

Skulldug!



EXPLORER'S GUIDE

OVERVIEW

"Wherever there's treasure, you'll find me."

In *Skulldug!*, you play as explorers racing to plunder an ancient cave of its treasures. You take turns spending Action Points (AP) to explore new passages, fight monsters, use equipment, and drop traps for your opponents. Once you have collected enough treasure, you'll still have to make your way back out of the cave to safety, and since every treasure comes with its own deadly curse, getting out may prove even more dangerous than getting in. Adventuring can be great way to make your fortune, but only if you live to tell the tale...

THE GOAL

"I did it all for the glory. And money. Mostly the money."

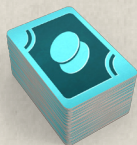
The first player to end their turn in the Cave Entrance with 3 treasure cards in their hand wins.

BOX CONTENTS

"Ooh, fancy!"



54 Passage tiles



51 Fortune cards



34 Hazard cards



1 Cave Health tile



6 Dazed cards



15 Explorer tokens



5 Faction / Turn Action tiles



30 Health gems



1 six-sided die



Note: These steps are for the base free-for-all game, which is designed for 3-5 players. There is also Duel Mode (2 players) on page 10, Team Mode (4 or 6 players) on page 10, and Solo Mode (1 player) on page 12.

How much space do we need?

This game is better with more space to build the cave into. For the best experience, use a large square play surface.

Can I shuffle the Fortunes normally?

You bet! This randomizes how often you draw treasure cards, so be prepared for some oddly paced games if you do.

1. Place the Cave Entrance passage tile in the middle of your table with the 4-way side facing up.
2. Have each player select an explorer token and place it in the Cave Entrance. We recommend that each player select an explorer from a different colored faction for clarity.
3. Give each player a Turn Action card and 5 Health gems.
4. Have each player roll the die to see who goes first. Play continues clockwise around the table from the winner.
5. Have each player pick their starting items (see Gear Up, page 3).
6. Shuffle the Fortune, Hazard, and Passage decks and place them to the side, leaving room for a discard pile for each deck. In order to properly pace the game, we recommend that you shuffle the Fortune deck as follows:
 - i Separate the purple treasure cards from the rest of the Fortune deck and shuffle both sets of cards individually.
 - ii Lay out each of the treasure cards face-down, then deal out the other cards on top of them to form new piles. Shuffle each pile individually.
 - iii Stack the piles back on top of each other to reform the deck, placing any larger piles on top of the smaller ones.
7. Place the Dazed cards by the other decks.



GEAR UP

“First rule of adventure: don’t forget your good boots.”

Before you begin playing, each player must select their starting items by drafting from the set of starting Gear cards. (If this is your first time playing, we recommend picking from the sets of suggested items on page 11.)



1. Pull out every card with this Gear symbol from the Fortune and Hazard decks:
2. Lay the cards out in two rows, with the green equipment cards in the top row and the rest in the bottom row as shown below (see page 5 for more on the different types of cards).
3. Each player may select either 1 card from the top row or 2 cards from the bottom row and place them in their hand. Start with the player you picked to go first and proceed clockwise until everyone has had a chance to pick.
4. Now go around the table again in reverse order, starting with the player who picked last. This time, you may pick 1 card from any of the remaining cards and add it to your hand.
5. Once every player has selected a card in the second round, take the remaining cards and shuffle them back into the Fortune and Hazard decks.



HEALTH AND DEATH

“If you die, can I have your hat?”

HEALTH

Your Health is tracked by the number of Health gems you have at any time. You have a maximum of 5 Health. If you lose all of your Health, your explorer dies and you must wait for backup to arrive. Drop your hand into your passage (including traps, treasures, and equipment), remove your explorer from the board, and end your turn (if it’s your turn).



BACKUP

At the start of your first turn after you’ve died, reset your Health to 5, remove Dazed and any other status effects, and put your explorer in the Cave Entrance.

Draw the top card from the Fortune deck. If you wish, you may pick up this card immediately for 0 AP (see page 6 for more on the pick up action). If you don’t want the Fortune, put it face-up in the Cave Entrance instead.

DAZED

If you become Dazed, take a Dazed card and put it near your Health. Dazed cards are not items and don’t count toward your hand size (see page 6 for details).

While Dazed, you are unable to Dash, and you must subtract 1 from the value of every roll you make. You can spend 2 AP on your turn to cure Dazed.



