

Dungeon Keeper

(Boardgame)



... It is Good to be Bad ...

CREDITS

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OVERVIEW & GAME OBJECTIVES

In this game players are creatures of pure darkness, almost resembling dark gods that have been imprisoned in the underworld by the weedy forces of good. But now, after one millennium of imprisonment the portal to the underworld has starting to weaken and it's the perfect timing for the keepers to try to rise up once again. Thanks to the fragile state of the portal, the keepers are able to extend their powers around it and command their minions once again, and guide them to take over the portal and claim freedom.

This game is meant to be played by 2 to 4 players (recommended with 4), where each keeper will have to use their powers to build the best dungeon to gain control and protect the underworld portal from the filthy Heroes invasions and other rival keepers. Only the keeper who is able to exercise the greatest domination will be freed from his prison and the others... will become imprisoned forever.

The source of power of all keepers is the Portal to the Underworld. If the heroes of the land manage to seal it once again, all will be lost forever and the stupid heroes have won. You don't want those filthy scarecrow Heroes winning, do you?

Winning Condition

If the keepers manage to destroy all starting Hero Portals and the Portal to the Underworld is controlled by one of the keeper, the upper lands are doomed. The keeper with the most Domination Points will be freed from his prison and may spread the chaos in the mortals Realm.

Loose Condition

If the Portal to the Underworld is sealed (destroyed), all keepers lose and will be stuck in their prisons forever.

Domination Points

Domination Points it's what dictates which keeper will be freed from his prison. At the end of the game, the keeper with most Domination Points in play will be granted victory and as reward, his freedom!

Researched Spells, constructions and rooms grant you domination points at the end of the game. The domination points are easily identified by red horned head in cards and rooms.

How to gain Domination Points during gameplay

- Build Rooms
- Research Spells
- Research Constructions
- Every time you damage another keeper Dungeon Heart (**+1 point per wound stroke**)
- Every time you successfully convert a Hero (**+THREAT value of the hero**)
- Every time you kill a Lord of the Land (**+10 points**)
- Every time you places a Hero Portal in-game (**+5 points**)

How to gain Domination Points at the end of the game

- For each researched spell (*check spell card*)
- For each researched construction (*check spell card*)
- For each built room (*check room tile*)
- For each Minion at lvl 5 (**+7 points**)
- For each Minion at lvl 4 (**+5 points**)
- For each Minion at lvl 3 (**+3 points**)
- For each converted Hero you control (**+5 points**)
- For each artifact you control (**+5 points**)
- If you control the Underworld Portal (*check portal tile*)

How to lose Domination Points at the end of the game

- For each room type you don't control (**-5 points**)
- For each Minion type you don't control (**-1 point**. *Converted Heroes count as one type*)
- For every 5 wounds your Dungeon Heart has (**-5 points**)

SETTING UP THE GAME

During the game play you will have to interact with all components of the game so, it is important that you place them where all players can easily reach them.

