

DICE CRAWL RULES

Dice Crawl is a quick, fun dungeon-crawling tile game for 1 to 4 players, though four is best. Players take on the roles of mercenary captains racing to get their team of adventurers to the center of the dungeon. But... beware, not all paths lead to the center, and some teams may never find the glory they seek. Luck and strategy combine in this furious game of hack-and-slashery.

COMPONENTS

- 1 Dragon Tile
- 4 Adventurer Markers
- 4 Reference Tiles
- 12 Race Cards
- 12 Class Cards
- 50 Dungeon Tiles
- 100 Dice in 4 colors (25 red, 25 blue, 25 green, 25 yellow)

SOME TERMINOLOGY

Your dice pool is your **army**.

Once dice are rolled and placed on the tiles, they are called **units**.

An **Ally** is a unit of your color, but placed on an opponent's tile.

Each **Power** has its own name or associated trait (e.g. Garrison). Each one is explained in short-hand on the tiles provided, and in long-hand at the end of this document.

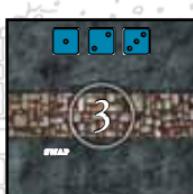
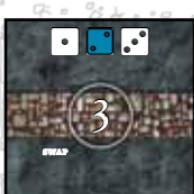
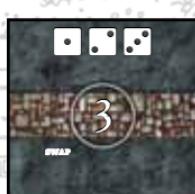
Game tiles can be unexplored, explored, occupied, and conquered.

Unexplored tiles are face down. **Explored** tiles are revealed and face up. **Occupied** tiles have some, but not all of the dice spaces covered.

Conquered tiles are completely covered with dice and have no open dice icons on them. A tile may become conquered, occupied, and conquered again, any number of times due to the use of Powers.

Controlled tiles belong to the army with the *majority* number of dice on it. If there is no majority, no one controls the tile.

Adjacent is never diagonal.



SETTING UP

1. Shuffle the dungeon tiles (keeping the dragon tile to one side).
2. Lay out 24 dungeon tiles facedown in a 5 x 5 grid, with the dragon tile in the center of the grid. If you are playing a solo game, you lay out a 3 x 3 grid with the dragon at one corner of the grid. See page 8 for more on solo play.
3. Randomly give each player a race card and class card, as well as an adventurer marker in their favorite color (so long as their favorite color is black, white, mauve, or habanero). There are also reference tiles with term explanations. Help yourself.
4. Each player needs 20 six-sided dice of one color. For an easier game, give each player 25 dice.
5. Each player starts at one of the corners by placing his/her marker on that corner tile. Players cannot start in the same corner.
6. Pick someone to go first by, you know, rolling some dice.
7. Start playing.

OVERVIEW OF PLAY

Players explore a dungeon, tile by tile. Each player has a pool of dice (his/her army), rolls 5 of those dice every turn, and uses the rolled dice to gain control of tiles.

Tiles are **conquered** when each numbered space on that tile is covered with a die of matching value. After a tile is conquered, players may explore new tiles, trying to reach the center tile.

Players may also use their dice to unlock special powers on their character tiles. These powers change the rules of the game in specific ways.

As the dungeon is explored, dice are locked in place and players will slowly consume their army of dice.

The game ends when the dragon tile is explored or when one player has only a single die (or none) remaining.

Points are tallied for each controlled tile and for every covered **Hoard**. The player with the most points wins.

GAME TURN

On your first turn, reveal the corner tile on which you are starting. You may orient it however you like. Once placed, it cannot be moved or rotated without a Power. You may now begin your turn. With the exception of this first flip, all player turns are the same.

On your turn you perform the following actions. There are no interrupts or reactions. Your turn is your turn, and no one can stop you from doing what you need to do.

1. **Explore**
2. **Crawl**

EXPLORE

If the tile your marker is on is **conquered** (i.e., all the dice icons have dice on them), you **may** Explore any adjacent tile that is connected to the tile your adventurer marker is standing on by an open corridor.

