanics through 5 scenarios. Each scenario is a **miniature** game that can be practiced several times before moving on to the next scenario.

The second rule book includes a "**Veterans**" section specifically designed for the fans of the game who wish to mix and match game components from Dungeon Twister Prison with components from previously published Dungeon Twister expansion sets.

The second rule book also includes a section dedicated to solo play. You must, however, understand Dungeon Twister's basic rules before playing in solo mode.

# Tutorial Scenario 1

## Let us wander around the Twister... (while the Arch-Mage is away!)

## Scenario objective

The winner is the first player who manages to have both of his **miniatures** escape the labyrinth through the opponent's starting line.

## Game set-up



Take the two pairs of rooms numbered 39 and 40. Shuffle together all 4 rooms and, without looking at them, place them face-down so as to assemble a square board consisting of 2 rooms by 2 rooms. Each player chooses a color and places his starting line before him on one side of the square (see **Figure 1**).

Each player takes the following **character** and **object** tokens corresponding to his color of choice:




Each player unfolds the player aid screen corresponding to his color and hides behind it his 4 tokens, face up.

He also takes the 4 Action cards of his color as well as 1 Jump card, keeping them face-down within reach. These cards are considered to be the player's hand. Any time the player must play a card, he **chooses** from his hand a card to play. Players never draw cards at random from their hand.

Figure 1




## Starting positions

Each player decides how to place his two **character** tokens on his starting line. The **character** tokens must be placed face-down, on any two of the large illuminated dots corresponding to his color.

## Placing the remaining tokens

Randomly determine who will go first in this phase. Starting with the first player, players take turns placing one of their **object** tokens, from behind their player aid screen, face-down in any room of their choice. In this scenario, there can be no more than one token per room. It is forbidden to look at previously placed tokens (even your own).

Once all the tokens have been placed, players simultaneously reveal their starting team by turning over the two **character** tokens placed in their respective starting line. They then replace the tokens with the corresponding **miniatures**. The **character** tokens are **removed from the game**, they will no longer be of use in this scenario.

The screens can now be laid down. From now on, they are used only as quick-reference guides for the players.

Once again, randomly determine who will go first. Player turns alternate for the rest of the game.

## Game sequence

Each player's turn consists of the following 3 phases in this order:

1) **Play an Action card**
2) **Use all or part of his actions**
3) **If he has no Action cards left in hand, take back his 4 Action cards.**

The player currently playing his turn is called the active player. Once his turn is over, the other player then becomes the active player.

**Golden rule: no movement, combat, line of sight, ranged combat, or any other action can be performed diagonally!**

## Phase 1: playing an Action card

The active player chooses an Action card from his hand and places it face-up in front of him. All of a player's played Action cards must be stacked together face-up, so that only the last card played is visible. At the end of a turn, if a player has no more Action cards, he gets his 4 Action cards back (see Phase 3). This is called a **completed Action card cycle**.

During the first turn, the first player can only play a "2 Actions" card. Then, throughout the first Action card cycle, a player can only play a card whose Actions number is **at most 1 greater than the highest Action card played since the beginning of the game**.

Example: Mike goes first and therefore must play his "2 Actions" card. Allison goes next and can play her "2 Actions" or "3 Actions" card. She decides to play her "3 Actions" card. Mike can now play any card up to his "4 Actions" card. If Allison had only played her "2 Actions" card, then Mike could have only played his "3 Actions" card.

**As soon as a "4 Actions" card has been played, any player can play any Action card for the rest of the game.**

## Phase 2: using some or all of your actions

The active player may carry out as many actions as are indicated on the Action card he just played. He is not required to use all of them. Unused actions are lost and cannot be saved for the next turn. A "4 Actions" card allows a player to use **4 Action Points (AP)**. These **AP** can be split between different **characters** or all used on one **character**.

**In this first scenario, you can spend 1AP to:**

- **Reveal a room**
- **Rotate a room**
- **Move a miniature**

**Golden rule: any action must be fully resolved before starting a new one.**



## Revealing a room

A room can only be **revealed** (turned face-up) if one of your **miniatures** has direct access to it before it is **revealed** (see **Figure 2**). Each **miniature** on the starting line has direct access to the room nearest to it and may therefore **reveal** it for 1AP each. To have direct access to an unrevealed room, a **miniature** must be **adjacent** to one of the room's edges, and not be separated from it by a wall, closed portcullis or even an arrow-slit.

Figure 2



**The blue Mekanork and Naga cannot reveal any rooms. The yellow Mekanork and Naga can each reveal a different room. Note: for visual clarity, miniatures on the board are represented with tokens. Make sure to use the actual miniatures on your board.**



floor squares



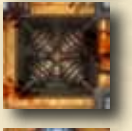
wall



portcullis



arrow-slit



pit trap



rotation gear

Remove the **object** token from the room to be **revealed**. Slide the room to the side from the board's structure and replace it in the structure face-up as indicated in **Figure 3**. **If the object is yellow, the blue player places it in the revealed room in a square of his choice, and vice-versa if the object is blue.** Each **object** MUST be placed on an empty floor square or rotation gear.

Figure 3



**Room to be revealed**



**Slide the room away from the structure**



**Flip the rooom by lifting on the side you pulled away**



**Room revealed**

## Rotating a room

Each room in the labyrinth is equipped with a complex system of wheels and gears allowing it to **rotate** around its center. The rotation gear which triggers this movement is represented by a colored spinning arrow and a number within a square of each room. These squares are the rotation gears.

For 1AP, a **miniature** standing on a rotation gear can **rotate the room** ¼ of a turn in the arrow's direction. It can spend 2AP to **rotate** it a ½ turn, or 3AP to **rotate** ¾ of a turn, etc.

Rooms function in color pairs (also identified by numbers for clarity). If a **miniature** is standing on a rotation gear in one room, it may decide to **rotate** just this room, or alternatively the other room bearing the same number on its rotation gear (its **twin room**), or both rooms in turn, by spending 1AP per each ¼ of a turn for any given room. 1AP only allows you to **rotate** one room at a time! You cannot **rotate** two rooms with the same 1AP. An additional 1AP would be needed to **rotate** the second room.