What if I enter an undiscovered passage on another player's turn?

Discover a new passage and encounter any Hazards within it immediately. Once you have resolved this discovery, the other player resumes their turn where they left off.

What if we run out of cards?

If the Fortune or Hazard decks are empty, ignore any further calls to draw from them.

If the Passage deck is empty, shuffle the passage discard pile and make it the new Passage deck. If there are no tiles in the passage discard pile, treat all corridors into undiscovered passages as solid walls until a passage is discarded.

What if we hit the edge of the table?

Treat the edges of the table as solid walls. You can't discover into thin air!

PASSAGES

Passage tiles define the layout of the cave. You can move between *connected* passages (adjacent passages that have connecting corridors). You can also move through a corridor into a space that has not had a passage tile placed into it yet. This kind of space is called an *undiscovered* passage.

If your explorer is ever placed into an undiscovered passage, you must immediately discover that passage.

DISCOVERY

Draw the top tile from the Passage deck and place it into the undiscovered passage. You may choose the tile's orientation, so long as you follow these rules:

- One of the new passage's corridors must connect to the passage you last occupied if at all possible.
- The other corridors must connect to as many discovered passages as possible.

For example, let's say you're currently in the straight passage and move downwards, triggering Discovery. You draw a T-shaped passage and place it on the board:



The first placement violates the first rule by not connecting to the passage you came from. The second placement violates the second rule because there is one more possible connection that could be made. The last two placements follow both rules and are valid.

Once you've decided on a valid placement, draw the number of Hazard and Fortune cards indicated by the icons on the new passage and put them into the passage as its contents. If you entered a passage containing a trap or monster, you must immediately encounter it as described on page 8.



What does text on a passage mean?

Some passages have special rules written on them that affect explorers inside them. These rules can do anything, including giving you access to new abilities while you are in that passage!

FORTUNE CARDS

“Shiny stuff! My favorite.”



EQUIPMENT

Equipment cards are items that give you bonuses while held in your hand (see page 6 for more on items). They are not discarded when used, and they often let you spend AP to perform new actions.



CONSUMABLES

Consumable cards are items that you can discard to gain a one-time bonus. Each consumable will tell you how and when you can use it. Using a consumable does not cost AP.



TREASURE

These items are your ultimate goal — you must end your turn in the Cave Entrance while holding 3 treasures to win the game. Every treasure comes with a curse that affects you while it is in your hand, so think carefully before picking them up!

When can I use a consumable?

Consumables that simply say ‘Discard’ can only be played when you could take an action on your turn (i.e. when you are not resolving an encounter). Consumables with a specific condition can be played whenever that condition is satisfied. You are never required to use a consumable.

HAZARD CARDS

“That’s gonna hurt in the morning.”



MONSTERS

Monsters are an ongoing danger that live in the cave, attacking explorers in their passage until they are slain in combat. Monsters are not items and cannot be picked up and put in your hand.



TRAPS

Traps are a persistent danger triggered when explorers enter their passages. Traps are items, so you can pick one up whenever you are in the same passage as it, whether you have defeated the trap or not. Dropping traps from your hand into key positions can be a great way to disrupt your opponents!

Can I put Hazards in the Cave Entrance?

Yes, but they won’t be there long. At the end of each turn, discard all Hazards in the Cave Entrance.

Each turn you have 3 Action Points (AP) to spend performing actions and using equipment. You do not have to use all of your available AP each turn, but unused AP will not roll over to the next turn.

You can use any action as long as you have the AP it requires and are not currently engaged in an encounter (see page 8 for details on encounters). If you don't have enough AP to perform an action, you'll have to wait until your next turn to take that action.

Your turn ends when you declare it to be over or lose all of your Health, at which point the player to your left begins their turn.

MOVE (1 AP)

Place your explorer into a passage connected to your own passage. Immediately discover any undiscovered passages you move into.



DASH (1 AP)

Move into a discovered passage, then move into another discovered passage. You cannot dash through encounters (see page 8) or into undiscovered passages. You cannot take another action in the middle of a dash.



How many items can I carry?

You can pick up as many items as you want. However, you cannot end your turn if you are carrying more than your maximum hand size of 5 items.

PICK UP (1 AP)

Place an item card from your passage into your hand. Item cards are distinguished by the hand symbol shown above.