To Explore, first pick a face-down tile (if possible) adjacent to the tiles your adventurer is on, reveal it, and orient it any way you wish. Once set, it cannot be changed without a Power. Then, move your adventurer to an adjacent face-up tile that's connected with a legal pathway. It need not be the one you explored, but it must be face up.

Example: Jack has conquered his first corner tile at the bottom right of the grid — an elbow facing North and West. An action from a previous turn has revealed the tile to the West and Jack chooses on his Explore phase to flip the one to the North to see his options. It is another elbow and Jack decides to Explore to the West, where a T-section has been placed.



You may never Explore while your adventurer stands on an unconquered tile, even if it was conquered before but is unconquered now. The Explore phase takes place before the Crawl phase, though the Scout Power (see page 9) can be used during the Crawl phase.

CRAWL

During the Crawl Phase, you may Hunt, Hoard, Unlock Powers, or Use Powers. There are no specific timing rules during the phase. You must roll the dice to start the Crawl, but that is it. The turn is otherwise your own.

Crawl is the act of exploring a dungeon tile, fighting the monsters there, and acquiring the treasure. This is an abstract part of the game, so the dice icons on a tile represent the monsters to be hacked-and/or-slashed to clear the tile. The number at the center of the tile reflects the point value for controlling the tile at the end of the game.

To start the phase, the active player rolls five dice and uses those to place units onto the tile. This is called **Hunting**. When **Hunting**, the number rolled must match the dice icon on the tile in order to place a unit. Once units are placed on a tile, they are locked and cannot be removed (except through the use of a Power). The active player may also place dice onto the Power of their race/class cards at this time, unlocking these abilities (see Powers for more on this).

Units may be placed on enemy tiles, as well. Any open icon on a revealed, unconquered tile with an adventurer marker on it may be hunted at this time. These units are worth 1 point each at the end of the game *only if the tile is conquered*. You do not need a path to an enemy tile in order to hunt it.

Example: Jack has rolled a 6, 5, 4, 3, 3 for his Crawl and his marker is on the tile shown. He has the option of using the 5, 4, and 3 on this tile and placing the 3 and 6 elsewhere on the game area. Or, he can place just the 5 and 4, saving the two 3s to unlock a Power on his class card.



Hoard is the act of claiming any treasure found in the dungeon.

Hoard icons look like piles of treasure. If there is an open Hoard icon, you may place *any* unit on it. If a Hoard icon is covered by a unit, you may steal this space by placing a unit with a higher value (i.e., a 5 replaces a 3 on a Hoard space and a 6 can never be removed). The replaced unit is returned to the controller's army. Hoard spaces are worth 2 points each at the end of the game, *even if the tile is not conquered*. Hoard spaces do not affect the conquering of a tile.



UNLOCKING POWERS

Powers must be unlocked before they can be used. This is done by placing unused dice on the specific Power you want to activate. All Powers are unlocked with two dice and — unlike when Crawling — both dice must be placed at the same time.

Some Powers have permanent effects (+1 Dice) and others have a cost to activate, which appears in brackets (e.g. [6]). Each time you wish to use a Power with a cost, you must pay this cost from your dice roll. The dice then return to the army.

Example: Jack is playing an Elf Warrior. Earlier he placed the 5 and 4 on the tile, saving the two 3s for his Attack Power. If he had not rolled doubles, he would not be able to unlock any Powers.



USING POWERS

Some Powers have a cost of [1+], allowing you to spend any unit, or [3+], requiring you to spend a “3” or higher from your crawl, and so on, to activate the Power. Others are specific, such as [5], requiring you to spend a “5” from your dice roll.”

Example: Jack plays an Elf Warrior and he chooses to unlock Reveal [2] during his Crawl. Two 2s are now locked on his race card until the end of the game. Later, Jack returns a rolled 2 it to his army to Reveal any single face-down tile, orienting and locking it in place. This is a powerful ability as it can block his enemies.

A turn later, Jack wants to do this again, but he only has a 1 remaining. Unfortunately, Jack can’t use the Reveal power this turn.