Rooms in a pair turn in opposite direction from one another. Each targeted room will turn in the direction of the arrows printed on its own board, not necessarily the direction of the rotation gear where the **miniature** is standing. So to know the direction of the rotation for a room, one

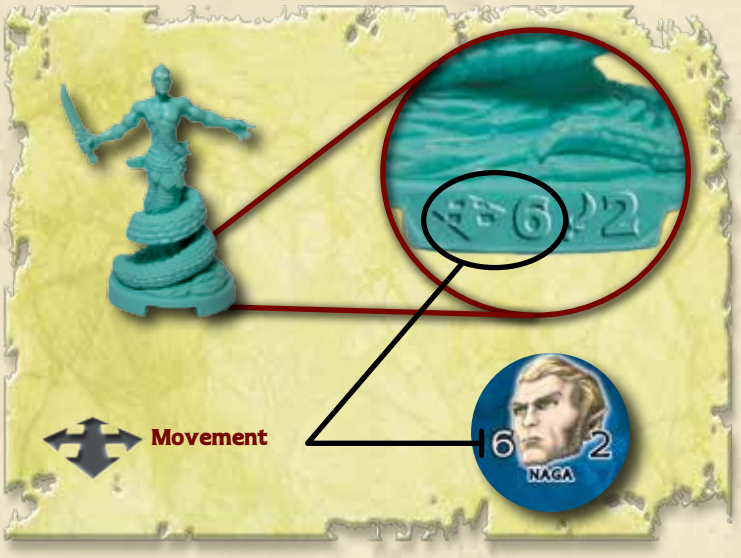
needs to look at the direction of the arrows printed on that room.

To **rotate a room**, slide the room out of the board's structure as indicated on **Figure 3**. Then **rotate the room** and put it back into the structure. When a player **rotates the room**, he is not allowed to change his mind if the new game situation is not to his liking. None of the tokens in the room change position during a rotation: they move with the room.

## Moving a miniature

Spend 1AP to **move** one of your **miniatures**. The number next to the **movement** icon on the **miniature** base shows how many squares this **miniature** can **move** for 1AP (for example, the Naga can **move** 6 squares for 1AP).

You are never obligated to use up all of your **miniature**'s **movement** points. In addition, you may spend additional AP on a given **miniature** to allow it to **move** more than once, although one **movement** must be fully completed before another can start (**golden rule**).




### During its movement, a miniature may:

- Move to any **adjacent** square (including moving backwards)
- Move through **objects**, including stopping there
- Move through **miniatures** of its own color, but not stop there
- Move through or stop on a rotation gear
- Move through an open portcullis

**Adjacent squares:** two squares are said to be **adjacent** if they share a common edge and are not separated by a wall, arrow-slit, or closed portcullis.

### However, a miniature may not:

- Move diagonally
- Move through or stop on a pit trap
- Move through or stop on an **enemy miniature**
- Move through a closed portcullis
- Move through a wall or an arrow-slit

### At the end of its movement (and so at the end of an action and before starting a new one), a miniature may not:

- Stand on the same square as another **miniature** (regardless of its color)
- Stand on a pit trap

A **miniature** carrying an **object** can pass through a **friendly miniature** also carrying an **object**, but it cannot stop there (see **Figure 4**).

**Golden rule: at the end of any action, there can never be more than two tokens and/or miniatures in the same square, and at most one of each kind (object, wounded*, miniature).**

**Wounded*: *to be introduced in **Scenario 2**.*

Open portcullis markers are not affected by this rule as they sit between two squares.

## Objects

Each **miniature** can carry at most one **object**. To pick up an **object**, simply pass through or stop on the square containing it. This does not require the player to spend any AP as it is considered to be part of the **miniature**'s **movement**. A **miniature** can also drop an **object** in a square while carrying out a **movement**. This also does not require spending any AP. However, all **golden rules** must be respected and no **object** may be dropped on a pit trap (except for the Rope) or on any other forbidden square. **There can never be two objects on the same square at the end of an action.**

If one of your **miniatures** moves through another **miniature** of the same color, you can take, give, or trade **objects** as you wish between the two **miniatures**. This does not cost any AP. However, at the end of any action, as usual, the **golden rules** must be respected.

Blue **miniatures** may carry yellow **objects** and vice-versa.

**Objects** are always placed below the **miniatures** carrying them. At any time, any player may look at a token underneath any **character**, **friendly** or **enemy**.

## Using an object

Some **objects** have permanent effects that do not require the player to spend AP to use them; others require spending AP to be activated. Some must be **discarded** after one use,

## Figure 4




**The blue Naga is carrying a Key. The blue Mekanork is carrying a Rope. The blue player spends 1AP to move his Naga 6 squares. The Naga moves through the blue Mekanork. As they cross, the Naga can give the Mekanork the Key and take the Rope without spending any additional AP. These actions are considered part of his movement. The Naga ends his movement on the pit trap, where he is allowed to stop, thanks to the Rope he is now carrying.**

while others may be kept and used over and over. The description of the **objects** used in this scenario follows:




## Key

A **miniature** carrying a Key may open an **adjacent** portcullis for 1AP. A portcullis is said to be **adjacent** if it sits on one of the edges of the square where the **miniature** is standing. Place an open portcullis marker between the two squares. All **miniatures** may move through an open portcullis during their **movement**. A **miniature** that is **adjacent** to an open portcullis and is carrying a Key may close the portcullis for 1AP. Remove the open portcullis marker.

The same Key can be used over and over, on different portcullises, during the game.







## Rope

A **character** carrying a Rope can move across or stand on a pit trap. Any **character** can move through or stand on a pit trap as long as a Rope is on that square. A **miniature** moving through a pit trap containing a Rope may pick up the Rope during its **movement** (as it leaves the pit trap) at no additional cost. If one of your **characters** is standing on a pit trap with a Rope, any one of your **miniatures** may move through it, taking advantage of the Rope as it moves across. However, the **miniature** moving through may not take the Rope as it passes through in this case (see **Figure 5**).

## Figure 5





**Legal movement**

**Illegal movement**

## Using a miniature's special ability

Each **miniature** has one or more special abilities. Some are permanent and do not require spending any AP to use them; others require spending AP. Your first adventure starts with the Naga and the Mekanork:



### Mekanork

**Movement = 3**
**Combat = 2**

**Craftmanship**

A Mekanork standing on a rotation gear can **rotate the room in the direction of his choice** by using 1AP per ¼ of a turn. For 1AP, he can also **rotate the twin room** (same color and number) **in the direction of his choice**. The Mekanork only takes into account colors and numbers. He may choose to ignore the direction of the arrows printed on the room boards.



### Naga

**Movement = 6**
**Combat = 2**

**Contortionist**

The Naga can pass through arrow-slits during his **movement**, even while carrying an **object**. He may not, however, **reveal a room** through an arrow-slit.

## Moving a miniature out of the labyrinth

As soon as one of your **miniatures** moves into any of the 10 squares on your opponent's starting line, it is teleported off the Dungeon Twister by the Arch-Mage. **Remove it from the game** and place it in front of you. It is not possible to stay or move around on your opponent's starting line. On the other hand, your **miniatures** may stay or move around on your own starting line as much as you wish.

If a **miniature** exits the labyrinth while carrying an **object**, that **object** is **discarded**.