Items are cards that can be picked up and held in your hand. You are affected by all rules on an item while holding it. You must keep your hand face-up at all times. Read more about the different types of items on page 5.

DROP (0 AP)

Place an item from your hand into any passage within your line of sight.

Line of sight is the unbroken line that can be drawn from a passage in a single direction. Walls and undiscovered passages end line of sight. Your own passage is always in your line of sight.



SHOVE (1 AP, ONCE PER TURN)

Move another explorer from your passage into a connected passage. They must immediately resolve any encounters in the passage (see page 8). If you shoved them into an undiscovered passage, they must immediately discover a new passage. You can only shove once per turn.

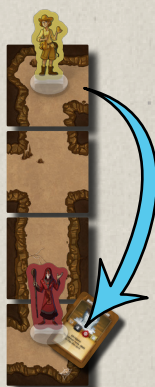


THROW (1 AP)

Hit an opponent with your unwanted items to hurt them and make them drop their own hand!

Drop an item from your hand into the passage of an opponent’s explorer within your line of sight to mark them as your target. Have the targeted player roll the die to establish their defense, then roll the die yourself.

If you roll equal to or higher than the defender’s roll, the targeted player takes an Injury for 1 Health (see page 8) and drops a random card from their hand into their passage. If you roll less than the defense, your throw misses and the defender takes no Injury.



What counts as combat?

Combat refers to throwing items, defending from throws, and encountering monsters (see page 8). Any card that affects combat applies to all of these.

DESTROY (1 AP, ONCE PER TURN)

Select an *unoccupied* passage (one that does not contain any explorers) that your passage faces and discard it. Your passage is facing all adjacent passages that its corridors point towards, even if the passages do not connect directly.

Take any cards that were in that passage and split them into separate piles of Fortunes and Hazards. Shuffle each pile and return it to the top of its respective deck.

You can only destroy one passage per turn.



Can I destroy the Cave Entrance?

No. You cannot destroy or rotate the Cave Entrance.

FOCUS (1 AP)

Before you roll the die, you may spend AP to improve your roll. For each AP you spend focusing, you may add 1 to the resulting roll.



RESIGN (FULL TURN)

Even the bravest explorers know when to call for backup. Immediately before taking your turn, you can declare that your explorer is resigning. Follow the rules for death (see page 3) and skip your turn, then wait for backup to arrive on your next turn.

Why destroy a passage?

Try using destroy to open a path for yourself or to remove an opponent’s escape route. You can even destroy a dangerous passage to return its contents back into the deck for your opponents to discover!

OTHER ACTIONS

Many cards will give you additional actions you can take on your turn. In general, these cards will either list the AP cost of using their ability or will tell you to discard them upon use. Discarding cards to use them does not cost AP and can be performed even when you have 0 AP remaining.

What counts as combat?

Encountering monsters, throwing items at explorers, and defending against throws are all combat. Any card that affects combat applies to all of these.

What if I start my turn in a passage with a Hazard?

If there is a monster in your passage at the start of your turn, you must immediately encounter that monster. You only encounter traps when you enter their passage.

Are traps always armed?

A trap in a passage is always dangerous, no matter who put it there!

No matter how careful of an explorer you are, eventually you will have to defend yourself from the dangers that lurk in the cave. Whenever you enter a passage containing a Hazard card, you trigger an encounter. Resolve encounters as follows:



Encounter difficulty

Injury damage

1. **Spend AP to focus:** Declare how many AP you are spending to focus, if any. Each AP you spend adds 1 to your attack roll.
2. **Roll the die:** If you roll equal to or higher than the difficulty value on the card you are encountering, you are victorious.

RESOLVING VICTORY

If you defeated a monster, discard its card. If you were encountering a trap, add it to your hand for free — you’ve bested the trap, and it is now yours to drop wherever you think it will do the most damage!

RESOLVING DEFEAT

Take the Injury for the card you lost against: lose any Health specified by its damage value, then suffer any On Injury effects written on the card. If you lost against a monster, you must then flee the passage immediately.

FLEEING

When you flee, move your explorer back into the last passage you occupied this turn. If you have not moved this turn or are unable to move into your last passage, you do not flee. (However, you are done fighting this monster and are free to leave the passage of your own accord.) Fleeing does not cost any AP.

What if I encounter multiple Hazards at once?

Face each encounter in turn. You must resolve all trap encounters before you encounter any monsters, but otherwise you may choose the order you face each encounter. You must resolve every encounter in your passage unless you flee, die, or are otherwise removed from the passage.