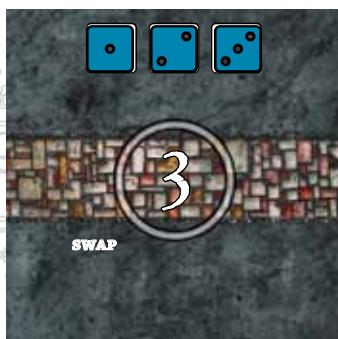
Once all of your units are spent or there are no more options to spend units, your turn is over. Play shifts clockwise to the player on your left, who does all of this all over again.

Each Power can be used only once per turn.

TILE POWERS

Some tiles have Powers on them. These powers are activated when the tile is conquererd, regardless of who conquerers that tile. The Power is activated immediately (and only once) before the player continues with the Crawl phase. Should a tile become unconquered and conquered again, this Power is activated a second time (or third time, etc.).

Example: Jack plays a 1 on the below tile, conquerering it during his Crawl. Before he can continue with his Crawl phase, Jack must Swap two unconquered tiles or forfeit the use of the Power. Later, Jack withdraws a unit from the tile, leaving it unconquererd. Alyssa sends an ally to the tile and conquers it. She is able to use the Swap Power, immediately.



ENDING THE GAME

The game ends immediately when any player’s turn starts with 0 or 1 dice in his army.

Or, any player Explores the center Dragon tile.

WINNING

Each player counts points in the following manner.

- The printed point value for each conquered tile you control
- 1 point for each unit (except Horde units) you have on a tile that’s conquered but you do not control
- 2 points for each Hoard icon you control
- 3 points if you Explored the Dragon tile
- **A tile is considered ‘controlled’ if you possess majority.**
- **Units on unconquered tiles have no value.**

The person with the most points wins.

You’d be surprised how many games forget to say that.

In the case of a tie, the player with the most unlocked Powers wins.

If there is still a tie, the player who Explored the Dragon tile wins.

If no one Explore the Dragon tile to end the game and there is STILL a tie, the game ends in a draw. Play again.

CREDITS

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LIST OF POWERS

The cost of using a Power is in brackets after the ability [X]. This is the dice value that must be spent and returned to your army. In the case that there is no value listed, the Power can be used for free.

Regardless, **each Power can only be used once per turn**.

Attack: Attack is an ability that allows you to target an enemy locked unit. The active player rolls two army dice and attacks any one unit on a tile. **Do not add the values together.** The unit must be lower than either of the two dice, or in the case of a Hoarding unit, lower than the two dice combined. If the unit is successfully attacked, it withdraws to its player's army and is replaced with one of the active player's units, changing to the value of the unit that was there before.

You cannot Attack unless your army has two or more units in play.

Example: Jack has a 3 on his first tile and a 5 on a Hoard space. Alyssa chooses to attack him, rolling 2 of her dice. She rolls a 4 and a 2. She can choose to replace Jack's 3 with her 4 (turning her die to 3) or replace the 5 on the Hoard space, returning Jack's die to his army pool.

Use of the Attack Power does not 'unconquer' and then 'conquer' the tile again.

Garrison: The Garrison Power allows you to place one unit on an empty space on any tile (regardless of value), except a Hoard space. A Garrison die can be any value and (when placed) is changed to match the value of the space it occupies.

Hoarder: Thieves are especially good at pocketing gems and treasure when no one is looking. Each Hoard space you control is worth 3 points, instead of 2.

Onslaught: Onslaught is an ability that allows you to remove any one enemy unit from a tile and place it back into its target player's army.

You cannot Onslaught unless you have three or more units in play.

Reinforcements: By paying the appropriate cost (usually one unit), you may reroll one, some, or all of your remaining units.

Example: After rolling your initial five dice, you may return one to the army pool and reroll between 1 and 4 dice.

Reveal: You may flip one facedown tile face-up and orient the tile in any direction you like.

Roll +1: You may roll an additional die during the Crawl Phase. This ability stacks, so multiple instances of this power produce additional dice during the Crawl Phase.