## Jump cards

Play a Jump card on one of your **miniatures** while it is **adjacent** to a pit trap. That **miniature** may then jump over the pit trap and land on a square on another side of the pit trap (see **Figure 6**). With a Jump card, you move two squares: the first square crossed is the **adjacent** pit trap, and the **miniature** must then land on any valid square **adjacent** to the pit trap.

**Valid square:** any square on which a given **character** may complete his **movement** and stand while respecting all rules of Dungeon Twister.

Figure 6



Legal jump

Illegal jump

Playing a Jump card costs 1AP. Played Jump cards are **removed from the game**. It is not legal to jump over a pit trap occupied by a **character**.

## Phase 3: recycling Action cards

If the active player no longer has any Action cards in hand, he gets all of his Action cards back. This player has just carried out a **complete Action card cycle**.

## Finishing the game

The game is over as soon as one player has moved both his **miniatures** out the labyrinth through the opponent's starting line. That player is declared the winner.



# Target: Colossus

## Scenario objective

The player who controls the Colossus must move him out of the labyrinth through the opponent's starting line before the opponent eliminates him.

## Game set-up

Take both room pairs numbered 37 and 38 and proceed with the setup of the board as in **Scenario 1** (see **Figure 1**). Select at random who will play the team with the Colossus. The selected player takes the yellow **Colossus** and **Mekanork** tokens. His opponent takes the blue **Cleric**, **Naga**, and **Backstabber** tokens. In addition, each player takes the following **object** tokens of his color: **Telescoping spear**, **Rope**. Each player unfolds his player aid screen and places his tokens face-up behind it.

Each player also takes the complete set of 16 cards of his color (Actions + Combat + Jump). He may split them into 3 piles (one for each type of card). Keep them face-down within reach. These cards are considered to be the player's hand. Any time the player must play a card, he chooses from his hand a card to play. Players never draw cards at random from their hand.

## Starting positions

Each player decides how to place his **character** tokens on his starting line. The **character** tokens must be placed face-down, on the large illuminated dots corresponding to his color. The player who controls the Cleric places them first, followed by the player controlling the Colossus.

## Placing the remaining tokens

The **objects** are placed in the same way as in **Scenario 1**, one **object** per room, face-down. When all tokens are placed, replace the **character** tokens with the corresponding **miniatures**. The **character** tokens are set aside for now. They will be used to represent **wounded characters**.

The player who controls the Cleric plays first.

## Initiating combat

**Initiate combat** by spending 1AP. A **miniature** can attack any **adjacent enemy character** (no diagonals as per the **golden rules**). It is also impossible to **initiate combat** through a wall, arrow-slit, or closed portcullis since such squares are not considered **adjacent**.

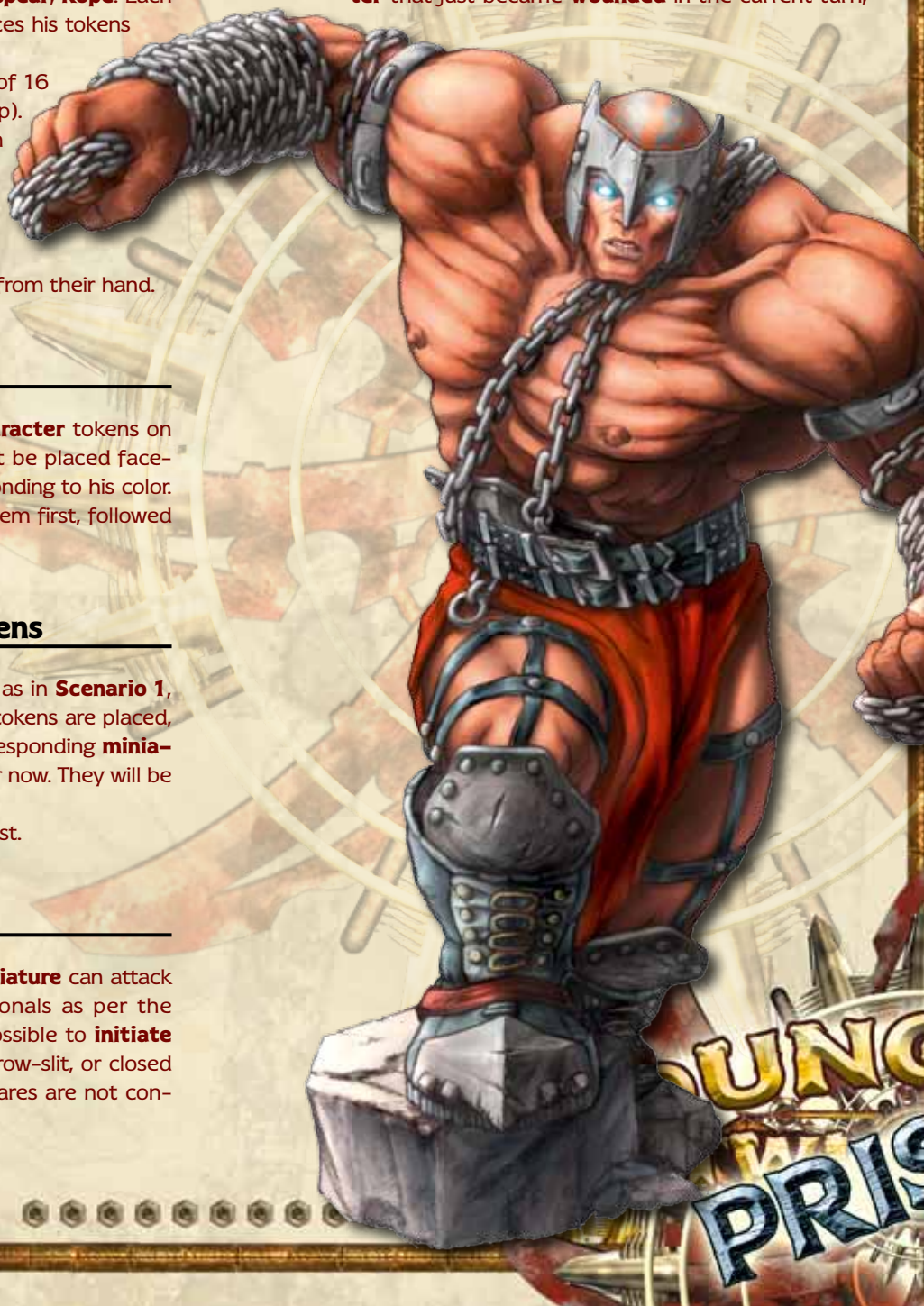
Each player selects a Combat card from his hand and places it face-down in front of him. Both cards are then revealed simultaneously. Each player adds his Combat card's value to his **miniature**'s **combat value** (number next to the sword icon on the **miniature** base).

