

# CRYPT

## *The Pharaoh's Curse™*



THE WORLD'S FIRST  
TRADING BOARD GAME

Shadarkeem  
Games™

DELUXE  
RULE BOOK

# Forge Endless Adventure

*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!*

Here you learn all about how this exciting new type of game is played along with a detailed look at the game and components.



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[www.cryptboardgame.com](http://www.cryptboardgame.com)

For more information and  
fun stuff.

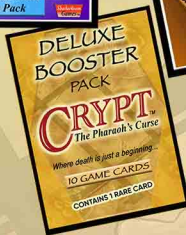
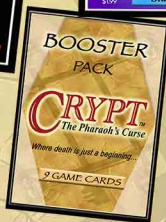
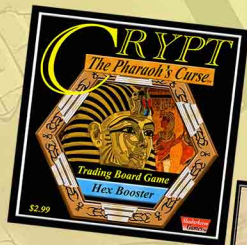
## Introduction

# The Game

Crypt combines character types, board pieces plus cards with a strategy game system. Begin your collection with a starter pack, card and hex boosters.

No one knows what cards or hexes they'll get in a booster, with the exception of the Starter pack. This brings us to the trading aspect.

Once you begin your collection, a player can —and should— begin trading with other players to get the desired game pieces. These are found at a local game store selling Crypt.



**Be Clever... Be Brave!**



# The object of the game



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!



Crypt is played on a board of illustrated hex-shaped tiles (hexes) that form a random battleground filled with creatures, monsters, hazards, and more. Each tile contains “hex events” that may hurt one character type, while helping another or the tile’s owner!

From dozens of hexes and over 100 cards, players select a character, tiles, and cards; including weapons, spells, tech items, plus the all-important Key.

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.

Crypt may be played solitaire or with ANY number of players.

## How to win

# Getting started

**Game components:** The components of the game are the character cards, hex shaped board tiles, cards, pogs, and dice (not included).

**Character Cards:** There are six characters in this edition. Character cards guide what hexes, spells, tech, and weapon a character may use.

They contain the vital stats of life points (or how much damage a character can endure) before being defeated. The stat of dodge, which is always useful when in combat, and lastly, the damage that the character can inflict without cards.

## AVENGER

Medium Weapons.  
1st level spells.  
Medium Tech .

## MAGICIAN

Medium Weapons.  
2nd level spells.  
Low Tech.

## UNDERTAKER

Light Weapons.  
2nd level spells.  
Medium Tech.

## ENGINEER

Light Weapons.  
1st level spells.  
High Tech.

## SPELLMANCER

Light Weapons.  
3rd level spells.  
Low Tech.

## WARLORD

Heavy Weapons.  
1st level spells.  
Low Tech.

# The Character Card

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.

Character Type

Deck limits

Weapons, Spells and Tech Bar.  
 The shows what a cards a  
 character may use.



**UNDERTAKER**

Deck Limits: 50 max-25 min. Rarity Limits: 1-U, 3-X, 7-R, 13-S.

WEAPONS	SPELLS	TECH
Hvy	3rd	High
Med	2nd	Med
Lt	1st	Low

Special ability: Take an extra action once a game.

Life Points: 25. Dodge 2D6: 6 or lower. Hit: 1D6 damage.

Order of a Player's turn:

- 1- Draw one card from your deck.
- 2- Free Action(s). Play as many of these cards as you want.
- 3- Action(s). Do one of: Move, Hit, Play a card(s). Use a special ability. Use a tabled card, Return a tabled card to hand, Pick up a key, Use a Hex event, Exit, or None.
- 4- Discard.

Defense Turn: Defend with a card or Dodge with the dice.

2ETP/LUND01 Max. DAMKAT © 2004 Shadowstorm Games.

Special Ability Details: Each character has  
 a unique ability to use in the game.

The Character's Combat stats.

The order of a turn in the game.  
 Always there for reference.