Setup Steps

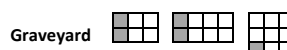
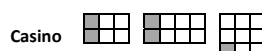
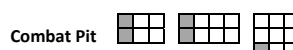
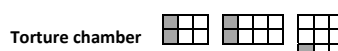
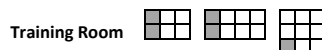
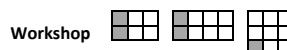
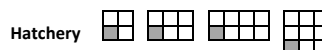
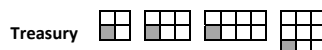
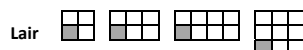
1. Unfold the dungeon board and place the table. This is where all the action will take place. In the center of the board you can see the underworld portal. Around it you will find the starting hero portals location where you will place portals depending on the number of players. Scattered all over the board you will see places where you will have to place starting terrain tiles.
2. Place the starting Heroes Portals (1 per keeper) in their starting location. Notice that each location has a number so all locations corresponding to the players in play must be occupied. During the game play, the keepers will have to destroy these portals in order to end the game.
3. Place the Dungeon Heart of each keeper in the corresponding starting locations. This is the most important room for all keepers. It's through the crystal on this room that the keepers can catalyze their power from the underworld into the mortal realm. If it is attacked ... it will surely hurt you
4. Randomly place the 2x2 terrain tiles in all marked location on the board, **faced down**. These tiles provide some randomness on the board and will be automatically revealed when an Imp moves adjacent to it.
5. Place the Day Tracker and Turn Tracker in a place of easy reach around the board. This tracker will be user to advance the days, check for events and mark the domination points of each keeper. Place the day pawn adjacent to the first day tile and place the turn pawn in the New Day tile.
6. Place all decks and room tiles in a place of easy reach around the board. During the game play you will gain and draw cards from these decks. Keep them at arm's reach.
7. Give the First Players Marker to the ugliest keeper. Well.... Everyone knows that Evil people have ugly faces... ***grin***
8. Give each player their starting pack. See below for more information.

Keepers Starting Pack

Each keeper starts the game in possession of the following material:

- **Starting Keeper deck**
Shuffle your starting deck and place it face down near you
- **Set of Spells cards and Construction cards**
Set aside these cards. You may need them later during the game
- **4 Imps**
Place one Imp on each corner of your Dungeon Heart room

- **1 Lair (3x2) and Treasury (3x2) of the keeper colour**
These rooms must be placed with the path tiles adjacent to your Dungeon Heart and may never be sold
- **A set of dungeon rooms**
There are the rooms you will have at your disposal to build during game play

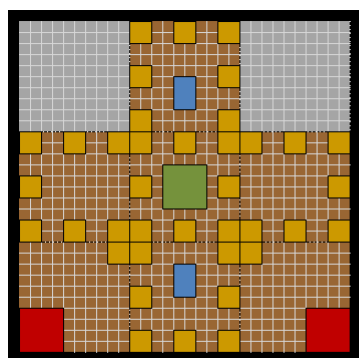


- **480 gold**
Place the gold inside your treasury room

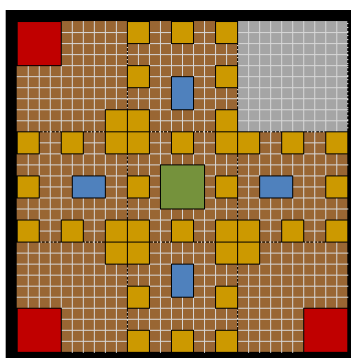
- **8 path tiles (2x2) and 4 gold tile (1x1)**
Place the tiles anywhere inside your corner square

- **1 Minions Portal**
Place It anywhere inside your corner square

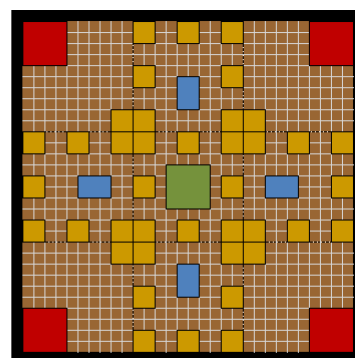
Board Setup



2 Players



3 Players



4 Players

A DAY IN THE DUNGEON

Dungeon Keeper is played in a sequence of days. Each day is composed by a sequence of phases. All phases are played simultaneously by all keepers except as noted. When all phase have been played, the day ends and a new day begin. In each phase where keepers must play in order, the keeper with the First Player Marker is always the first one to play and then the keepers play in clockwise order. At the end of each day the First Player Marker passes to the next keepers.

