

A Game by Christophe Boelinger

3/4 Players

## **With Fire and Blood**

Paladins and Dragons, Fire and Water

## **Rules of the Game and Booklet of Scenarios**

**Dungeon Twister  
Expansion 6  
Asmodee Editions**

### **Contents**

- 8 square rooms
- 2 set of tokens (in red and green, one per player) including 16 characters and 12 objects
- 2 sets of 16 cardboard figurines and 32 plastic bases
- 2 markers of illusionary rubble (one red and one green)
- 2 markers of illusionary pit traps (one red and one green)
- 4 neutral elemental scrolls (white squares)
- 1 Grail marker (white square)
- 1 neutral speed potion (white square)
- several broken bridge markers (water/lava)
- several portcullis markers (open/broken)
- 6 broken wall markers
- 1 book of scenarios

### **Variants of Play for 3 and 4 players.**

Thanks to this extension, you can now play with 3 or 4 players by creating your teams. With this extension, there are various modes of play possible.

All these modes can be applied within the frameworks of the basic configuration, like those indicated in the diagrams on page 2 of the 3/4 Players Booklet.

However, nothing prevents you from adapting these modes of play to scenarios and plans of your own imagination.

### **Free Choice (Secret Forces) – Full Frontal Mode**

#### **4 players**

Each player chooses a pair of rooms secretly. Then randomly draw two pairs of rooms from among the remaining rooms. This will result in 12 rooms. The players can look at the randomly drawn rooms before they are mixed with the others and placed face down.

#### **3 players**

Each player chooses 2 pairs of rooms secretly. The rooms are mixed and placed face down.

### **3 or 4 players**

Each player chooses a color and takes all characters and objects matching his color from all available Dungeon Twister box sets.

Each player then secretly chooses the 8 characters and 6 objects that he is going to use for the game. Put the unused objects and characters back in the boxes.

The game then proceeds as normal to 6 VP.

### **Mutual Choice (Equal Forces)**

Each player chooses a color and takes all characters and objects matching his color from all available Dungeon Twister box sets. Determine randomly who will be the first player.

The first player chooses a pair of rooms, then the player on his left chooses a pair of rooms, and so on in a clockwise direction until the necessary 6 pairs of rooms have been chosen. The rooms are shown to all the players successively as they are selected. Shuffle the 12 rooms and build a labyrinth face down as usual.

The four players place all their characters and objects behind their folding screens.

The next player, continuing in a clockwise direction (the player on the left of the last player who chose a pair of rooms), chooses a character and places it in front of his folding screen. All the other players then place the same character of their color in front of their folding screen. Proceeding in a clockwise direction, continue until 8 characters have been chosen by the players.

Do the same for the objects, until 6 objects have been chosen.

All unused objects and characters are put back in the boxes.

Thus, each player has the same team of characters and objects, and all of the players know which rooms constitute the dungeon, although they do not know the positions of the rooms.

Play then proceeds normally to 6 VP.

### **Draft Mode**

Randomly choose 6 pairs of rooms from all of those available.

The players can look at which 12 rooms will constitute the dungeon.

Randomly determine who will be the first player. The first player chooses a color and takes the 24 characters of his color from the base game, **Paladins and Dragons**, and **Fire and Water**. He places these 24 characters in the center of the table. The first player chooses a character and places it in front of him. Then, in a clockwise manner, each player chooses a remaining character from the center and places it in front of himself. Proceed in this manner until there are no more characters in the center of the table. With 3 players, each player will have 8 characters in front of him. With 4 players, each player will have 6 characters in front of them.

The first player then takes the 18 objects with his color and places them in the center of the table. The last player to have chosen a character chooses the first object and places it in front of himself. Then in a clockwise direction, each player chooses one of the remaining objects and places it in front of himself. With 3 players, proceed in this manner until each player has 6 objects. For a game with 4 players, proceed in this manner until each player has chosen 4 objects. The two remaining objects are removed from play.

The first player keeps the pawns he has in front of him. The other players choose one of the 3 remaining colors and replaces all the pawns they have chosen with the corresponding pawns of the new color.

Thus, the players have 3 or 4 teams that are completely different with regards to characters, objects, and color.

The game then proceeds normally to 6 VP.

### **Random Mode – Equal Forces**

Randomly draw the 12 rooms, 8 characters, and 6 objects which will be used for this game.

All the players may look at the rooms. Each player plays with the same team of 8 characters and 6 objects. The game proceeds as usual to 6 VP.