# The Cards

## Card Title

**Play methods:** This details how the card is used. There are many play methods.

**Card type:** This is very important; characters do not use all card types.

**Card rarity:** Cards are separated by rarity with a letter.

"C" = Common  
"S" = Special  
"R" = Rare  
"X" = Extra Rare  
"U" = Ultra Rare

## Card natures:

~Activity: (Dk Blue)  
~Alterations: (Yellow)  
~Attack: (Red)  
~Defense: (Green)  
~Enhancement-Att: (Lt red)  
~Enhancement-Def: (Lt green)  
~Modifiers: (Blue)



Collector's Number

**Effect Text:** The meat of what a card is intended to do.



# The Cards

**Play methods:** Listed below the title. This details how the card is used.

**Use; return to hand:** The card is played out and returned to the user's hand.

**Table in front of target:** The card is placed in front of a player to affect them.

**Table in hex:** The card is placed in the hex to become a hex event.

**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.

**Table:** The card is placed on the table in front of the user.

**Table until destroyed:** The card is placed on the table and discarded when the life points are gone, or the destruction conditions are met.

**Multi:** The card has multiple play methods. These are described in the meat of the effect text.

**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.



any dice roll or remove another Luck.  
change a roll for the user. Luck attaches  
action that requires the dice roll.  
states what the dice should read.  
dice. Any dice roll in the game.  
Use and discard.

## Play Methods

# The Cards

**Card type:** This is very important; characters *do not* use all card types.

There are 4 card type icons:

Spells (wand)  
Tech (wrench)  
Weapons (sword), and a  
(Pouch) for everything  
else.



The type of card is listed on the upper right, such as tactic, spell, tech, potion, Item etc.

Item cards, such as the one displayed, may be used by any character type.

**3D6 damage.**

Range: Any target in the game.  
Cannot be salvaged.

Within some icons are small numbers for quick reference, these numbers are the "level" of the spell / weapon / tech.



## Card Type

The Engineer is limited to Light weapons, and 1st level spells, yet can use any Tech level cards. All characters have their limitations.

### Helm

Table until destroyed

Weapon-Lt.  
Defense

### The Widget

Use and discard

Tech-High  
Defense

### Burning Spear

Use and discard

Spell-Magic: 1st lvl.

Attack

### ENGINEER

Deck Limits: 60 max-25 min. Rarity Limits: 1-U, 3-K, 7-R, 13-S.

WEAPONS	SPELLS	TECH
Hvy	3rd	High
Med	2nd	Med
Lt ✓	1st ✓	Low

Special ability: Salvage a card from the discard pile once a game.

Life Points: 25. Dodge ZDB: 6 or lower. Hit: 1D6 damage.

Order of a Player's turn:

- 1- Draw one card from your deck.
- 2- Free Action(s). Play as many of these cards as you want.

### Card types include

**Weapons:** light, medium, and heavy.

**Spells, Magic:** first, second, and third level.

**Tech:** low, medium, and high.

**Items:** All shapes and sizes.

**Potions:** Take a sip, if you dare.

**Tactics:** Combat is all about tactics.

**Magic items:** Useful, when magic works.

**Magic potions:** Take a sip, and taste the power.

**Magic scrolls:** Ancient and potent.

**Creatures:** Loyal beasts make an adventure.

**Military units:** Discipline and glory!

## Card Type, Selection

# The Cards



**Card natures:** Below the card type, this details usage as well; the color bar shows a card's nature.

~**Activity: (Dk Blue)** allows 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's nature. See Attached cards.

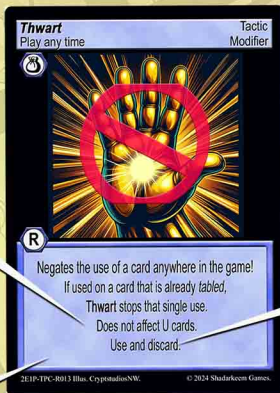
~**Enhancements-Attack: (Lt red)** may only be attached to attacks.

~**Enhancements-Defense: (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.



# The Cards



Keep in mind, the Enforce card.

Some cards have multiple play methods. While Thwart may be "Played anytime," it is also discarded after use.