Day Overview

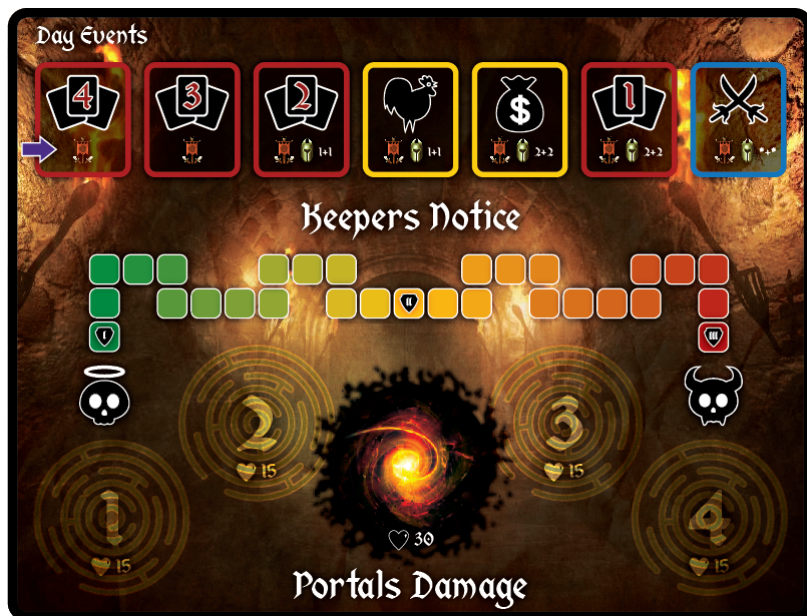
- A. New Day phase**
Advance the day tracker and execute any day events
- B. Heroes Maneuvers phase**
 - 1. Heroes Possession**
Try to control the heroes actions or execute their default action
 - 2. Heroes Actions**
Execute the heroes default actions
 - 3. Heroes Battle**
Resolve all battles involving heroes
- C. Resources Gathering phase**
Gather mana and gold from the dungeon
- D. Keepers Maneuvers phase**
 - 1. Draw**
Replenish your hand with cards draws from your keeper deck
 - 2. Dungeon Actions**
Execute actions to manage your dungeon
 - 3. Minions Actions**
Make your minions do your bidding
 - 4. Minions Battle**
Resolve any battle involving minions you control
 - 5. Imps Orders**
Order your slaves around
- E. Labour phase**
Check your workers and rooms production for the day
- F. End of Day phase**
Pay all upkeeps and clean your house for the next day



PHASE A – NEW DAY

Each day is a new day. And because all days are different, different events may occur. In this phase the keepers must look to the day tracker and check which events are going to happen. There are the main events, illustrated by the big symbols on the day tracker, and there are the secondary events that will happen after the main event is resolved and are identified by the small icons below the main event icon. In general, main events are related with dungeon management and secondary events with creature's attraction.

When the events affect all keepers individually, they are resolved in clockwise order starting with the keeper with the first player marker. Otherwise the keeper with the first player marker resolves them.



Main Events



Gain X Cards

This event will let you draw cards from the Commands deck and Rooms deck. You may gain X cards from the Rooms deck and/or Commands deck. (ex.: If you have to gain 3 cards, you can decide to gain 2 rooms and 1 command, or 2 commands and 1 room or even 3 rooms or commands. You decide)



Lunch Time

"Food glorious food... hot sausages and mustard!"

The time will come when you will have to feed your minions (*well... actually you don't... but if you don't they will die or leave your dungeon, but who cares right?... No? Ok ...*)

For every minion that you control, starting with the lv5 ones and going down to lv1 ones, you must feed them by taking the appropriate amount of food from one of your hatcheries.

Every minion that wasn't fed will suffer **1 wound** and receive **1 mood tokens**. If you just have a portion of the food needed to feed the minions, you must give him what you have. The minion won't suffer any wound but will still get the mood token.



It is Pay Day

This event indicates that your minions will receive their services payment. For every minion that you control, starting with the lv5 ones and going down to lv1 ones, you must pay them by taking gold from one of your treasury rooms.