An Internet site can help you to carry out the random choice for all the players in only one click at the following address: <http://rtm.phplayerz.net/>

### **Total Random Mode**

Randomly choose the 12 rooms which will be used for this game. Then, each player randomly draws his team of 8 characters and 6 objects. All the players may look at the rooms. Each player plays with a completely random team. The game then proceeds normally to 6 VP.

An Internet site can help you to carry out the random choice for all the players in only one click at the following address: <http://rtm.phplayerz.net/>

### **Stand-Alone Mode**

You can also decide to play a game with 3 or 4 players using only the characters and objects of either **Paladins and Dragons** or **Fire and Water**. It is preferable to use the rooms corresponding to the chosen expansion.

### **Scenarios**

The scenarios force you to play with specific planned teams and rooms. In some cases, the scenarios also introduce rules which are specific to that scenario. Examples of scenarios are in the following pages.

### **New Terrain Descriptions**

This square contains a pedestal surmounted by a glass sphere, which contains a neutral Speed Potion. A character adjacent to this square can take the potion for 1 AP (place a broken marker on the pedestal in place of the potion). The pedestal is a 3D obstacle.

(green) Large bridge: this large bridge is solid. The 3 squares which constitute the bridge can be crossed like normal floor squares. However, they are not regarded as normal floor squares for purposes of character/object placement, teleportation etc...

(red) Water: this is a water square.

(blue) Waterfall: this upstream water square is on the ground level. Downstream goes under the large bridge. Only the Water Elemental can enter and remain in this box. Flying and incorporeal characters may cross but not stop in this square.

(yellow) Rift: these squares are rifts.

## **Those Who Die and Those Who Flee...**

Raphael "DT-Shadow" Puch & Chris Boelinger

### **Number of Players: 4**

### **Background**

The Arch-Mage sought a way to complicate the task of these adventurers since their teamwork had become exceptionally good... They needed a new challenge, something unexpected which they would not understand. He decided to build a labyrinth with two levels, without any way to cross from one to the other. But the rotation gears of each room could still change the orientation of rooms in the other level. For better or for worse...

He divided each exceptionally trained team of Targane into two teams of 4 adventurers. And to enjoy the most action and violence, he decided to pit the weakest against the strongest!

### **Expansions Needed**

This scenario requires the base game, the **3/4 Players** expansion, **Paladins and Dragons**, **Fire and Water** and this expansion.

### **Dungeon Map**

The dungeon consists of 2 levels of 6 rooms each. The pairs are all divided between the two levels during the setup. Randomly select one room from each pair to form the first level. The remaining six rooms will form the second level. Once all the rooms of each level have been selected, the players can quickly examine which rooms are on each level. Make sure that each pair is split between the two levels. Then separately mix the 6 rooms of each level and create the two levels as indicated in the plan.

### **Player Setup**

The players are divided into two team of 2 players each. One team takes the yellow pieces and the other team the blue pieces. On each team, one player will control a team of "Runners" and the other player will control a team of "Blockers". The player controlling the yellow Runners will sit opposite the player controlling the blue Blockers on the same level. On the other level, the player controlling the blue Runners will sit across from the player controlling the yellow Blockers.

The scenario proceeds like two independent Dungeon Twister mini-games, but with possible interaction between the levels. Use a timer for each level and allow 2 or 3 minutes per turn (but use the same time limit for both elevations).

### **Rooms Used**

Pairs 1, 10, 11, 5, 14, 27.

### **Starting Teams**

Each player controlling Runners takes the following characters: Telekineticist, Goblin, Wizard, and Thief.

Each player controlling Blockers takes the following characters: Barbarian, Golem, Paladin, and Magophage.

Each player has 6 objects: Treasure, Rope, Key, Sword, Scroll of Confusion, and Charm Scroll.

The blue Runner takes the 6 green objects, and the yellow Runner takes the 6 red objects.

### **Set Up**

Each player places his 4 characters face down on his small starting line.

The setup of each level is made independently of the other. Randomly choose the first player on each level, and then setup continues as usual so that the 12 objects are placed on the 6 rooms of each level. To determine who places the objects when a room is revealed, the red objects belong to the Yellow player, and the green objects belong to the Blue player. For the rest, the color of the objects has no importance.

### **Special Rules**

The two levels are played independent of one another, although the scores of the two Blue players are cumulative, as are those of the Yellow players. There is not one victorious player, but a victorious team.