**Effect Text:** The effect of a card is detailed in the lower panel. This describes how the card functions in the game. When combined with the other factors listed on the card, the player should understand how the card is used.

**Card Limitations:** The rarity limitations are listed on the character card. In general, you may only have 4 of any single card. The primary exception being the key, and X-U pieces, which are limited in each deck.

## Effect Text

# The Hex Board Tiles

**Hexes:** These are the “rooms” that randomly form the CRYPT. They have the same rarity and limits as cards.

A player adds a minimum of 5 Hexes, one of which must be an EXIT hex.

Players combine their hexes into one Hexpile. See pg 32 Movement, exploration.

*Controlling the battlefield is the best route to victory!*



Mark each hex you own in the open white hex-shaped space or use proxies.



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.

Each hex has from one to six open doors. Hex doors are represented by the image leading into or out of the hex.

# Hex Basics

**IMPORTANT:** Ignore any events on the starting hex until every player has had a turn.

**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.

Another player rolls an event's damage.



## Tomb Of Death

2U1P-H028 Illus. DAMKAT © 2024 Shadarkeem Games.

Take 4D6 poison damage!

Engineers: Ignore the event.

Players may defend/dodge events.

Hexes have events and may have specific character/owner benefits.

# Hex Events

# The Hexes



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’s lifepoints; the user may not defend against this damage in any way.

You do not have to use a Hex Event



# The Hexes



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.

## Hex Benefits

# The Hexes

**Hex monsters:** Draw three cards when a monster is defeated!!!

Only one monster appears in a hex at a time.

The game pog (M) is for monsters on the board.

This monster has an Immunity and 2 actions per turn.

(R)

## The Pharaoh's Crypt

2E1P-H026 Illus. DAMKAT © 2024 Shadarkem Games

A mummy arises!

Life Points: 20, Dodge: 5, Hit: 2D6,  
2 actions/turn. Immune to Low tech,  
Lt weapons, and 1st Lvl. spells.  
Hex owner: Ignores the event.

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, the monster is attacked by the character with the Specific benefit.

# The Hexes



The Guardian exit is the toughest.



You may not use the Luck card in this Exit.

Just reach an Exit, with your key in hand, and roll doubles to win!



## Hex Exits

## Game components

Punch out the hexes and tokens or pogs.

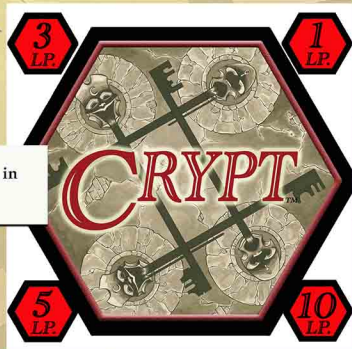
These tokens/pogs represent your agents and monsters in play:

Character (C)  
Creatures (Cr)  
Military units (Mu)  
Monsters (M)

Each pog has a unique design on one side and a life point counter on the other.



Use the life points counters for anything in the game that has life points.





## Section 2: Game Set-Up



The core of any game is a solid selection of hexes.

Hexes drive the game play by directly affecting the characters that enter.

By carefully selecting the hexes you control the playing field, and those in it.

Choose five hexes, including an exit.  
Use a dry erase marker to mark your  
hexes or use proxies.  
Your hexes are added to the other  
players hexes to form the Hexpile.

C

### The Misty Grotto

2013-1002 Blue, Copyright © 2014 Shadowkeep Games

No ranged actions function in this Hex.

Avengers: +3 dmg.

S

### Crypt Of Hate

2013-1010 Blue, DAMKAT © 2014 Shadowkeep Games

You may force any player in the game to discard 3 cards.  
Take 5 dmg each use.

Avengers: +1 action.

C

### Labyrinth Of Mist

2013-1001 Blue, DAMKAT © 2014 Shadowkeep Games

Roll 1D6: 1-Heal 5 points; 6-Draw 1 card.  
All other rolls, Gas trap!  
2D6 dmg, no dodge.

Avengers: Ignore the Gas trap.

