Crypt: The Pharaoh's Curse Rules

The sands of time hide the mysteries of the ancients, where treasures wait to be discovered, and crypts beg to be explored. Crush your enemies and emerge victorious as you fuel the flames of conquest in an arena of excitement and glory!

You are playing a descendant of an ancient tomb robber cursed to pay for their ancestor's crimes. Transformed by eldritch forces, your character must escape or perish in the ever-changing world of …Crypt: The Pharaoh's Curse!

Crypt is played on a board of illustrated hex-shaped tiles (Hexes) that form a random battleground filled with creatures, monsters, hazards, and more. Some of these "hex events" hurt one character type, while helping another or the tile's owner!
Players select a character, tiles, and cards from dozens of hexes and over 100 cards including weapons, spells, tech items, plus the all-important Key.

Object of the game: A player must have the Key card in their hand or tabled, make it to an exit hex, and roll doubles on two six-sided dice (2D6) to escape and win!

Special Note: *"Death is just a beginning"*. It is possible for a defeated character to gain the key and win! No player is out of the game while it is being played.

Rules: Hexes and cards provide rules that are specific (e.g. what happens when this hex is entered or that card is played). The order of rule precedence is as follows: hexes, cards, and then this rules sheet.

Game tokens: Found on the hexes, these punch-out tokens represent characters, creatures, military units, and monsters. The opposite side of the tokens have life point counters so pen and paper are not required to keep track of damages.

Character cards: Players choose a character.
Players may choose the same character type.
The top of the character card lists the minimum and maximum number of cards in a deck and rarity limits.
Each character type excels in a different combination of weapons, spells, and tech. This information is detailed in a table below the rarity limits.
A character's special ability is listed below the table.
The character's stats are **life points**, **dodge**-rolled on 2D6, and **hit** damage.
Lastly, the card lists the order of a player's turn.

Cards: Each card explains what it does and how it is played.
Deck limits: The minimum deck size is 25 cards, max 50.
Card limits: The most is 4 of a kind.
Player's hand limits: 10 cards.
Card rarity: Cards are separated by rarity with a letter on them "C" = Common "S" = Special "R" = Rare, "X" = Extra Rare "U" = Ultra Rare. These are limited in a deck, and this is listed on the character card.
The limits are 1-U, 3-X, 7-R, 13-S and no limit on C cards.
Title: All cards have a title in the upper left corner.
Play methods: Listed below the title. This details how the card is used.
~Use and discard: The card is played out and placed in the discard pile. When attached to a tabled card, it is used for that one action then discarded.
~Use; return to hand: The card is played out and returned to the user's hand.
~Table: See Tabled cards. The card is placed on the table in front of the user.
~Table in front of target: The card is placed in front of another player to affect them.
~Table until destroyed: The card is placed on the table and discarded when the life points are gone, or the destruction conditions are met.
~Table in hex: The card is placed in the hex to become an event. See Hex events.
~Multi: The card has multiple play methods.
~Play any time: These cards ignore the regular order of play. These are played in response to another player's action and interrupt the turn. These cards cannot be dodged and are only defended against with other "play any time" cards.
For example, using the alteration card "Clear" to remove an alteration/enhancement attached to an opponent's action.
Play "any time" cards are not attached to any actions or cards unless specifically stated on the card. In general, play "any time" cards are discarded after use.
Card type: This is very important; characters do not use all card types.
The type of card is listed on the upper right, such as tactic, spell, tech, potion, Item etc. There are 4 icons for card types: spells (wand), tech (wrench), weapons (sword), and a (pouch) for everything else. The icons are on the left side of the card above rarity. Within the icons are small numbers for quick reference, these numbers are the "level" of the spell/weapon/tech.
Item cards may be used by any character type. For example: Item-Weapon may be used by the Spellmancer.
Card natures: Below the card type are card natures; this details usage as well.
~Activity: (Dk Blue) allow a wide range of actions. Use of the Key is an activity. Activities that affect a target in any way are considered attacks.
~Alterations: (Yellow) change the behavior of the action or card.
~Attack: (Red) are used on a target to affect it and may reduce life points.
~Defense: (Green) are used to protect a target from actions.
~Enhancements are attached to the specific card nature. See Attached cards.
Attack Enhancements: (Lt red) may only be attached to attacks.
Defense Enhancements: (Lt green) may only be attached to defenses.
~Modifiers: (Blue) there is no limit to the number that can be played at a time. These cards can change the turn and resemble Alterations/Enhancements but are not attached to a card.