The two players on the same team can speak about the game and strategy, but they cannot pause the timers to discuss. That is to say, these conversation take the time of one or both players, when they could be acting instead.

### **Rotation of Rooms**

The interaction in this scenario lies in the rotation of the rooms. When a player activates one of his characters to rotate a room, he can choose to rotate the room on his level or the paired room on his partner's level. If the two team members are active at the same time (and the stopwatches for the two players are still going) one of the two players can make rotations that will help his partner advance during the same turn. In that case, it is possible artificially for a player to use more than 5 AP on his level, thanks to his teammate who is spending his own AP to rotate the necessary rooms.

### **Victory Conditions**

- The first team which accumulates 5 VP from both levels wins.
- Runners can only acquire VP by exiting on the opponents starting line.
- Blockers can only acquire VP by eliminating Runners.
- Blockers cannot exit on the opponents starting line, but they can move or stop there.

## **The Problem with Taps...**

Diplojak

**Number of Players:** 3/4

### **Background**

The ingenuity of the gnomes and the dwarves having equaled the cruelty of the Arch-Mage, he now commanded new mechanisms more complex than all of those introduced into Dungeon Twister up to now. He imagined a new labyrinth in which all the rooms contain water or lava, and where hardly any place is truly safe. With you having the ability to trap your adversaries...

### **Expansions Needed**

This scenario requires the base game, **Paladins and Dragons**, **Fire and Water** and this expansion.

### **Dungeon Map**

All the rooms are mixed and placed face down as indicated in the diagram on page 2 of the **3/4 Players** booklet, according to the number of players.

### **Starting Teams**

Each player begins with the Water Elemental, the Fire Elemental, 6 other characters of his choice, and 6 objects of his choice.

### **Set Up**

Placement is done as usual. The players cannot place more pieces than allowed on each room.

### **Rooms Used**

Pairs 13, 28, 14, 26, 27, 15.

### **Taps**

In these complicated rooms, the rotation mechanisms were equipped with additional levers. For one AP, a character located on a rotation mechanism can open a tap and flood one square in the room in which he is located or in its paired room. Every normal floor square (but not a rotation mechanism or mist square) adjacent to a water or lava square in the room and not separated by a wall can be flooded by the corresponding element (water in a water room, lava in a lava room). This square becomes a water square or lava square for the duration of the player's turn. Use a broken bridge marker of the corresponding color to symbolize this flooding and remove it at the end of the turn. A room can never have more than one flooded square of water or lava at one time. Bridges remain in place and are usable even if one of the ends is flooded. Ropes allow you to ignore the effects of the floods and cross the flooded square.

### **Lava Flood**

Because lava moves slowly, a character located on square at the time of flooding can move for 0 AP to a valid adjacent square to avoid burning. Jumps are not allowed to avoid such a fate. If there is no valid accessible square, the character dies and the objects he was carrying are removed from the game. The player who activated the tap receives 1 VP (except if he killed one of his own characters, in which case the suicide rules apply). Any object or wounded character on the flooded square is destroyed.

A Fire Elemental remains on the square at the time of flooding. It can cross the flooded square like a normal lava square and receives the normal combat bonus.

### **Water Flood**

It is easier to be surprised by waves of water than by lava. Any character on a square at the time of a flood is pushed back in the opposite direction of the water flow, according to the same rules as the Ring of Repulsion. Any object he is carrying is destroyed, even if the character cannot be pushed back. If there are several possible directions for the water flow, the player who activated the tap chooses the source of the water and direction of the push. If the character who is pushed back dies (pit trap, rift, lava, falling rocks...), the player who activated the tap receives 1 VP (except for suicide). Any object on the flooded square is destroyed.

A Fire Elemental is immediately destroyed if he is on the flooded square.

A Water Elemental remains on the square at the time of the flood, but loses any objects it is carrying. It can cross the flooded square like a normal water square and the normal combat bonus applies.

### **Victory Conditions**

The scenario is over at the end of the turn in which a player reaches 5 or more VPs.

## **Dragons in the Mist**

Chris Boelinger

### **Number of Players: 4**

### **Background**

It was a time when the Red Dragons populated Targane in great numbers. They were feared, venerated, avoided, or driven out, but whatever feelings one had towards the dragons, they remained prestigious.