INJURIES

You take an Injury whenever your explorer is hurt in the cave. Lose the amount of Health specified by the damage value on the card injuring you, and suffer any additional On Injury effects written on the card.

AND YOU'RE READY TO PLAY!

That’s all you need to know to start playing *Skulldug!* The remaining pages detail the backstories of the teams, alternate game play modes (2-Player Mode, Team Mode, and Solo Mode), card FAQs, and a glossary of the terms used. Happy adventuring!



THE ADVENTURERS

Adventurers are always spoiling for an expedition to somewhere dangerous. Most of them are bankrolled by museums and universities, and they claim that all the treasure they find belongs back at those fine institutions for 'research' and 'posterity'. Sure, some loot may find its way back into those fancy glass cases, but most of it ends up as trophies on their personal mantles. You can get away with just about anything once you've got tenure...

THE ROGUES

The Rogues are interested in one thing and one thing only: money. They're masters of breaking into the most secure locations in the world, and they'll steal the buttons off of your coat given a chance. Don't bother trying to shoot after them, either – Rogues are even harder to kill than they are to catch.



THE HENCHMEN

These knuckleheads work for a whackjob called the Baron, breaking legs and scooping up cursed treasure wherever he sends them. There are rumors that he's putting all those artifacts together into some kind of super-weapon, so whatever happens, it's probably best if his Henchmen don't get their hands on too many more toys for him.

THE SUITS

These government tools think that efficiency, precision, and an unsettling devotion to paperwork is more important than a personality any day of the week. They bring their zest for bureaucracy with them to the field, and fighting them can feel like running an impossible maze – sometimes literally. While you're stranded and confused, they'll 'requisition' that 'classified material' you were going to sell and lock it up in some undisclosed warehouse. Waste of good treasure, if you ask me.



THE CULTISTS

These weirdos give me the heebie-jeebies something fierce. They don't talk much, but if you hear a strange chanting down in the cave, you can bet a Cultist is somewhere close. No one knows exactly what they want or who they serve, but they're vicious fighters, and they seem a little too into human sacrifice to be healthy...

2-PLAYER DUEL MODE

"You and me, Baron. Let's dance."

Take on a single opponent to settle who is the greatest explorer once and for all! When setting up, flip the Cave Entrance tile over to the L-shaped side and place it in the corner of the table with its corridors pointing inwards, as shown on the right.

Since the Entrance is in the corner of the table, its walls denote the boundaries of the cave. Treat any corridors leading off the edge of the table as solid walls.

You cannot destroy or rotate the Cave Entrance.



TEAM MODE

"Keep your friends close. They might take a bullet for you."

How many people can play team mode?

You can play Team Mode with 4 or 6 players.

Can we skip gearing up?

Sure! Instead, have each player pick items from the list of Solo & Team Mode Starting Items on page 11!

What order do my partner and I spend AP in?

Your team can take actions in any order. You can spend all your AP before your partner spends any, or you can take turns performing single actions. The choice is yours!

Team up and hunt for treasure with a partner! Before you start playing, have the players split into teams of 2.

GOAL

Your team wins if you end your turn holding 3 treasures in the Cave Entrance. Your partner does not have to be in the Cave Entrance if you are carrying the full 3 treasures. If both players are in the Cave Entrance, you win if you are carrying 3 or more treasures between the two of you.

SETUP

When selecting explorer tokens, you and your partner should select explorers of the same colored faction for clarity. Have each team roll the die to see which team goes first.

GEAR UP

Gearing up takes place across 4 rounds. Lay out the Gear cards as normal. In each round, each team can pick any 1 card. The team that won the die roll gets the first pick. Reverse the order of picks after every round (so the team that picked last in one round picks first in the next round). Once your team has 4 cards, split them up between you and your partner so that everyone starts with 2 cards.

HEALTH AND DEATH

You have a maximum of 4 Health gems in Team Mode. If you die, follow the normal rules for death and backup (see page 3), but do not draw the free Fortune card when resolving backup.

TAKING TURNS

You and your partner take your turn at the same time. Each player has 2 AP to spend per turn, and you can choose to take actions in any order. You cannot take an action while your partner is resolving an action, and you cannot exchange or gift AP to your partner. Your team's turn is over when you declare it to be or when both you and your partner have died.