**AVENGER**

Deck Limits: 50 max-25 min. Rarity Limits: 1-U, 3-X, 7-R, 13-S.

WEAPONS	SPELLS	Tech
Hvy	3rd	High
Med	2nd	Med
Low	1st	Low

Special ability: Draw 2 cards once a game.

Life Points: 25. Dodge 2D6: 6 or lower. HE: 1D6 damage.

Order of a Player's turn:

- 1- Draw one card from your deck.
- 2- Free Action(s). Play as many of these cards as you want.
- 3- Action(s). Do one of: Move, Hit, Play a card(s).
- Use a special ability. Use a labeled card: Return a labeled card to hand, Pick up a trap, Use a Heal event, Exit, or Home.
- 4- Defense

Defense Turn: Defend with a card or Dodge with the Glo.

2013-1001 Blue, DAMKAT © 2014 Shadowkeep Games

## Building a Hexpile

# Game Set-Up

## Build your deck, now!

Minimum of 25 cards, including a key.

Be very careful to only add cards your character may use. Avenger's do not use Heavy weapons, 2nd and 3rd level spells and no High tech cards.

Only add cards within the rarity limits.  
Max 4 of any C, S, or R card.

**AVENGER**


Deck Limits: 50 max-25 min. Rarity Limits: 1-U, 3-X, 7-R, 13-S.

WEAPONS	SPELLS	TECH
Hvy	3rd	High
Med	2nd	Med
Lt	1st	Low

Special ability: Draw 2 cards once a game.

Life Points: 25. Dodge 2D6: 6 or lower. Hit: 1D6 damage.

Order of a Player's turn:

1. Draw one card from your deck.
2. Free Action(s). Play as many of these cards as you want.
3. Action(s). Do one of: Move, Hit, Play a card(s).  
Use a special ability. Use a tabled card, Return a tabled card to hand, Pick up a key, Use a Hex event, Exit, or None.
4. Discard.

Defense Turn: Defend with a card or Dodge with the dice.

2E1P-AVN01 illus. DAMKAT

© 2024 Shadarkem Games.

**Pogs:** Punch out your pogs and select a color scheme for your forces. place 25 life points worth of pogs near your character.  
Be sure to have 2d6! Now you're ready to begin.

# Game Set-Up

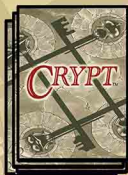
Players set up around the table.



The Hexpile should be in an easy to reach location.



\*Game components are not to scale.



# Table layout

# The Basics of Card Play



Player A attacks with the Short Sword, inflicting 10 points of damage.

Player B has three choices:

1. Dodge. Try and roll a 6 or lower on 2d6.
2. Do nothing and subtract the 10 points from 25 life points.
3. Play the defense card, Block.



The above attack does not state a range; therefore it only works in the same hex.

The attack below does mention a range and could be used up to 2 hexes away.





# Card Combinations

**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.



+



When attached, the 1d6 damage of the Call is increased +5 for every character type.

+10 for the undertaker  
+10 for the warlord.

The player rolls 1d6 for the damage and adds the extra bonuses, if they are the correct character type.



+



+



In this example, the target may only dodge the enhanced attack.

# Attachments

# Tabled Cards

**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, unless otherwise stated on the card.  
See pg. 39 Hex events, tabled cards in a hex.

A pog/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.

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.

**Tabled Armor:** Add the Life points to your character like a shield.



These are the creature's life points.

# Tabled Cards



**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 pog 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.

**Tabled as a Guard:** Add the Life points to your character like a shield.



## Using Creatures and Military Units



# Game Set-Up

## Game set-up:

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

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

1 pile with Spells.

1 pile with Tech.

1 pile with Weapons.

The fourth pile contains everything else.

Choose the spells, tech and weapons your character can use.

Step 3: Decide what character to play based on two factors:

1. Hexes that benefit a specific character type.
2. The three piles of 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.

Step 4: 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.





## Game Set-Up

Step 5: Use a minimum of 5 hexes, one of which must be an EXIT hex.

Punch out the hexes and pogs.