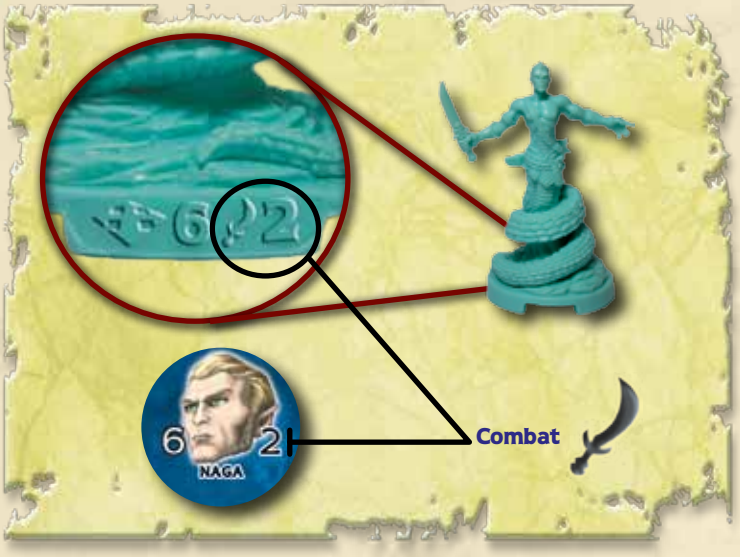
The player with the highest total wins the **combat** and the opponent's **miniature** becomes **wounded**. The **wounded miniature** is removed from the board and replaced with the corresponding **character** token to symbolize its **wounded** status.

In case of a tie, nothing happens. The active player may spend an additional 1AP to **initiate** another **combat** if he so wishes.

With the exception of the "Combat +0" card, all other Combat cards are **discarded** once used. Place them in a single face-down pile. Players are not allowed to look at these cards. The "Combat +0" card returns to its owner's hand after use.

The active player cannot **initiate combat** against a **character** that just became **wounded** in the current turn,






even if it was **wounded** by other **miniatures**, and regardless of how it was **wounded**.

You may **initiate combat** against an **enemy character** that is standing on its starting line, as long as your attacking **miniature** is still in a room and has not left the labyrinth.

## Wounded characters

A **wounded character** (henceforth referred to as "a **wounded**") may not perform any action. Its **combat value** is 0, but it still must play a Combat card whenever attacked. If a **wounded** loses a **combat**, it is eliminated. **Remove** the **character** token **from the game**. Since a **wounded** may not perform any action, it cannot **initiate combat**. It can only defend if attacked directly.

If a **wounded** wins a **combat**, his attacker becomes **wounded**. A **wounded** loses his special abilities unless otherwise specified.

## Group combat

**Group combat** is **combat** that involves 3 or more **characters**.

If a blue **miniature initiates combat** against a yellow **character** (whether **miniature** or **wounded**), then all blue **miniatures** that are **adjacent** to the **target** yellow **character** must participate in the **combat**. All involved blue **miniatures** are considered attackers. Then, any and all yellow **miniatures** that are **adjacent** to one of the blue attacking **miniatures** must also participate in the **combat**. They are all considered defenders. And so on. **Group combat** can thus cause a chain reaction involving many **characters** without limitation of numbers.

The attacker adds up the **combat value** of all his involved **miniatures**, and the defender does the same. Only one Combat card is played by each player. All of the loser's **miniatures** involved with the **combat** automatically become **wounded**.

**Figure 7**




**The blue player spends 1AP and declares that his Naga is attacking the Colossus. Since the blue Backstabber is also adjacent to the Colossus, she must also participate in the combat. Since there is group combat involving a friendly character, the Backstabber's special ability gives her +2 in combat value. The blue player adds up the combat values of his Naga and Backstabber (or 2+4 = 6). The blue Cleric cannot participate in the combat because it is not adjacent to any yellow character. Only the yellow player's Colossus can participate because his Mekanork is wounded. Yellow player's combat value = 5. The blue player, confident in his victory, plays a "Combat +3" card. The yellow player plays a "Combat +5" card. The yellow player wins with a score of 10 against 9. The blue player's Naga and Backstabber characters are wounded and replaced with their corresponding character tokens.**

**If the blue Naga had instead attacked the yellow wounded Mekanork, the group combat would have involved both yellow characters, with the wounded bringing a combat value of zero. In that type of situation, it would often be in the blue player's interest to initiate combat against the wounded Mekanork. If the blue player were to win the combat, the yellow Colossus would then become wounded and the yellow Mekanork would be eliminated.**

## Wounded characters in group combat

**Wounded characters** are only involved in **group combat** in which they are the initial **target**. They do not otherwise participate in **group combat**. However, if **miniatures friendly** to an attacked **wounded** are **adjacent** to attacking **miniatures**, they do help defend the **wounded** and participate in the **group combat**, following the standard rules outlined above.

If a **wounded** loses a **group combat**, it is eliminated, its token is **removed from the game**, and all defending **miniatures** become **wounded**. If it wins, its attackers all become **wounded**.

## Moving and wounded characters

Any **miniature** may move through a **wounded**, whether **friendly** or **enemy**, during its **movement**. A **miniature** may end its **movement** on a square occupied by a **friendly wounded** (that is, of its own color) as long as all **golden rules** are respected at the end of the action, specifically: a **miniature** may not stand on top of an **object** and a **wounded**. A **miniature** may not stop on an **enemy wounded**.

When a **miniature** becomes **wounded**, any **object** it was carrying must be left in the square with it, underneath the **wounded** token. When a **miniature** moves through a **wounded**, whether **friendly** or **enemy**, it may take the **object** carried by the **wounded**, or exchange **objects** with it without asking permission of its owner!

A **miniature** may exit the labyrinth through an **enemy wounded** standing on its starting line.

## Carrying the wounded

**Wounded characters** may be carried like **objects** by **miniatures** of the same color as them. All rules applicable to **objects** are also applicable to the **wounded**. If a **miniature** carrying a **wounded** loses a **combat**, the **wounded** is eliminated and the **miniature** that was carrying it, in turn, becomes **wounded**.

## Pit traps and wounded characters

A **miniature** carrying a Rope may stand on a pit trap. If it becomes **wounded**, it survives, hanging on the Rope as it can, as long as nobody else comes by to kill it or until a **friendly miniature** comes by to pick it up. However, if an **enemy miniature** moves across it and takes the Rope, the poor fellow experiences a ghastly death at the bottom of the pit trap, having lost the Rope as his only lifeline. **Note:** you may not act in this way against your own **wounded**!

**Reminder:** it is not permitted to jump over a pit trap occupied by a **character**, **wounded** or not.

## Jump cards

In this and later scenarios, you have all 3 Jump cards at your disposal for the duration of the game.