- **Bloodstone Amulet / Running Shoes:** You can use your extra AP on the same turn that you pick these up.
- **Bucket of Grease / Putrid Horror:** Entering an undiscovered passage does not stop your movement. Discover the passage as usual, then keep moving until you hit an encounter or wall.
- **Ceremonial Sword:** Combat rolls include monster encounters, throwing cards at other explorers, and defending against an opponent’s throw. This penalty does not apply to throwing Ceremonial Sword itself, as it leaves your hand before you roll.
- **Colossal Pit:** You must encounter Colossal Pit immediately upon entering its passage. You cannot choose to encounter another card in the passage before Colossal Pit.
- **Flare Gun:** Each successive passage you discover must be oriented to connect to the previous passage you discovered with Flare Gun.
- **Fresnel’s Eyepiece:** You can throw or drop the Eyepiece itself around corners, after which its effect ends immediately.
- **Gorgeous Adonis:** Failing in combat against the Adonis does not cause you to flee. If you then fail in combat against another monster in the same passage, you must flee as normal.
- **Lucky Underwear:** Use the final value of your roll after applying all modifiers.
- **Mischievous Monkey / Swindling Jester:** To pick a card at random when you have both Fortunes and Hazards in your hand, try shuffling the cards under a table or with your eyes closed, then pick the card from the bottom of the stack. You can also assign a number to each card, then roll the die.
- **Mimic Stone:** You must discard Mimic Stone at the end of the turn you’ve used it, even if you have already dropped it. This discard occurs before your turn ends, so Mimic copies of cards that increase your treasure count (such as Ceremonial Key) are discarded before they can help you win the game.
- **Port-o-Boulder:** You must keep moving in the same direction you fled your passage. Entering an undiscovered passage does not stop your movement (see Bucket of Grease).

If you need some suggestions for what Gear to start each game with, try picking from one of these tried and true sets!

FREE FOR ALL MODE STARTING ITEMS

- **Adventurers:** *Trusty Whip (Equipment), Questionable Rations (Consumable)*
- **Rogues:** *Delicate Toolkit, Rabbit’s Foot (Consumable)*
- **Henchmen:** *Brass Knuckles (Equipment), Flak Jacket (Consumable)*
- **Suits:** *Sturdy Shovel (Equipment), Convincing Sign (Trap)*
- **Cultists:** *Rusty Sword (Consumable), Soothing Pipe (Consumable), Bear Trap (Trap)*

SOLO & TEAM MODE STARTING ITEMS

- **Archaeologist:** *Trusty Whip (Equipment), Questionable Rations (Consumable)*
- **Miner:** *Sturdy Shovel (Equipment), Blasting Charge (Consumable)*
- **Thief:** *Delicate Toolkit (Equipment), Rabbit’s Foot (Consumable)*
- **Brawler:** *Brass Knuckles (Equipment), Brittle Shield (Consumable)*
- **Survivor:** *Lucky Underwear (Equipment), Flak Jacket (Consumable)*
- **Sadist:** *Rusty Sword (Consumable), Bear Trap (Trap)*

Is solo mode a good way to learn the rules?

Because of its added complexity, we recommend playing another mode to learn the basic rules before trying Solo Mode.

Does Solo Mode use all the same cards as the base game?

We recommend you remove Soulbound Charm from the Fortune deck before playing Solo Mode.

Dive into the most dangerous cave of them all... alone! Solo mode is a single-player variant of *Skulldug!* that pits you against a crumbling cave filled with the malevolent ghosts of long-dead explorers.

GOAL

You win if you end your turn in the Cave Entrance with 3 treasure cards in your hand. You lose if your explorer dies or if the cave collapses (see Taking Turns below).

SETUP

Place the L-shaped Cave Entrance tile in the corner of your table as in the 2-Player Duel Mode. Pick an explorer token and place it in the Cave Entrance. Then pick one explorer from each colored faction and place them off to the side to form the Ghost Pool.

Pick the difficulty that you will play on. The difficulties are as follows:

- **Easy:** 9 Health gems. 1 ghost. No Cave Health gems.
- **Normal:** 7 Health gems. 2 ghosts. 20 Cave Health gems.
- **Hard:** 5 Health gems. 3 ghosts. 20 Cave Health gems.

Give yourself Health based on the difficulty you picked. If you picked Normal or Hard difficulty, also place 20 Cave Health gems on top of the Cave Health tile and put it to the side.