Then came the time when the Arch-Mage became interested in them. At the beginning, one dragon between the teams was enough to satisfy his thirst for excitement. But that did not last very long. Rapidly, the Arch-Mage found it much more exciting to have two, three, or even four of these impressive creatures. The violence which usually occurred was equal to the prestige of the dragons, even as their noble race was becoming extinct in the realms of Targane.

### **Expansions Needed**

This scenario requires the base game, the **3/4 Players** expansion, **Paladins and Dragons, Fire and Water** and this expansion.

### **Dungeon Map**

The #25 room containing mist is placed in the center of the dungeon face down in a random orientation.

All the other rooms are mixed and randomly placed face down as indicated in the diagram on the opposite page. Attention: this scenario uses the mini starting lines from the **3/4 Player** expansion.

### **Starting Teams**

Each player starts with the following 7 characters: Golem, Acrobat, Warrior, Paladin, Illusionist, Elf Scout, and Red Dragon

Each player starts with the following 6 objects: Key, Rope, Dragonslayer, Fire Shield, Charm Scroll, and Teleportation Ring.

### **Rooms Utilized**

Pairs 7, 8, 6, 3 and counter-clockwise room 25.

### **Setup**

Each player chooses 4 characters to place on his starting line face down. Each player places his Red Dragon on the central room face down. The placement of the 6 objects and the remaining 2 characters proceeds as normal. In each room the yellow numbers indicate the maximum capacity of pieces for that room. Players can place characters and/or objects on all of the rooms, except for the central room, which is reserved for the four Red Dragons.

### **Special Rules**

When the center room (that which contains the Red Dragons) is revealed, the player which reveals the room places a dragon of his choice in each corner of the interior room (with the mist), as indicated in the example shown.

### **Victory Conditions**

The game is played to 7 VP. The players can obtain victory points by exiting the dungeon via an opponents starting line or by eliminating opposing characters.

## **Grail**

Merenwen

### **Number of Players: 4**

### **Background**

*To prevail without danger...*

The Arch-Mage has had enough of all the runaways who quickly escape with treasure in their arms. He needs more amusement.



In order to counter this easy victory and make it more to his liking, he has found a means to encourage the adventurers to remain in the dungeon a little longer.

For that purpose, he needs a large motivating factor, and there is no greater weakness than the ever growing greed of the prisoners.

Thus, there is no victory in just escaping the dungeon, except for the characters carrying the Grail. And the Arch-Mage hopes that the 4 teams of 8 adventurers will fight to recover it!

### **Expansions Needed**

This scenario requires the base game, the **3/4 Players** expansion, **Paladins and Dragons, Fire and Water** and this expansion.

### **Dungeon Map**

Use the 12 rooms shown. All the rooms are mixed together and placed face down as indicated on the dungeon map. The Grail marker is placed in the middle of the dungeon at the site indicated by the Grail marker on the map.

### **Starting Teams**

In this scenario, the Courtesan and Treasure are prohibited.

Each player starts the game with 8 characters and 6 objects chosen secretly from the sets available.

### **Setup**

Each player selects 4 characters and places them face down on his starting line (mini starting line).

The players then place the remainder of their tokens face down in the rooms while respecting the maximum capacity of each room, as indicated on the diagram.

The numbers indicate the maximum capacity of each room. Where the number is white, players can only put objects in the room. Where the number is yellow, it is possible to place both characters as well as objects in the room.

### **Rooms Utilized**

Pairs 28, 12, 27, 26, 4, 25.

### **Special Rules**

When a room is revealed, if a player made a mistake -- by placing a character in a room where there should not be any -- the character is discarded without bringing any VP to the opponents.

Caution: Because of the special configuration of the dungeon, certain rooms (those in the middle) are adjacent to 5 other rooms, even if they are only adjacent at one square (important, especially for teleportation...).

### **New Object: the Grail**

The "hole" in the center of the dungeon (which has the dimensions of one square) is considered a normal floor square. The Grail is placed there at the beginning of the game. However, it is forbidden for a player to be on this square at the end of an action, to drop an object

(or wounded character) there other than the Grail, to create an illusion there, or to move the Grail from the center square using telekinesis.

If a character carrying the Grail is killed, the Grail is immediately placed in the center of the dungeon (on its starting square).

The Grail is indestructible. So if for any reason, it is lost under falling rocks, in a pit trap, etc..., it reappears immediately on its starting square.

Group combat with 3 or 4 colors is not allowed.