## Rules specific to this scenario

In this scenario, the **miniatures** in the Cleric's team can move around, attack, and otherwise stay in the opponent's starting line. They are not teleported out of the labyrinth in this case.



## Miniature and object abilities



### Cleric

**Movement = 4**
**Combat = 2**

**Healing**

The Cleric can **heal** a **wounded** on an **adjacent** square for 1AP. Replace the **wounded** token with the corresponding **miniature**. The **healed character** cannot do anything else during this turn. The Cleric cannot **heal** himself. Also, he cannot **heal** any **wounded** he may be carrying: he must first drop the **wounded** on an **adjacent** square before being able to **heal** it. The Cleric cannot **heal** a **wounded** through a closed portcullis or an arrow-slit.



### Backstabber

**Movement = 4**
**Combat = 2**

**Stab**

The Backstabber has a +2 bonus in **combat value** in attack and defense if she is engaged in close **group combat** involving at least one other **friendly miniature**.

**Lock-picking**

The Backstabber can open or close an **adjacent** portcullis for 1AP as if she was carrying a Key (see **Key** in **Scenario 1**).



### Colossus

**Movement = 2**
**Combat = 5**




**Breaks portcullis**

The Colossus standing in front of a closed portcullis can break it for 1AP. Place a broken portcullis marker between the two squares. These squares are now considered **adjacent**, just like in the case of an open portcullis.

A broken portcullis can never be repaired. All **miniatures** may move through a broken portcullis during their **movement**.

**Giant**

**Miniatures** with a **combat value** equal to or less than 1 (value as indicated on the **miniature** base before applying any modifier) may pass between the legs of an **enemy** Colossus and thus pass through its square during their **movement**.

## Telescoping spear

The **miniature** carrying the Telescoping spear can **initiate close combat** from a distance of 2 squares in a straight line.

**Combat** can occur over a normal square, or over an obstacle—such as a pit trap—if that square is not occupied by a **character**, or through an arrow-slit if both **characters** are **adjacent** to the arrow-slit (see **Figure 8**).

The **miniature** using the Telescoping spear is not affected by the outcome of the **combat**. However, in case of defeat, the Telescoping spear is broken and **discarded**.

In case of victory, the Telescoping spear remains intact and the **enemy** goes from **miniature** to **wounded**, or from **wounded** to eliminated, as in normal **combat**.

The Telescoping spear may be used in **group combat**. It will also be broken in case of defeat. The Telescoping spear may not be used to **initiate close combat** against **adjacent characters**, or in defense. A **character** already **adjacent** to an **enemy miniature** may not use its Telescoping spear to attack another **character** located 2 squares away.

## Finishing the game

The game is over either when the Colossus exits through the opponent's starting line, in which case the Colossus' team wins, or when the Colossus is eliminated, in which case the Cleric's team wins. Any other situation results in a draw. The Colossus must exit the labyrinth in **miniature** form, that is unwounded.

**Figure 8**



**The blue Colossus is using a Telescoping spear. He may attack either the yellow Naga or the yellow Backstabber, but not both at once. The yellow Cleric is also carrying a Telescoping spear. Since he is adjacent to the arrow-slit, he may initiate close combat with the blue Mekanork located immediately on the other side of the arrow-slit. This would have been impossible if the yellow Cleric had been standing on the rotation gear, for example.**

**The blue Mekanork has no Telescoping spear, and thus cannot attack the yellow Cleric through the arrow-slit.**

# Tutorial Scenario 3

## Until death do us part...

## Scenario objective

Eliminate two **enemy characters**.

## Game set-up

Take both room pairs numbered 38 and 40 and proceed with game setup as in **Scenario 1** (see **Figure 1**).

Each player selects a color and takes the following corresponding tokens: **Wizard**, **Mekanork**, **Naga**, **Banshee**, **Key**, and **Telescoping spear**. Each player unfolds his player aid screen and places his tokens face up behind it.

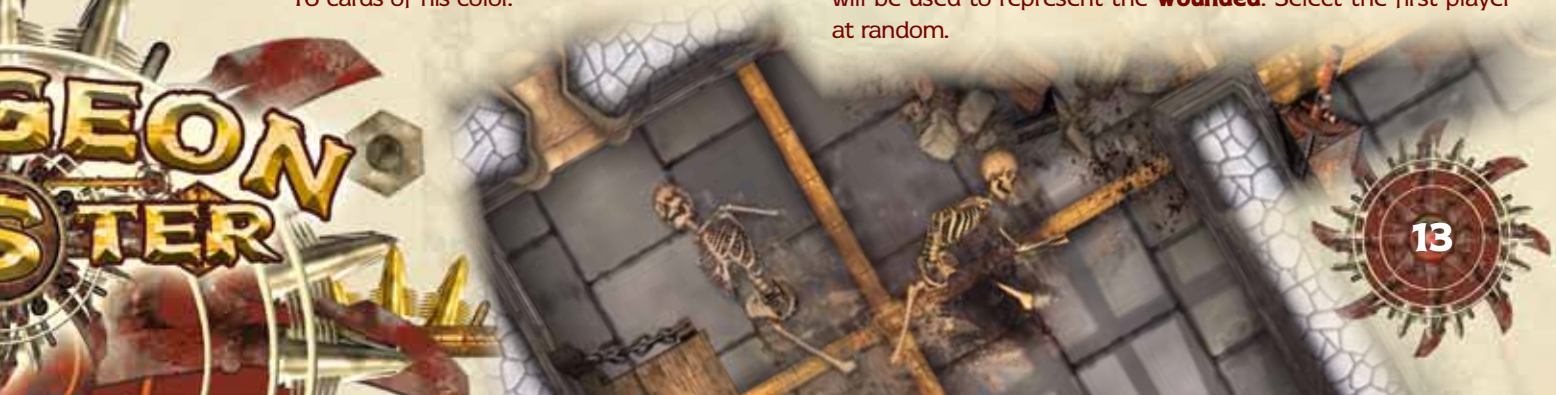
Finally, each player takes the complete set of 16 cards of his color.

## Starting positions

Both players simultaneously place their 4 **character** tokens, face-down, on the 4 illuminated dots on their starting line, being careful to think how best to place which **character** on what starting square.

## Placing the remaining tokens

The **objects** are placed in the same way as in **Scenario 1 and 2**, one **object** per room, face-down. When all tokens are placed, replace the **character** tokens with the corresponding **miniatures**. The **character** tokens are set aside for now. They will be used to represent the **wounded**. Select the first player at random.



## Line of sight

A **line of sight** is a straight line between a **character** and its **target** (no diagonals).

Lines of sight do not pass through walls, **characters** (**miniatures** or **wounded**), or closed portcullises. Lines of sight do pass through **objects**, rotation gears, and pit traps.