GEAR UP

Pick one Equipment and one Consumable from the Gear cards to be your starting items. If you'd rather, you can pick a suggested set from the Solo & Team Mode Starting Items list on page 11.

HEALTH AND DEATH

Your maximum Health is determined by your difficulty level. If you die, the game is over and you lose. There's no backup for a solo explorer!

TAKING TURNS

You have 3 AP per turn as usual. At the end of each turn, remove one gem from the Cave Health tile. If there are 5 or fewer gems left, roll the die. If you roll higher than the remaining gems, the cave collapses and you lose the game. Better luck next time!

After decrementing the Cave Health, any ghosts in play take their turns.

GHOSTS!

So many explorers have died trying to plunder this cave that some of them have stuck around as vindictive ghosts! You'll have to get past them if you want to escape with your treasure and your life.

Ghosts spawn whenever you discover treasure and will harass you until you send them back to the Cave Entrance with a well-placed attack.

See the next page for more details on spawning and running ghosts.



SOLO MODE GHOSTS

"I like him even less now he's dead."

Ghosts are your primary opponents in Solo Mode. They cannot win the game — their only goal is to prevent you from escaping the cave alive!

Ghosts count as explorers and opponents, but do not count as monsters.



What affects ghosts?

Ghosts are unaffected by cards in their hand, including treasures. Ghosts do not encounter Hazards and do not interact with special passages in any way.

This means that ghosts are not affected by any traps that you drop!

SPAWNING GHOSTS

Whenever you draw a treasure card, pick a random explorer from the Ghost Pool and place it in the passage with the treasure. You cannot interact with the ghost until after it has taken its first turn. Take the Faction portrait tile for that ghost's faction and place it to one side -- you can place any items the ghost picks up on this tile to keep track of its hand.



If you have already spawned the maximum number of ghosts for your difficulty mode (see the previous page), do not spawn more ghosts when you discover treasure.

GHOST HEALTH AND DEATH

Ghosts have no Health. Taking any damage from throws, becoming Dazed, or being shoved kills a ghost immediately. If a ghost dies, it drops its hand in its current passage and is removed from the board. It will respawn in the Cave Entrance on its next turn.

If you shove a ghost, put it into the new passage before it dies. If you shoved it into an undiscovered passage, you may choose the orientation of the newly discovered passage.

GHOST TURNS

Ghosts do not have AP. Instead, they follow the script on the next page to determine their actions each turn.

GHOST FACTIONS

Each colored faction's ghosts have slightly different abilities. These are represented by the colored boxes on the turn script, which are only available to ghosts of the corresponding faction.

Do ghosts roll the die?

If a ghost would need to roll a die (such as when throwing or defending from a throw), treat its roll as a 4.

What if there are no ghosts yet?

If no ghosts have spawned yet, ignore any effects that refer to opponents or other explorers.

SOLO MODE TURNS

"Here's how this is going to go down."

Each Solo Mode turn goes through the following phases:

1. *Take your turn*
2. *Remove a Cave Health gem (see page 12)*
3. *Each ghost takes its turn in the order it was spawned*

Each ghost follows this script when it takes its turn:

0. RESPAWN (IF DEAD)

If the ghost is dead, put it into the Cave Entrance and end its turn.

1. PICK UP ITEMS

Pick up a Fortune

If there is a Fortune in the ghost's passage worth more than any the ghost is carrying, the ghost picks up that Fortune.

The Adventurer ghost can also pick up Fortunes from connected passages.



Pick up a Trap

If there is a trap in the ghost's passage and the ghost is currently not carrying a trap, the ghost picks up that trap.

The Cultist ghost can also pick up traps from connected passages.



and

2. SELECT GOAL PASSAGE

Target the closest treasure

If the ghost is not carrying treasure, its goal is the closest passage containing a treasure card.

Target the player

Otherwise, the ghost's goal is the player's passage.

else

3. MOVE

Move the ghost up to 2 passages towards its goal passage.

It can move through walls and undiscovered passages, as long as it ends its move in a discovered passage closer to its goal.

It does not discover undiscovered passages when it moves through them, nor does it encounter any Hazards or special passages.

If the ghost could end its move in multiple passages that are equally close to its goal, roll the die to determine which one to move to.

If the ghost can't get closer to its goal in 2 moves, put it directly into the closest discovered passage that is closer to its goal than its current passage.