### **Victory Conditions**

- The game is played to a minimum of 6 VP (or more for a longer game...).
- A character who exits the dungeon without the Grail does not earn any VP.
- Eliminating an opposing character earns 1 VP (2 VP for a dragon).
- A character carrying the Grail who exits on the starting line opposite his earns 3 VP, plus 1 VP for the escaping character (2 VP for the Goblin).
- A character carrying the Grail who exits on either of the two other enemy starting lines earns 2 VP, plus 1 VP for the escaping character (2 VP for the Goblin).
- A character who carries the Grail back to his own starting line earns 1 VP (the character who earned the VP stays in the game).
- As soon as the Grail is carried onto a starting line, it is immediately replaced in the center of the dungeon (on its starting square).

## **The Last of the Dragons**

Chris Boelinger

### **Number of Players: 4**

### **Background**

In the regions of Dragonland, the Dragons have become rare. In the past, the leaders of the local villages, tired of the many attacks by the Dragons on their food reserves and treasures, have often hired Mercenaries to eliminate the Dragons which threatened them. It should also be mentioned, that the Arch-Mage built one of his horrible Dungeon Twisters in the area a few centuries ago. In order to attain favor with the local leaders, he aided them by removing certain Dragons from the region and teleporting them into his labyrinth of death.

As a result, three centuries later, the race of the Dragons is extinct in these regions. There remains nothing but Draco, the last Dragon. And the Arch-Mage hopes to make use of him for this ultimate dungeon...

### **Expansions Needed**

This scenario requires the base game, the **3/4 Players** expansion, **Paladins and Dragons, Fire and Water** and this expansion.

### **Dungeon Map**

Room #13 is placed in a random orientation, face down, in the center of the dungeon as indicated in the diagram.

All the other rooms are mixed and randomly placed face down, as shown in the diagram.

### **Starting Teams**

Each player takes the following 8 characters: Paladin, Weapon Master, Magophage, Telekineticist, Illusionist, Warrior, Pickpocket, and Thief.

Each player takes the following 6 objects: Key, Rope, Sword, Speed Potion, Fire Shield, and Charm Scroll.

### **Rooms Needed**

Pairs 1, 2, 9, 3, 5, 8, 7, 25, and clockwise room 13.

### **Setup**

Take the 4 white Elemental Scrolls provided in this expansion and place one on each room with a green dot on the diagram. These neutral scrolls do not count towards the maximum number of tokens for these rooms.

Place a neutral Red Dragon (if you do not have one, use the Red Dragon of any player which is considered to be neutral: it does not belong to the player of the same color). If you use a red miniature of the Dragon, place it at the center, it will be even more impressive! This Dragon represents Draco, the last Dragon.

Each player secretly places 4 characters face down on his starting line. The remaining tokens are placed using the usual procedure. The central room is reserved for Draco and no other tokens may be placed there. It is legal to place characters or objects on all the other rooms marked with a yellow number.

### **Special Rules**

#### Draco

When room #13 is revealed, Draco is placed on the central square surrounded by lava.

Once room #13 is revealed, each player can carry out actions with Draco during his turn: for that reason, Draco is a neutral Dragon. It is necessary to use the actions from the action card played. Draco can breath fire and attack (moving him will be very difficult since he does not have the necessary objects). If a player eliminates opposing characters by using Draco, the active player gains the corresponding VP.

If Draco is attacked in close combat, it is assumed that he defends with a +5 combat card in every combat. If Draco is defeated in combat, he is immediately eliminated.

#### Elemental Scroll

A magic-user carrying an Elemental Scroll can use it for 1 AP.

He can then summon a Water Elemental on any empty water square in his line of sight, or he can summon a Fire Elemental on any empty lava square in his line of sight.

This is only possible if the controlling player does not already have a Water Elemental or a Fire Elemental. A player cannot control two Water Elementals or two Fire Elementals.

Once summoned, an elemental is treated like a character belonging to that player's starting team.

Note: During a friendly game or scenario, you can add an Elemental Scroll to the other 4 neutral scrolls when you search a library from the Fire and Water expansion. Thus, the number of available scrolls increases from 4 to 5.

### **Victory Conditions**

The player who eliminates Draco earns 3 VP.

The game is played to 6 VP and the players can earn points by escaping the dungeon on the opponent's starting lines or by eliminating enemy characters.

## **Communicating Vessels**

Pierrick "Akhad" May and Francois "Belsirat" Sansot

### **Number of Players: 4**

### **Background**

The Arch-Mage, very satisfied with the sliding room mechanisms, required his best engineers to push the concepts even further. He gave them an old flooded mine shaft as ground for experimentation. After five long years of research and the development of a revolutionary process to prevent metal oxidation was born this labyrinth that the Arch-Mage has ironically baptized: Communicating Vessels.