If a **character** is **adjacent** to an arrow-slit, its **line of sight** extends beyond the arrow-slit (see **Figure 9**).

## Rules specific to this scenario

In this scenario, **miniatures** are not teleported off the Dungeon Twister when they reach the opponent's starting line. In addition, **miniatures** may move freely about each starting line, including that of the opponent.

## Miniature abilities



### Wizard

**Movement = 4**
**Combat = 1**

#### Levitation

The Wizard has the permanent special ability to levitate, which allows him to move over **enemy miniatures** and across pit traps during his **movement** (for no additional cost). He may not however end an action on an **enemy character** or pit trap. He must stop on a valid square and obey the **golden rules**. This **magical** ability makes him a flying **character**.



### Banshee

**Movement = 4**
**Combat = 1**

#### Repulsive scream

For 2AP, the Banshee can generate a putrid sound wave able to **repulse** any **character** in its **line of sight**. The **target** is pushed one square in the opposite direction from the Banshee (see **Figure 9**).

The Banshee may not **repulse** a **target** through a wall, closed portcullis, arrow-slit, **friendly miniature**, or **enemy character**.

However, a **repulsed miniature** can land on an **object** or **friendly wounded**, as long as it respects the **golden rules** at the end of the repulsion action. Similarly, a **wounded** may be **repulsed** onto a **friendly miniature** as long as the **golden rules** are obeyed.

The **repulsed character** keeps any **objects** it was carrying.

If the **repulsed character** enters a pit trap, it is eliminated (unless it is carrying a Rope).

If the **repulsed character** ends up being eliminated, any **object** it might have been carrying must be abandoned on the square where it was located before being **repulsed**.

You cannot **repulse** a **character** off the game board, nor can you **repulse** a **character** standing on its starting line.

Figure 9




**The yellow Banshee has line of sight to the blue Wizard and the blue Naga. For 2AP he can repulse the blue Wizard on the pit trap, and thus eliminate it. He cannot repulse the blue Naga because the square behind the Naga is not valid. He may not repulse the blue Mekanork either, because the Mekanork is not in his line of sight, which is obstructed by the blue Naga.**

**The blue Wizard sees no one, not even the yellow Banshee because, in order to see through an arrow-slit, one must be adjacent to it.**

**The yellow Naga sees no one either. The closed portcullis blocks his line of sight towards the blue Mekanork. The blue Banshee sees the yellow Mekanork and could spend 2AP twice to repulse it in succession and send him into the pit trap.**

## Finishing the game

The game is over as soon as a player has eliminated two **enemy characters**. He is then declared the winner.

# Tutorial Scenario 4

## David against Goliath (Telepath vs. Colossus)

### Scenario objective

Earn **4 Victory Points** (**VP**).

### Game set-up

Take the 3 room pairs numbered 37, 38, and 40 and proceed with game setup as shown on **Figure 10**.

Each player selects a color and takes the following 6 corresponding **character** tokens: **Telepath**, **Wizard**, **Colossus**, **Cleric**, **Mekanork**, **Backstabber**.

Each player also takes the following 4 **object** tokens of his color: **Bow**, **Large shield**, **Rope**, **Fireball wand**.

Each player unfolds his player aid screen and places his tokens face up behind it.

Finally, each player takes the complete set of 16 cards of his color.

Figure 10




The number 2 in yellow shows that each room must contain exactly 2 tokens at the end of set-up, corresponding to the room's maximum capacity.

Dungeon Twister scenarios are defined using the following conventions:

White number = the room can contain only objects (see Figure 1)

Yellow number = the room can contain both objects and characters

Red number = the room can contain only characters

### Starting positions

Both players choose and simultaneously place 4 of their **character** tokens, face-down, on the 4 illuminated dots on their starting line.

### Placing the remaining tokens

Randomly select the first player for set-up. Each player in turn, starting with the first player, places one of his remaining tokens from behind his player aid screen (**character** or **object**), face-down, on one of the 6 rooms. Each room can contain a maximum of two face-down tokens, regardless of type or color.

When every room contains two face-down tokens, set-up is completed. Randomly select the first player to start the game.

### Revealing a room

When the active player **reveals a room**, it may now contain **character** tokens as well as **objects**. When **revealing a room**, the active player decides where all the tokens on the room go, **with the exception of the objects of his own color. Objects** of his color are placed by the opponent, after all other tokens have been placed. Each token can be placed on an empty floor square or rotation gear, one token maximum per square. **Character** tokens once placed are immediately replaced with the corresponding **miniatures**.

### Victory Points (VP)

#### Moving a miniature out of the labyrinth

Whenever one of your **miniatures** is teleported out of the labyrinth, the Arch-Mage's applause earns you **1VP**. Place the **character** token or **miniature** in front of your starting line to symbolize this **VP**.

If a **miniature** exits through the opponent's starting line while carrying a **wounded**, the **wounded** is rescued (**removed from the game**), but does not earn the player any **VP**.

#### Eliminate an enemy character

If a **wounded** loses a **combat**, it is eliminated. The opponent who eliminated him earns **1VP**, takes the eliminated **character** token and places it in front of him to symbolize the **Victory Point**.

### Ranged combat

A **miniature** carrying a Bow can **initiate ranged combat**. Spend one **1AP** to **initiate combat** as with normal **combat**. The attacking **miniature** is called the shooter. The shooter chooses the direction in which it will shoot and must **target** the first available **target** within **line of sight**, without any range limitation. The **combat** is resolved with the usual rules, each player playing one Combat card face-down from their hand, except that the shooter may not become **wounded** as a result of this **combat** if it loses. The Bow's **combat value** is 1. The **miniature**'s normal **combat value** is ignored. No modifiers may be applied to this **combat value**, whether

because of a **character**'s special ability, **object**, or floor element. Special abilities applicable to **close combat** are not applicable in the case of **ranged combat** (for example, the Telepath's ability does not apply).

A **miniature** cannot use the Bow if it is **adjacent** to its **target** or any other **enemy miniature**.

The shooter can participate in **group combat** if on the attacking side. The cost for the **group combat** is still 1AP overall, including the participation of the shooter, who is counted as part of the **group combat**. Add up the **combat value** of all attacking **characters**, using the Bow's **combat value** in the case of the shooter, then play a Combat card.

A shooter may not participate in **group combat** at range if on the defending side.