Rotate: You may rotate one unconquered tile to any new facing (even if a marker occupies it). Conquered tiles cannot be rotated or swapped. Hoard spaces do not affect the conquering of a tile.

Scout: You may move your marker to one adjacent and revealed tile, so long as you obey the standard rules for Exploring. This Power is used during the Crawl phase of your turn, effectively allowing a player to move twice in a turn (if possible). The Scout power does not allow you to reveal a face-down tile.

Shapechange: Shapechange is a powerful ability that allows you to trade one of your remaining units for any enemy unit on any tile, regardless of value. Remember to turn your die to match the value on that space on the tile.

This does not 'unconquer' and then 'conquer' the tile again.

Swap: You may swap the positions of two unconquered, adjacent tiles (even if an adventurer marker occupies one of them). Conquered tiles cannot be rotated or swapped. Dice and markers move with the tiles. Hoard spaces do not affect the conquering of a tile.

Withdraw: You may return one unit (of your color) to your army from any tile, even from a conquered tile.

Example: Jack removes one unit from a conquered tile to ensure no one scores for that tile.

There are four expansion sets to Dice Crawl. Each adds new Powers to the game. The expansion rules are located at the end of this document.

FORBIDDEN VAULTS

Dice Crawl offers an expansion set named Forbidden Vaults. All of the rules are in this book, so you're not flipping around in two books looking for that "special rule."

Forbidden Vaults includes four different play sets: Crypt of the Undying, Goblin Warrens, Halls of the Dwarven Lords, and Tricks and Traps. Each set includes 24 new map play tiles, new races and classes cards, and reference tiles. The best way to use these tiles is to just shuffle them all together into one giant stack and play with what you get. But be warned, some tiles are trapped and will hurt you and everyone else at the table.

CRYPT OF THE UNDYING

The first set is the maze of crypts featuring undead and undead hunters. This set includes two new race and two new class cards with new unique abilities. The Crypt of the Undying also introduces a new tile type called **Undying**. The Undying tiles are marked with a rat skull image in the bottom right corner of the tile.



UNDYING

At the start of a player turn, if an undying tile is unconquered and the active player has units on that tile, the active player removes any one unit and places it in the controlling player's army.

UNDYING POWERS

Sacrifice: You may permanently remove one die from your army to reroll all of your unused dice this turn. Like all Powers, this can only be used once per turn.

Undead: Undead units cannot be the target of shapeshift, nor can they be forced off of a tile except by the controlling player. This includes undead units on Hoard spaces.

Withering Touch: Roll one army die and attack any one unit in play, removing it from play. If you roll a 1, remove the rolled die from play.

GOBLIN WARRENS

The second set to Dice Crawl is the Goblin Warrens, a series of noxious and tripwired tunnels under the earth. This set includes two new race and two new class cards with new unique abilities. The Goblin Warrens set also introduces a new tile type called Goblin Swarm as well as a new trap tile called Goblin Tripwire. Goblin Swarm tiles are marked with a green skull image in the bottom right corner of the tile. Goblin Tripwire tiles use the same skull (in red), with lines behind the skull, in the bottom left corner of the tile.



GOBLIN SWARM

Goblin Swarm tiles must be 'Crawled' in numeric order (e.g. The 1 must be placed before the 2 can be placed and so on). Allies must also respect this rule.



GOBLIN TRIPWIRE

When a Goblin Tripwire tile is revealed, the active player may not Explore for the rest of the turn. He may still Crawl, however.

GOBLIN POWERS

Dog Pile: You may duplicate the effect of the last power that was used, including one from another player, paying any appropriate cost for the second use.

Escape: You may remove all of your units from one unconquered tile.

Overwhelm: Instead of rolling dice for your crawl, you may instead choose any two die values you would like (e.g. Two 1s, a 4 and a 5, etc.).

HALLS OF THE DWARVEN LORDS

The third set is the dwarven halls featuring lore and treasures unknown anywhere else in the realms. This set includes two new race and two new class cards with new unique abilities. The Halls of the Dwarven Lords also introduces a new type of Hoard space: the Dwarven Hoard. Dwarven Hoard spaces are marked with a pile of gold coins and bags.