Attached cards: A player may attach one Alteration and one Enhancement to any one action, making a powerful combination.
If a card with attachments is discarded, attached cards go with it.
Cards are never attached to alterations/enhancements or modifiers.

Tabled cards: When a card is tabled, it is set face-up on the table in front of the user/target or placed in a hex. See Hex events, tabled cards in a hex.
A token may be used in a hex to represent a card and save space.
Table a card as an action or defense for immediate or future use.
If tabled as an attack/defense, play out the attack/defense then.
There is no limit to the number of cards a player may have tabled during a game.
The card user may return an undamaged tabled card to their hand.
Only one card may be tabled per action, except for Modifiers or attached Alterations and Enhancements.

Agents (Creatures and Military Units): These cards are tabled as an attack or as a guard. Any actions of the agent(s) are done instead of acting with the character.
When tabled, the player may attack with the agent during the same action phase.
Players may target another player's agents. In this instance, the user may only play a defense card from their hand or roll the agent's dodge.
As an attack: The card-or a token representing the card-is "placed" into any hex to then attack any target within range. See Hex events, Tabled cards in a hex.
As a guard: The card is tabled, to be treated as a shield that can be used to attack, moving with the character. A guard may not be tabled as a defense, unless specifically stated on the card.
Agents, combat: The user always rolls dice for the agent. The bar at the bottom of the card lists an agent's damage, life points and dodge score.
For example: (LP: 10 DG: 5). This means the agent has 10 life points and they dodge with a 5 or less on 2D6. To the right is the amount of damage the agent inflicts. DMG: 2D6 would mean that any damage is rolled on 2D6.
A damage type may be listed after the damage amount. See Damage, Damage type, immunity.
Military units ALWAYS inflict the same damage as they have **life points remaining**. Players do not roll a military unit's damage. There may also be a damage type listed.
DMG: 1 Tech/LP, means 1 point of "Tech" damage is inflicted per the unit's life points. If the unit has 5 life points, it inflicts 5 points of damage per attack.

Hexes: These are "rooms" that randomly form the CRYPT.
They have the same rarity and 4 of a kind limit as cards.
Hexes have events and specific character/owner benefits.
A player adds a minimum of 5 Hexes, one of which must be an EXIT hex.
Players combine their hexes into one Hexpile. See Movement, exploration.
Mark each hex you own in the open white hex-shaped space or use proxies.
Each hex has from one to six open doors. Hex doors are represented by the image leading into or out of the hex. A hex must be placed into the game by aligning one open door of the new hex with one open door of the hex the player occupies.

Hex events: Each hex has text called "events" explaining what ALWAYS occurs when a character ENTERS the hex. Events include traps, monsters, and special room conditions, drawing/discarding cards or even healing effects.
Ignore any events on the starting hex until every player has had a turn.
Another player rolls an event's damage.
Players may defend/dodge events.
Some hex events may be used as an action by a character. Using a hex event, such as the "Hall of Brigands", automatically damages the user; **the user may not defend against this damage**.
Tabled cards in a hex: Cards such as Trap, Nerve gas, or an agent, become hex events at the end of the turn they are placed. They do not affect the player who placed them.
When a hex has more than one event, the hex event goes first, then these added events happen in order of placement.
Specific character/owner benefits: These benefits only work while the character type is WITHIN the hex. These include Ignoring the event, +1 action, or +3 dmg. The benefits are never ignored or blocked.
Escaping from hexes: If the player makes the escape roll or completes the required event, they automatically move out of the hex unless the player wishes otherwise.
Players always get an escape roll on their free action
Remaining in a hex: If a character stays in a hex, the event occurs at the END of the turn they remained in the hex, not at the beginning of the turn.

Hex monsters: Draw three cards when a monster is defeated!
The game token (M) is for monsters on the board. See Game set-up step (5).
Only one monster appears in a hex at a time.
Another player rolls for the monster in combat.
Monsters do not leave the hex in which they appeared, unless dominated by a defeated player. See Domination.
If a character remains in the hex, a defeated monster does not reappear, unless another character enters. In this case, the monster attacks the character that just entered until attacked by the character that defeated it.
Monsters may be ignored with Specific character benefits. In this case, the monster does not appear. If another character enters the hex and the monster appears, the monster continues to ignore the character, unless of course the monster is attacked by the character with the Specific benefit.