**Figure 11**



Ranged combat possible

Ranged combat impossibe

**During the blue player's turn:**

**The blue Cleric is carrying a Bow. He can decide to shoot at the yellow Mekanork, which will trigger group combat involving the blue Backstabber (blue combat value = 1+2+2 = 5, yellow combat value = 2). The yellow Wizard, who is also carrying a Bow, may not participate in the group combat, because he is on the defensive side.**

**The blue Cleric can also decide to shoot at the yellow Telepath through the arrow-slit, since he is adjacent to it. But he cannot target the yellow Cleric, since the Telepath is blocking his line of sight to him.**

**During the yellow player's turn:**

**The yellow Wizard can shoot at the blue Backstabber, thus triggering group combat involving the Mekanork in close combat (yellow combat value = 3 against a combat value of 2 for the blue Backstabber). This time, the blue Cleric, who is carrying a Bow, cannot participate in the group combat, because he is on the defensive side.**

**The yellow Mekanork cannot target the blue Mekanork, because the closed portcullis blocks his line of sight to him.**

**Ranged combat** is otherwise regulated by the same rules as **close combat**. In particular, you may not shoot at a **character** that was **wounded** in the same turn, whether by another **ranged combat** or **close combat**.

In the case of **group combat** involving one or more shooters, **miniatures** involved in **close combat** as part of the **group combat** may use their special abilities (for example, the Backstabber receives her +2 **combat** bonus if she is engaged in **close combat** as part of a **group combat** involving one or more shooters).

## Miniature and object abilities



### Telepath

**Movement = 3**
**Combat = 0**

**Mind control**

When engaged in **one-on-one close combat**, the Telepath can announce a Combat card other than +0 and force his opponent to play it if he has it in his hand.

If the opponent no longer has that card in his hand, he must show his remaining Combat cards to the player controlling the Telepath. Then, he is free to play secretly the Combat card of his choice, having trumped the Telepath's attempt at mind control.

**One-on-one combat** is **combat** that involves only the attacking **miniature** and a single **enemy character**, by contrast with **group combat** which involves at least three **characters**.

The Telepath's special ability does not apply in **group combat** or **ranged combat**.

If two Telepaths are engaged in **combat**, their abilities cancel one another. Each player plays their Combat card using the normal rules.




### Bow

A **miniature** carrying a Bow can **initiate ranged combat** as describe above (see **Ranged Combat**). The Bow can be reused multiple times per turn. The Bow confers the ability to **initiate** range **combat** by paying 1AP, same cost as for any **combat**. The Bow's **combat value** is 1. The **miniature**'s normal **combat value** is ignored.




### Large shield

A **character** carrying a Large shield cannot be the **target** of **ranged combat**.






## Fireball wand

Only the Wizard can use the Fireball wand (for **1AP**). **Discard** the token after one use. The Fireball wand directly eliminates the first **character**, **miniature** or **wounded**, **friendly** or **enemy**, in **line of sight** from the Wizard using the wand. The Wizard chooses in which direction he fires the wand. A **character** other than the Wizard may carry the Fireball wand, but it may not use it. The Fireball wand is ineffective against **objects**. If it is fired at a **miniature** carrying a **wounded**, both are eliminated. **Reminder:** the **line of sight** restriction means that the Fireball wand cannot fire through walls, closed portcullises, or **characters**. The Fireball wand is a **magical object**, as indicated by the **magical** rune on its token.

### Finishing the game

The game is over as soon as a player has earned **4 or more Victory Points**. He is declared the winner.

# Tutorial Scenario 5

## Dungeon Twister Prison – Stand Alone

### Introduction

In the 5th scenario, you will play the full contents of Dungeon Twister Prison's 2-player game, including all 8 rooms, as well as all 8 **characters** and 6 **objects** per player. This mode of play is called "Stand-Alone" and has been practiced by players since the early days of Dungeon Twister.

### Object of the game

Earn **5 Victory Points (VP)**.

### Game set-up

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 12**).

Each player selects a color and takes the 8 corresponding **character** tokens, 6 **object** tokens, and complete set of 16 cards of his color. Each player unfolds his player aid screen, and places his tokens face up behind it.

**Figure 12**




**Maximum number of tokens per room during set-up**

### Starting positions

Both players choose and simultaneously place 4 of their **character** tokens, face-down, on the 4 illuminated dots on their starting line.

### Placing the remaining tokens

Randomly select the first player for set-up. Each player in turn, starting with the first player, places one of his remaining tokens from behind his player aid screen (**character** or **object**), face-down, on one of the 8 rooms. Each room's maximum token capacity is indicated on **Figure 12**.

When each room has reached its maximum capacity, set-up is completed. Randomly select the first player to start the game.

### Victory Points (VP)

**Victory Points** are earned in the same way as in **Scenario 4**.

### Finishing the game

The game is over whenever a player has earned **5VP**. The active player completes his current turn if he so wishes, using up his remaining actions. It is therefore possible for him to continue earning **VP** while completing his turn. The winner is the player who has earned the most **VP** by the end of that turn.

# Optional Rules

## Playing with a timer

Each game of Dungeon Twister offers tremendous combinations of choices and possibilities. Luck is practically non-existent. Therefore, some players like to spend a great deal of time thinking through and optimizing their strategy each turn.

After a few games, we strongly advise that you limit play time to 2 minutes per turn. In organized play, Dungeon Twister tournaments generally impose this time limit. When the timer runs out, any unused actions are lost.

When **revealing a room**, once you have placed all the tokens you are required to place in this room, your opponent has a maximum of 5 seconds to place the **objects** of your color. After five seconds, you may place the **objects** yourself if your opponent has not done so.

In **combat**, once you have played your Combat card face-down, your opponent has a maximum of 5 seconds to play his own card. If he has not played a card within the 5 seconds, the **combat** is resolved as if he had played his "Combat +0" card.

## Playing for higher victory scores

If you wish to play longer games, we suggest you change the number of **VP** necessary to win from **5** to **6** or even **7**. Longer games bring a different, sometimes more exciting, dimension to game play and allow you to take advantage of more **characters** and **objects**. A **5VP** game is certainly faster, but you sometimes don't get the chance to use all of your **characters**.

## Handicap play

Since Dungeon Twister is not a game based on luck, it can be truly difficult for a beginner to win against an experienced player. It is strongly recommended that the more experienced player be given a handicap, as is often done in the game of Go (see **Handicap Table** to the right).

The more experienced player's handicap may consist of playing with fewer **characters**, depending on the estimated skill difference between the two players.

In this case, game set-up still requires the placement of 4 **characters** on the starting line. However, it is possible for some of the rooms not to reach their maximum token capacity.

For a greater handicap, you may need to remove some of the higher value Combat cards from the more experienced player's initial hand.

For example, a very experienced adult player playing against a beginning child player may start the game with only 5 **characters** and the "Combat +5" and "Combat +6" cards removed from his hand.