DWARVEN HOARD

Dwarven Hoard spaces are different from traditional Hoard spaces. Dwarven Hoard spaces are worth 3 points (instead of 2) and may have two units on them (instead of one). If the two units are controlled by opposing players, the space is only worth 1 point to each player, otherwise a player controlling a Dwarven Hoard space with 2 units gains 3 points. Dwarven Hoard spaces are considered hoard spaces for all purposes.

DWARVEN POWERS

The Anvil: Whenever you roll doubles, you may turn those dice into any single one die (e.g. two 4s could become a 1 or 5, etc.).

The Clan: Whenever you roll doubles, you may choose to reroll up to three of your dice.

Doom: Whenever you roll doubles, you may return those dice to your army in order to activate (once) any one of your unlocked Powers, paying any relevant costs.

Escape: You may remove all of your units from one unconquered tile.

Replace: You may replace any unoccupied tile with a new tile from the top of the deck. If there is a Hoard Space on the new tile, you may immediately place a unit from your army onto that space as a '3'.

TRAPS AND TRICKS

The fourth set is the Tricks and Traps set, which uses tiles from all the previous sets, with a new twist on the Dice Crawl game. This set includes two new race and two new class cards with new unique abilities. Traps and Tricks also introduces a new type of tile: the Trap. Traps produce effects when revealed; so be careful where you explore.

TRAPS

While each trap effect is different, they essentially work the same. When a trap tile is revealed, it is oriented like any tile and then the Power of the trap is triggered before anything else can happen. Each trap Power is listed below, some harming only the active player and some harming everyone.

In addition, all trap tiles have dice icons on them (though not many), but these spaces are not worth any points, though a Hoard space on a trap tile is worth points.

TRAP POWERS

Disarm: When a trap is revealed, you may select another player to suffer the effects as though they had revealed the trap.



Fire Trap: When revealed, move two dice from your Crawl to your army pool this turn.

Gas Trap: Starting with the person who revealed this trap and going clockwise, each player withdraws one unit from the tiles until a number of units have been withdrawn equal to the number of gas traps on the tile.

Pit Trap: Move one unit from your army out of play.

Petrification Trap: Move one unit from your crawl out of play.

Sliding Room Trap: When revealed, place your marker on this tile. Select another player to swap this tile.

Spinning Room Trap: When revealed, place your marker on this tile. Select another player to rotate this tile.

VARIANTS

SOLO PLAY

Lay out a 3 x 3 grid with the Dragon tile at one corner and your start space at the opposite corner. Using only 15 dice, you must reach the Dragon tile while still scoring 15 points. If you run out of dice or do not score 15 points before reaching the Dragon tile, you lose.

Play three times, scoring your best total, but losing 1 point for each failed “expedition.”

ENEMIES AT THE GATE

In this variant, there is a cost of [1+] to add a unit to a tile that's Controlled by another player. In addition, at the end of the game, when scoring conquered tiles, controlled tiles are worth 1 less point per unit on them that isn't their controller's, and uncontrolled ones are worth no points to anyone.

PROS AND CONS

Randomly choose someone to go first. Select your race card from the pile and pass it to the left. Keep your selection hidden. The player to your right chooses your class card for you.

CAMPAIGN ONE

Play a second game of Dice Crawl, while keeping one unlocked power unlocked at the start of the game. Add the score of the first game to the second game.

CAMPAIGN TWO

Play a second game of Dice Crawl, but draw a second random class for the second game. You should now have two class cards. Add the score of the first game to the second game.

ESCAPE

All players start at the center dragon, racing to exit at one of the four corners. This variant works well with either campaign variant.

DRAFTING

Randomly draw and place four race cards and four class cards face up on the table. Randomly *select* one player to go first, choosing one race or class card. Going clockwise, each player selects one card until reaching the last player, who selects one of each and then passes the remaining cards counter-clockwise.

THE SLOUGH

Consider trying a 7 x 7 grid of tiles and each player starts with 30 dice.

BACKERS

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