Each pog 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.

Step 6: 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.)

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

Step 8: Choose or roll dice for who goes 1st. That player draws the top hex and places it face-up.

If the first hex is an exit, **reshuffle and draw again!**

Step 9: Players reveal the character cards. (Dramatic intro music)

Put your pog on the starting hex. The "C" punch-out pog on the hex card is for a character.

Ignore Events on the starting hex, until every player has had a turn.

Step 10: Begin your turn at (1)- Draw. See Player turn.



## Getting started

## Section 3: Crypt Foundations



*The rule precedence is as follows:  
Hexes, Cards, and then these  
deluxe rules.*



### Character combat stats:

Life points, Dodge, and Damage.

These 3 combat stats **DO NOT** require cards.

**Life Points: 25. Dodge 2D6: 6 or lower. Hit: 1D6 damage.**

**Life points:** When a character takes damage, subtract the damage from the life points. When a character reaches 0, it is defeated. But remember... death is just a beginning!

**Dodge:** Roll this with 2d6 when attacked.

Rolling on the score, or below, means you dodge the action and are not affected.

**Hit:** Roll this to do damage to a target in the same hex.

The target must dodge or defend with a card to not take damage.

*It is quite possible to roam around the crypt relying on just these role-playingsque stats.*

# The Order of a Player's Turn

(1)- Draw 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.

## Order of a Player's turn:

- 1- Draw one card from your deck.
- 2- Free Action(s). Play as many of these cards as you want.
- 3- Action(s). Do one action. Use a special ability card to have an effect.

**UNDERTAKER**

Deck Limits: 50 max-25 min. Rarity Limits: 1-U, 3-X, 7-R, 13-S.

WEAPONS	SPELLS	TECH
Hvy	3rd	High
Med	2nd	Med
Lt	1st	Low

Special ability: Take an extra action once a game.

Life Points: 25. Dodge ZD6: 6 or lower. Hit: 1D6 damage.

**Advantage**

Use and discard

Tactic Modifier

**+1 Action this turn.**  
Must be played on the free action.

**Heal**

Use and discard

Tactic Defense

Heal 10 life points, after the damage is inflicted.  
May be used on the free action.

**Foil**

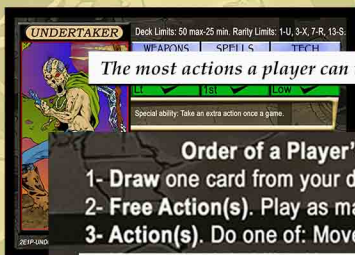
Table

Tactic Modifier

**-2 from any damage the user takes.**  
Table as a free action.  
Must be tabled to have effect.  
Foil is not attached to a card.

Free Action(s). Play as many of these cards as you want.

# Foundations: The order of a player's turn-Actions



*The most actions a player can take in a turn is FOUR. (A Quad).*

## Order of a Player's turn:

- 1- **Draw** one card from your deck.
- 2- **Free Action(s)**. Play as many of these cards as you want.
- 3- **Action(s)**. Do one of: Move, **Explore**, or **Attack** a card(s),

*There are two aspects of movement.*

*Players choose to move into an explored hex, or explore a new hex.*

**Movement:** You may move your character/agent pog through any unblocked passage into an adjacent hex. Play out hex events immediately. See pg. 15 Hex events.

**Exploration:** 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 pog into the new hex.

Play out hex events immediately. See pg. 15 Hex events.

Only characters explore. Agents **DO NOT** explore.





# Foundations: Actions



**UNDERTAKER**

Deck Limits: 50 max-25 min. Rarity Limits: 1-U, 3-X, 7-R, 13-S.

WEAPONS	SPELLS	TECH
Hvy	3rd	High
Med	2nd	Med
Lt	1st	Low

Special ability: Take an extra action once a game.

## Order of a Player's turn:

- 1- **Draw** one card from your deck.
- 2- **Free Action(s)**. Play as many of these cards as you want.
- 3- **Action(s)**. Do one of: Move, Hit, Play a card(s),

**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.

**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.

Ranged Attacks do not have to be in a straight line, but the Hexes must be interconnected.