### **Expansions Needed**

This scenario requires the base game, **Fire and Water**, the **3/4 Players** expansion (for the mini starting lines), and this expansion.

### **Dungeon Map**

The 8 rooms are shuffled and placed face down as shown in the dungeon diagram. Also, it is necessary to raise the 8 starting rooms by placing another 8 rooms face down underneath them. It does not matter which 8 rooms are chosen, they will all only be used face down and never turned over. They are just used to raise the 8 rooms of the dungeon (this also works well using CD cases). To avoid any confusion they will be called "bases" in the rest of the scenario description.

### **Starting Teams**

Each player starts the game with 6 characters and 5 objects of his choice.

The Scroll of Reconstruction and the 7 League Boots are wise choices...

### **Rooms Needed**

Pairs 14, 15, 27, 28.

### **Setup**

Each player places four characters face down on his mini starting line. Randomly choose the first player. He begins placement and it then continues in a clockwise direction.

## **Special Rules**

### To Flood or Drain a Room

A character on a rotation gear can, in addition to rotating the room, can drain the room by elevating it or flood the room by lowering it.

A drained room automatically causes flooding of its paired room, and vice versa.

The base of the flooded room is placed under that of the drained room.

It is forbidden to drain or flood a room if the paired room has not yet been revealed.

With each use of the mechanism, an ordinary character changes the elevation of the room one level at a time. However, the Mekanork can change it two levels if he wishes. Thus, by spending only 1 AP, a cleric can raise a flooded room to its normal elevation. But the Mekanork can directly cause a flooded room to become a drained room.

### Summary

- A room is drained if it has two bases under it.
- A room is normal if it has only one base under it.
- A room is flooded if it does not have a base under it.

### When a room is drained:

- The water squares and lava squares are considered to be normal ground.
- Other squares (normal, falling rocks, mist, pit traps, rifts...) retain their normal properties.
- The waterfall squares become rift squares.

### When a room is flooded:

- All the squares in the room are considered to be water squares, except the 3D obstacles and the rotation gear. In addition, the pit traps, rifts, falling rocks and lava can be crossed without danger.
- Objects, whether they are being carried by characters or are on a square, are destroyed.
- Flooded lava squares form steam. These squares are treated like water squares with mist.

## **Victory Conditions**

- This scenario is played to 4 VP.
- The players gain VP for escaping from the dungeon and for eliminating enemy characters.

## **Object of the Game**

- You earn 1 VP when you eliminate an opposing character.
- You earn 1 VP when one of your characters escapes from the labyrinth.
- The Treasure is worth 1 extra VP if one of your characters escapes from the labyrinth carrying it.
- The Goblin is worth 2 VP when he escapes from the labyrinth (instead of 1 VP for the other characters).

### **Order of Play**

During his turn, a player must complete the 3 following phases in the following order:

1. Play an Action card.
2. Use all or some of his Actions.
3. Get his 4 Action cards back in hand if he does not have any left.

Using 1 AP allows you to:

- Reveal a room.
- Rotate a room
- Move a character.
- Initiate a combat.
- Use a character's Special Ability.
- Use an object.

### **Move a Character**

During his movement, a character can:

- Move into any adjacent square (characters can move backwards).
- Move over objects or wounded characters (friendly or enemy), even stop on objects and friendly wounded characters.
- Move over characters of his own color, but not stop on them.
- Move over or stop on a Rotation Gear.
- Cross over an opened or broken Portcullis.

On the other hand, a character cannot:

- Move diagonally.
- Move over or stop on a Pit Trap.
- Move over or stop on an enemy character.
- Cross over a closed Portcullis.
- Pass through a wall.

At the end of a character's movement, he cannot:

- Stand on the same square as an unwounded character (regardless of this character's color).
- Stand on the same square as a wounded enemy character.
- Stand on a Pit Trap.
- Stand on the same square as two other tokens (regardless of their nature).

### **1st Golden Rule**

An Action must be fully completed before starting another one.

### **2nd Golden Rule**

There can never be more than two tokens in the same square at the end of any Action.

- Object must be removed from the game after use.
- Lock-picking.

- Magic User.
- Flying.
- Breaks Portcullis.
- Regeneration.
- Craftsmanship.
- Deactivating Pit Traps.