Player turn: This is a multi-step activity with four phases.

(1)- <u>Draw</u> one card from the top of your deck. Drawing is *optional*.
When out of cards, shuffle the discard pile, have someone cut it, and draw as normal.

(2)- <u>Free Action(s)</u>. Play as many of these cards as you want.

(3)- <u>Action(s)</u>. Do one of:

Move your character or agent to a neighboring hex or explore a hex. See Movement.

Hit for damage (dmg) listed on the character card.

Play a card from your hand, use a tabled card or use a special ability.

Return a tabled card you control to your hand, or pick-up a key.

Use a hex event. See Hex events.

Exit the CRYPT to win the game.

None take no action.

<u>With bonus actions the most a player can take in a turn is FOUR. (A Quad).</u>

(4)- <u>Discard</u> any unwanted cards from your hand FACE-UP, forming a discard pile. Discarding is optional unless you have more than your hand limit.

Defense turn: <u>Anything that affects a target is an attack.</u> Any target that is attacked gets a defense turn. This is done by playing a defense card or a rolling a dodge. Cards, hits, special abilities, and events may be attacks.

~Defense cards: A player may use any appropriate tabled defense cards or may play a defense card from their hand in response to an attack. A player may also use defense cards from their hand to protect agents.

~Dodge: Defenders dodge by rolling their dodge score or less on 2D6.

~Dodging out of the Exit: When a player with a key is attacked in an exit hex, they may attempt to dodge out of the exit. Instead of making a normal dodge roll, if the player rolls doubles, they escape from the CRYPT and <u>win the game!</u> However, if the player does not roll doubles, they are hit by the attack.

Movement: You may move your character/agent token through any unblocked passage into an adjacent hex. <u>Play out hex events immediately</u>. See Hex events.

<u>Exploration</u>: Draw the top hex from the Hexpile. Place it in the new location with the openings lined up so there is a clear path between the two hexes, then move your character token into the new hex. <u>Play out hex events immediately</u>. See Hex events. <u>Only characters explore. Agents do not explore hexes.</u>

Attacking: When a player attacks, they choose their target in the same hex. Valid targets are characters, monsters, agents, and tabled cards. If a card affects ALL in a hex, it does not target a specific target, yet all valid character/agents and monsters are affected. The player follows the instructions on the card they wish to use or rolls 1D6 to determine the amount of damage for a HIT.
The target being attacked then takes a defense turn.

Attacking, ranged: For a ranged attack to work, there must be open passageways between hexes. If the card notes "Range: 1 hex", this means the attack hits 1 hex away from the one occupied. Range: Any target in the game and Phazed attacks pass through walls without open passageways.

Damage (dmg): All damage must be applied to one card at a time.
Tabled cards, such as armor or shields, take damage first.
The target player chooses which of their tabled cards take damage, if the tabled cards were not specifically targeted beforehand.
Once a defense card takes enough damage to be destroyed, it is discarded; the rest of the damage passes through to the next defense card or the target. Subtract the remaining damage from the life points of the target.

<u>Damage type, immunity</u>: Hits and Hex damages have <u>no immunity</u>.
Some defenses/agents are immune to damage types listed as magic, weapons, tech, phazed, poison, gas. This means that the damage type has no effect. If the card/agent is tabled in front of the user, the immunity protects the character.

Defeat: When the life points reach zero or less, the character, agent, or monster is defeated. But fear not, you are still in the game!

(1) Only If you have a key in your hand/tabled, place the key in the hex where you were defeated.

(2) A defeated player then discards ALL cards in hand and/or tabled, except for tabled agents or cards tabled in a hex.

The defeated player may now "dominate" ONE of their tabled agents or a monster of their choice. See Domination.
Defeated players may use any of their tabled agents as normal.
Defeated players may repeatedly dominate agents and monsters.
If all players are defeated, and there is no key, the game is over.

Domination: On their turn, a defeated player may always dominate one of their tabled agents or a non-dominated hex monster. The player then continues without a draw phase.
Dominated agents/monsters may explore hexes.
Dominated agents/monsters do not activate or use hex events, fight monsters or draw cards.
After a dominated monster leaves its hex, another monster appears when the event is triggered.
If no monsters are in play, a player must wait for a monster to arise.
Any player or dominated agent/monster may pick up a KEY. <u>In this way, it is possible for a dominated agent/monster to gain the KEY and EXIT to win!</u>
Optional: Players may force a monster to appear in its hex for domination.