## Attacking

## Foundations: Actions

**Damage (dmg):** All damage must be applied to one card at a time.

Tabled cards may 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.

**Damage type, immunity:** Hits and some Hex events have no damage type. Some defenses/agents are immune to damage types listed as magic, weapons, tech, phased, 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.



# Foundations: Actions

**Cards:** Each card explains what it does and how it is played.

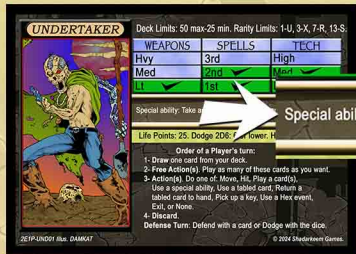
When it is a player's turn, they must choose from the cards in their hand or use a card already on the table.

**Attachments:** You've learned how cards can be attached to an action and this group of cards played at the same time.

**Play Methods:** You've learned about "Use and discard" "Play any time", table until destroyed etc. methods that instruct you on how to deal with the cards and what to do after the action has been played out.

**Actions/Defense:** You've learned how to use cards as actions and play defenses in response to those actions.

**Card Types:** And you've learned about, spells, weapons and tech.  
These cards are limited in their usage based on the character you have selected.



**UNDERTAKER**

Deck Limits: 50 max-25 min. Rarity Limits: 1-U, 3-X, 7-R, 13-S.

WEAPONS	SPELLS	TECH
Hvy	3rd	High
Med	2nd	Low
LT	1st	

Special ability: Take an extra action once a game.

Life Points: 25, Dodge 20%, Power: 10

Order of a Player's turn:

- 1- Draw one card from your deck.
- 2- Free Action(s). Play as many of these cards as you want.
- 3- Action(s). Do one of: Move, Hit, Play a card(s).  
Use a special ability. Use a labeled card. Return a labeled card to hand. Pick up a key. Use a Hex event, Exit, or None.
- 4- Discard.

Defense Turn: Defend with a card or Dodge with the dice.

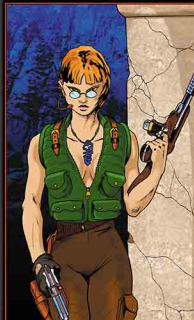
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Special ability: Take an extra action once a game.

Special abilities are self-explanatory.

# Foundations: Actions

## ENGINEER



Deck Limits: 50 max-25 min. Rarity Limits: 1-U, 3-X, 7-R, 13-S.

WEAPONS	SPELLS	TECH
Hvy	3rd	High ✓
Med	2nd	Med ✓
Lt ✓	1st ✓	Low ✓

Special ability: Salvage a card from the discard pile once a game.

Life Points: 25. Dodge 2D6: 6 or lower.

### Order of a Player's turn

- 1- Draw one card from your deck.
- 2- Free Action(s). Play as many of these cards as you want.
- 3- Action(s). Do one of: Move, Hit, Play a card(s), Use a special ability, Use a tabled card, Return a tabled card to hand, Pick up a key, Use a Hex event, Exit, or None.
- 4- Discard.

If the Key card is available to be picked up, to do so requires an action.

Some hex events may be used as an action by a character.




Using a hex event, automatically damages the user.

Character Bonus



# Foundations: Actions



**ENGINEER**

2E1P-ENG01 illus. DAMKAT

Deck Limits: 50 max-25 min. Rarity Limits: 1-U, 3-X, 7-R, 13-S.

WEAPONS	SPELLS	TECH
Hvy	3rd	High ✓
Med	2nd	Med ✓
Lt ✓	1st ✓	Low ✓

Special ability: Salvage a card from the discard pile once a game.

Life Points: 25. Dodge 2D6: 6 or lower. Hit: 1D6 damage.

**Order of a Player's turn:**

- 1- Draw one card from your deck.
- 2- Free Action(s). Play as many of these cards as you want.
- 3- Action(s). Do one of: Move, Hit, Play a card(s). Use a special ability, Use a tabled card, Return a tabled card to hand, Pick up a Key, Use a Hex event, Exit, or None.
- 4- Discard.