The **Victory Points** requirement does not change in handicap play. It is still set at **5VP**.

| Player Levels | Number of characters | Combat cards removed |
|---|---|---|
| **Very experienced player against:** | | |
| experienced player | 6 | — |
| good player | 5 | — |
| beginner | 6 | 5 and 6 |
| newbie | 5 | 5 and 6 |
| **Experienced player against:** | | |
| good player | 6 | — |
| beginner | 5 | 6 |
| newbie | 4 | 6 |
| **Good player against** | | |
| beginner | 6 | — |
| newbie | 6 | 6 |



## Glossary

**Active player:** the player whose turn it is.

**Adjacent squares:** two squares are said to be adjacent if they share a common edge and are not separated by a wall, arrow-slit, or closed portcullis.

**Character:** designates a character in general, whether in miniature form or in token form (wounded).

**Empty floor square:** a floor square that does not contain any miniature, character token, or object token. However, an empty floor square can contain "hex markers" placed in between two squares, such as open/broken portcullis markers.

**Floor square:** a square on the game board that is not covered by any terrain element affecting gameplay (such as a pit trap, rotation gear, starting line, etc.).



floor square

**Hex marker:** hexagonal-shape marker, placed between two squares of a given room (examples: open/broken portcullis markers). Not subject to the golden rules. Not taken into account when determining whether a floor square is empty.

**Line of sight:** a straight line between a character and its target (no diagonals). Lines of sight do not pass through walls, characters (miniatures or wounded), or closed portcullis. Lines of sight do pass through objects, rotation gears, and pit traps. If a character is adjacent to an arrow-slit, its line of sight extends beyond the arrow-slit (see **Figure 9**).

**Miniature:** a character represented by a miniature, therefore unwounded, who can act, move, and attack.

**Obstacle:** any floor element that can be crossed with a Jump card or a Rope. A pit trap is an obstacle. Other obstacles are included in various Dungeon Twister expansion sets. Obstacles do not block line of sight.

**Tokens:** During set-up, they are used to position objects and characters on the board face-down. During gameplay, they are used to represent objects and wounded characters.

**Turn:** represent one player's turn consisting of phases 1, 2 and 3 of a game sequence. A complete Action card cycle for two players consists therefore of 8 turns (4 turns for the blue player and 4 turns for the yellow player).

**Valid square:** any square on which a given character may complete his movement and stand while respecting all rules of Dungeon Twister.

**Wounded:** a character that has been wounded and can therefore no longer act. Can defend itself if attacked. A wounded may be carried like an object by its allies. A wounded is represented by its corresponding character token.

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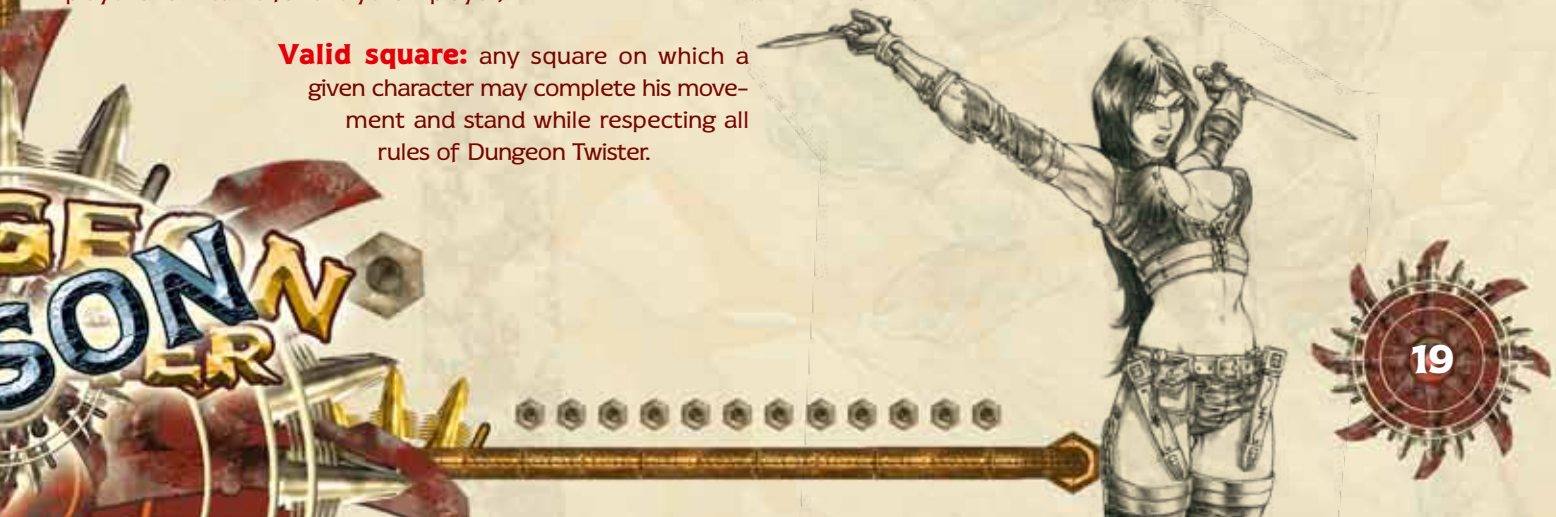
_____.

To Jean-Charles Mourey for his friendship, his energy, his extraordinary professionalism, and (most of all) for putting up with me...



## Object of the game

In a normal game, the first player to reach **5 VP** wins the game:

- Earn **1 VP** by eliminating an **enemy character**
- Earn **1 VP** by moving one of your **miniatures** out of the labyrinth

## Game sequence

Each player's turn consists of the following 3 phases in this order:

1. **Play an Action card**
2. **Use all or part of his Actions**
3. **If he has no Action cards left in hand, take back his 4 Action cards.**

Spend **1 AP** to:

- **Reveal a room**
- **Rotate a room**
- **Move a miniature**
- **Initiate combat**

Some special abilities and the Jump cards also require spending **AP**.

**Golden rule: no movement, combat, line of sight, ranged combat, or any other action can be performed diagonally!**

**Golden rule: any action must be fully resolved before starting a new one.**

**Golden rule: at the end of any action, there can never be more than two tokens and/or miniatures in the same square, and at most one of each kind (object, wounded, miniature).**

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### Dungeon Twister as a video game? Yes, it's true!...

Dungeon Twister - The Video Game is coming early 2010 to the XBox 360 Live Arcade. The video game is a faithful adaptation of the original Dungeon Twister board game, complete with mind-blowing 3D graphics, and features both single-player and multi-player modes. In single-player mode, learn the game and play the 20 missions to develop your strategic skills against the formidable AI. In multi-player mode, face up against players around the world. Thanks to the Live Arcade, you will be able to find opponents matching your level at any hour of the day and night. And with Dungeon Twister - The Video Game's global scoring system, you will finally know for sure whether you are indeed the best player of them all...

Dungeon Twister - The Video Game: take on the challenge! To find out more, visit:
**www.playtilldawn.com**