Proxy hexes/cards: A player may replace a rare hex/card with a common hex/card to avoid damaging the game piece. The proxy must have the replaced hex/card title visible, and the player must show the hex/card upon request.

Game set-up:

<u>Step 1</u>: Sort the hexes by character benefits. One pile for each character type. You may use any hex type regardless of character benefits.

<u>Step 2</u>: Sort the cards into four piles using what is listed on the top right of each card.

1 pile with Spells- 2nd and 3rd level.
1 pile with Tech- medium and high.
1 pile with Weapons- medium and heavy.
The fourth pile contains everything else, including: 1st level spells, low tech, and light weapons.

<u>Step 3</u>: Decide what character to play based on two factors:
1. Hexes that benefit a specific character type.
2. The three piles of higher spells, weapons, and tech.

Each character card lists what that character can use. For example, Spellmancers are the only characters that use 3rd level spells, and Warlords are the only characters that use heavy weapons; however, Avengers use up to med weapons and tech. Choose a character based on the cards in the three piles.

Add the cards you choose to the fourth pile, along with the key card, and store the remaining cards.

<u>Step 4</u>: Shuffle the fourth pile of cards. CONGRATULATIONS, you have just built your first character deck! Have another player cut the deck, then place it face-down on the table, character on the bottom.

<u>Step 5</u>: <u>Use a minimum of 5 hexes, one of which must be an EXIT hex.</u>
Punch out the hexes and tokens.
Each token has a unique design on one side and a life point counter on the other. This unique design defines which character (C), creatures (Cr), and military units (Mu) belong to you on the board.
Mark each hex you own in the open white hex-shaped space or use proxies.
Place 25 life points worth of life point counters next to your character card to keep track of your character's life points.

<u>Step 6</u>: Players shuffle their hexes together to make a *Hexpile*.
Place the *Hexpile* face-down on the table.
Retrieve your hexes at the end of the game.

<u>Step 7</u>: Each player draws <u>three cards.</u> Keep your hand hidden from other players.

<u>Step 8</u>: Choose or roll dice for who goes 1st. That player draws the top hex and places it face-up. <u>If the first hex is an exit</u>, reshuffle and draw again!

<u>Step 9</u>: Players reveal the character cards. Put a game token on the starting hex. The "C" punch-out token on the hex card is for a character.
<u>Ignore any events on the starting hex until every player has had a turn.</u>

<u>Step 10</u>: Begin your turn at (1)- Draw. See Player turn.

Examples of play:

Attack/dodge with dice: Player A rolls 1d6 for Hit damage. Player B rolls 2d6 to dodge. Player B must roll a 6 or less or subtract the damage from their life points.

Attack/dodge with cards: Player A uses the Burning spear and rolls 1d6 damage. Player B plays a defense card such as Block or rolls a dodge.

Using an Alteration card: The player attaches the Alteration Lock to the creature Din. Now the creature is protected from cards that affect tabled cards until the lock is removed.

Using an Enhancement card: Player A is attacked with Burning spear. Player B attaches the Defense enhancement Rally to their dodge and must now roll a 9 or lower on 2D6 to successfully dodge.

Using Modifier cards: Player A plays a Berserker Rage card, with Enforce, and may now take 4 actions. Player B plays a Thwart card on the Rage. If player A cannot defend or dodge the Thwart, discard BOTH the Rage/enforce and player A now takes 1 action.

Using Alterations/Enhancements/Modifier cards on an action: Player A has the Modifier Vanguard ring tabled (+2D6). Player A attaches the Alteration Echo to the Crossbow (4D6) and then the Attack enhancement Poison (+5), lastly another Modifier Enforce (X2 effect) on the Crossbow. This is how the combination is played: The Enforced crossbow fires for 8D6 +5 points poison +2D6 for the Vanguard ring. The target must defend/dodge twice!

Exploring a hex: Player A tables an Advantage card, draws the Chamber of Arches, and moves their token into the hex, activating the events.
Event 1: Player A must first defend against the falling rocks or take 5 damage.
Event 2: Player B rolls the cobra's bite damage and player A must defend to avoid the bite. Once the events have passed, player A takes their extra action from the Advantage card and attacks the cobra, explores another hex, or something completely different. Next turn, player A goes first; if player A remains in the hex, the events happen at the end of player A's turn.

Thank you for playing!
For more information go to: **www.cryptboardgame.com**.