Defense Turn: Defend with a card or Dodge with the dice.

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## EXITING: The 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!



# Foundations: Actions

## WARLORD



2E1P-WAR01 Illus. DAMKAT

Deck Limits: 50 max-25 min. Rarity Limits: 1-U, 3-X, 7-R, 13-S.

WEAPONS	SPELLS	TECH
Hvy ✓	3rd	1st
Med ✓	2nd	
Lt ✓	1st ✓	

Special ability: +5 damage once a game.

Life Points: 25. Dodge 2D6: 6 or lower.

### Order of a Player's turn:

- 1- Draw one card from your deck.
- 2- Free Action(s). Play as many of these cards as you want.
- 3- Action(s). Do one of: Move, Hit, Play a card(s), Use a special ability, Use a tabled card, Return a tabled card to hand, Pick up a key, Exit, or None.
- 4- Discard.

Defense Turn: Defend with a card or Dodge with the dice.

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Discard 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:** Anything that affects a target is an attack.

Cards, hits, special abilities, and events may be attacks.

Any target that is attacked gets a defense turn. This is done by playing a defense card or a rolling a dodge with two six-sided dice, or take the effect for whatever reason.

**~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 win the game! However, if the player does not roll doubles, they are hit by the attack.

**Note:** the Guardian prevents dodging out of the exit.

## Foundations: Hex Events

**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.

**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.

## Foundations: Hex Events

**Hex monsters:** Draw three cards when a monster is defeated!

The game token (M) is for monsters on the board.

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 the monster is attacked by the character with the Specific benefit.



A mummy arises!

Life Points: 20, Dodge: 5, Hit: 2D6,  
2 actions/turn. Immune to Low tech,  
Lt weapons, and 1st Lvl. spells.  
Hex owner: Ignores the event.





## Foundations: Domination

**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. In this way, it is possible for a dominated agent/monster to gain the KEY and EXIT to win!

**Optional:** Players may force a monster to appear in its hex for domination.



## Foundations: Defeat

**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) 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.



## Examples of play

**Examples of play:** Here is where we leave you to explore the game... farewell.

**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 stop 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 plays 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.

## Examples of play

# The Collection

## Crypt: Hexes

Hex points (HP) are for solitaire play.

H001, C, HP n/a: Cavern of Peace.  
 H002, R, HP +3: Chamber of Arches  
 H003, R, HP +2: Chamber of Traps  
 H004, S, HP n/a: Crypt of Bloody Passages  
 H005, C, HP n/a: Crypt of Calamity  
 H006, C, HP +2: Crypt of Demons  
 H007, C, HP +2: Crypt of Feast or Famine  
 H008, U, HP n/a: Crypt of Friendship  
 H009, C, HP -3: Crypt of Gold  
 H010, S, HP n/a: Crypt of Hate  
 H011, S, HP -2: Crypt of Health  
 H012, C, HP n/a: Crypt of Sanctuary  
 H013, C, HP n/a: Crypt of Silence  
 H014, S, HP n/a: Crypt of the Terror  
 H015, C, HP +1: Exit, Catastrophe  
 H016, C, HP n/a: Exit, Clear  
 H017, C, HP +3: Exit, Guardian  
 H018, S, HP -1: Geomancer's Tomb  
 H019, C, HP: +1: Hall of Brigands  
 H020, C, HP: -1: Hall of Shadows  
 H021, C, HP: +1: Labyrinth of Mist  
 H022, X, HP n/a: Pharaoh's Curse  
 H023, S, HP n/a: Shrine of Mirrors  
 H024, X, HP: +3: Shrine of Stone  
 H025, C, HP +1: Temple of Ice  
 H026, R, HP +2: Pharaoh's Crypt  
 H027, R, HP +1: Tomb of Cages  
 H028, C, HP +4: Tomb of Death  
 H029, C, HP -5: Tomb of Keys  
 H030, C, HP +1: Tomb of Transport  
 H031, S, HP n/a: Temple of Neith  
 H032, C, HP n/a: The Misty Grotto  
 H033, S, HP n/a: Temple of Bast  
 H034, C, HP -1: Pyramid of Light  
 H035, C, HP -1: Passages of Webs  
 H036, C, HP +3: Chamber of Pain  
 N/A: Not used in Solitaire