How does a ghost value Fortunes?

Treasures are more valuable than equipment, and equipment are more valuable than consumables. Cards of the same type are equally valuable.

How does a ghost measure distances?

The distance between two passages is the sum of their distance horizontally and vertically – ghosts can't move diagonally!

How does a ghost pick between two options?

If the ghost ever has two equally valid options to pick between, assign those options numbers between 1-6 and roll the die until you roll one of the options.

4. PICK UP (AGAIN)

Pick up a Fortune

If the ghost did not pick up a Fortune yet this turn, it tries to pick up again using the earlier rules.

and

Pick up a Trap

If the ghost did not pick up a trap yet this turn, it tries to pick up again using the earlier rules.

5. ATTACK THE PLAYER

(Henchmen only)

Throw Fortune

If the Henchman ghost is carrying a non-treasure Fortune and has line of sight to the player, it throws that Fortune at the player. If you roll 4 or less, it hits you.

else



(Rogues only)

Steal from the player

If the Rogue ghost is in the player's passage and the player is carrying a more valuable Fortune than the ghost, put that Fortune into the ghost's hand.

else



Shove the player

If the ghost is in the player's passage, it shoves the player into the connected passage containing the most encounters.

If no connected passage contains encounters, it shoves the player into a connected undiscovered passage.

If no such passage is available, it shoves the player into a random connected passage.

6. DROP ITEMS

Drop extra Fortunes

If the ghost is carrying more than 1 Fortune, it keeps the highest value card and drops the others in its current passage.

and

Drop a trap near the player

If the ghost is carrying a trap, it drops that trap in the passage in line of sight that is closest to the player but does not contain the player.

8. ROTATE PASSAGE (SUITS ONLY)

The Suits ghost rotates its passage 90 degrees clockwise before ending its turn.



9. END TURN

The next ghost takes its turn. If every ghost has already acted, you begin your next turn.

GLOSSARY

“How do you say ‘Don’t shoot’ in Mesopotamian?”

- **Adjacent:** Passages are adjacent if they are next to each other on the table. Diagonal passages are not adjacent. Passages do not have to be discovered to be adjacent. (pg. 4)
- **Action Points (AP):** Points that you can spend to perform various actions on your turn. You have 3 AP to spend each turn (or 2 AP per turn in Team Mode). (pg. 6)
- **Combat:** When you roll the die to attack or defend yourself from another explorer or encounter with a monster. (pg. 7, 8)
- **Connected:** Passages that are adjacent to each other and have corridors that meet. Discovered passages are connected to all undiscovered adjacent passages that they face. (pg. 4)
- **Dazed:** A status effect that applies a -1 penalty to your rolls and prevents your explorer from dashing until you spend 2 AP to recover. (pg. 3)
- **Empty:** A passage is empty if it does not contain an explorer, item, or monster. (pg. 4)
- **Encounter:** When your explorer moves onto a Hazard card or other danger, and you must roll the die to avoid taking an Injury. (pg. 8)
- **Facing:** A passage is facing all adjacent passages that it has a corridor pointing towards, even if the passages do not directly connect. (pg. 7)
- **Fortune:** Cards from the blue Fortune deck, including consumables, equipment, and treasures. (pg. 5)
- **Gear:** Items marked with a Gear icon that players can pick as their starting items. (pg. 3)
- **Hazard:** Dangerous cards from the red Hazard deck, including traps and monsters. (pg. 5)
- **Health:** Your explorer’s vitality as measured by the number of Health gems you have. If you run out of Health gems, your explorer dies and you must wait for backup to arrive. (pg. 3)
- **Item:** Any card that can be picked up and held in your hand. Items are distinguished by the hand symbol under their art. (pg. 6)
- **Injury:** Damage that your explorer takes from encounters and having items thrown at them. Injuries can involve the loss of Health or additional penalties. (pg. 8)
- **Line of Sight:** The unbroken line that can be drawn in a single direction from a passage. Walls and undiscovered passages end line of sight. (pg. 6)
- **Opponent:** Any explorer other than yourself or your Team Mode partner. (pg. 10)
- **Undiscovered:** A passage that has not had a passage tile placed into its space on the table. (pg. 4)
- **Unoccupied:** A passage that does not contain an explorer. (pg. 4)
- **Your Passage:** The passage that currently contains your explorer. (pg. 4)

CREDITS

“For once, it wasn’t entirely my fault.”

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