## Game Cards

C000: The Key  
 C001: Advantage  
 C002: Armor  
 C003: Binding  
 C004: Kevlar Bioarmor  
 C005: Block  
 C006: Blowgun  
 C007: Boomerang  
 C008: Burning Spear  
 C009: The Call  
 C010: Cave Falcon  
 C011: Chisel  
 C012: Clear  
 C013: Crimson Guard  
 C014: Curse  
 C015: Dagger  
 C016: Disarm trap  
 C017: Disruption  
 C018: Evasion  
 C019: Foil  
 C020: Force  
 C021: Forcefield  
 C022: Glasswall Crystal  
 C023: Grenade  
 C024: Heal  
 C025: Helm  
 C026: Hex Protection  
 C027: Hide  
 C028: Hookah  
 C029: Iron Mist  
 C030: Janus  
 C031: Lesser Range  
 C032: Light Brigade.  
 C033: Lock  
 C034: Locked Door  
 C035: Long Bow  
 C036: Long Sword  
 C037: Magnificent Defender  
 C038: Mirror  
 C039: Nerve Gas  
 C040: Pickpocket  
 C041: Plasma Blaster  
 C042: Poison  
 C043: Prometheus Touch  
 C044: Protection from Poison & Gas  
 C045: Pure Might  
 C046: Rally  
 C047: Rifle  
 C048: Rush  
 C049: Sacrifice  
 C050: Salvage Spell  
 C051: Secret Passage  
 C052: The Shadow Musketeers  
 C053: Shield  
 C054: Short Bow  
 C055: Short Sword  
 C056: Shotgun  
 C057: Spell Block  
 C058: Stumble  
 C059: Svengali  
 C060: Telepathic Inquisition  
 C061: Teleport Crystal  
 C062: The Searing  
 C063: The Widget  
 C064: Throw  
 C065: Tome of Benediction  
 C066: Trap  
 C067: Vaeivictis  
 C068: Vampiric Spiders  
 C069: Vanguard  
 C070: Wrist Break  
 S001: Berserker Rage  
 S002: Blitz  
 S003: Bola  
 S004: Brigands  
 S005: Codex Warp  
 S006: Counter Attack  
 S007: Cross Bow  
 S008: Crypt Serpent  
 S009: Damage Transformation  
 S010: Disarm  
 S011: Dune Warlocks  
 S012: Enforce  
 S013: Geomancer's Touch  
 S014: Herculean Effort  
 S015: Hold  
 S016: Mage Strike  
 S017: Mist Wolf  
 S018: Morning Star  
 S019: Phase  
 S020: Prometheus Spheres  
 S021: Range  
 S022: Restore Health  
 S023: Resupply  
 S024: Salvage  
 S025: Seekers  
 S026: Smart Missile  
 S027: Sprint  
 S028: Steal  
 S029: War Grizzly  
 R001: Chaos Grip  
 R002: Clairvoyance  
 R003: Din  
 R004: Dogs of War  
 R005: Echo  
 R006: Erase Item Enchantment  
 R007: Golden Chisel  
 R008: Luck  
 R009: Phazed Plasma Blaster  
 R010: Precognition  
 R011: Redirection  
 R012: Restoration Potion  
 R013: Thwart  
 R014: Vanguard Advantage  
 X001: Amnesia  
 X002: Anti-magic Armor  
 X003: Gna's Grievances  
 X004: Quick Release  
 X005: Regeneration Cloak  
 X006: Ring of Evasion  
 X007: The Pouch  
 X008: The Vanguard Ring  
 U001: Chaos Crystal  
 U002: Gloves of Reach  
 U003: Mjolnir  
 U004: Ring of Velocity