Every minion that doesn't receive his full payment receives **2 mood tokens**. If you only have part of the payment, you still need to pay the creature, but it will receive also 1 mood token. In the End of Day phase some events may happen depending on the number of mood tokens on the minion mood tracker.

Place all minions payment in the Minions Payment Cup ... you will need it when you have a casino.



Heroes Invasion

"incommiiiiiiiiiiiiiiiiiiiiing"

Heroes always take time to do their stuff. Prepare for battle, make a plan, make sure they have what they need, review the plan again... bah! Why are they always so lame... why do they bother if you are going to kick their asses anyway (*yeah right...*). Anyway when this event happens it means they FINALLY decided to make the move and will break into the dungeon from everywhere they can.

Instead of having heroes entering the dungeon from only 2 portals, this time all portals will spawn heroes. For each portal draw **1 hero card per keeper in play**. Also, if the Underworld Portal is under any keeper control, the Lord of the Land will join his army and will break into the dungeon. This hero is very powerful, and will be difficult to stop. Although, you Horned Reaper will enjoy having fun with him **grin**.

The Lord of the land is always the first creature to be spawn and it will appear in a random Heroes Portal (if possible and not already in play). If there is no available space to place the Lord on that portal, spawn it on another random portal. The Lord of the Land may also be spawned in the stairs tile like the Dwarf heroes.

Secondary Events



A Minion has Entered your Dungeon

If you are in control of a minion's portal, the creatures from the underworld will know that you are back in business and will come out to check how things are going. If you are lucky they will stay and work for you and help you in accomplishing your evil scheme.

After the main event has been resolved, this secondary event takes place. Each keeper chooses a minion portal he controls that has not yet attracted a creature this turn and then the first player Keeper draws a card from the Portal deck. Each keeper that is able to attract that minion must spawn it in the chosen portal. If any of the keepers cannot attract that minion because he doesn't meet the minion attraction requirements, draw another minion card. Repeat this until all keepers have spawn creatures in all portals they control (if possible).

For each minion you attracted in this way, **add 10 gold** to your creatures payment cup.



Heroes have Entered your Dungeon

Once in a while some heroes take the guts to come alone to your dungeon looking for fame gold and glory (*easy preys? Yes? *grin**). This may be a great opportunity to test your defenses and give some practice training to your lazy minions (*unless of course, you are too weak to take care of this little hero crybabies... are you? *grin**).

To represent this, the keeper with the first player marker chooses a hero portal with free space to spawn a hero, draw the corresponding hero cards, and spawn the corresponding heroes.

If the hero is a Dwarf, place it in the portal room in the closest tile to the underworld portal. If the hero is not a Dwarf and the portal is not yet connected to a path that leads to the underworld portal and there are no Dwarfs digging in that section, discard that hero card and place a Dwarf hero instead.

If there are no empty tiles in the Portal room, the heroes will appear in an valid tile adjacent to the hero portal room (if possible). If there's no available space ever, that portal cannot spawn more heroes. Also there is a special spot where only Dwarfs and the Lord of the Land can spawn. These tiles are marked by the stairs in the portal room.

1+1: 1 hero card should be spawned in 2 different hero portals

2+2: 2 hero card should be spawned in 2 different hero portals

XX: 1 hero card per keeper should be spawned in each hero portal.

PHASE B – HEROES MANEUVERS

After resolving all events for the day, it's time for some heroes maneuvers. In this phase all heroes make their moves and actions and the keeper with the first player marker is the responsible for managing it. If there are no heroes wandering the dungeon, you can skip this phase

Phase Steps

1. **Heroes Possession** (Try to control the heroes actions or execute their default action)
2. **Heroes Action** (move all heroes that didn't move yet)
3. **Heroes Battle** (Resolve all battles involving heroes)

Heroes Possession

In this step, the keeper may try to mess with the poor heroes minds and make them do what they wish.

1st: Resolve Creatures Conditions

For each hero the first player keeper must check his current condition. Depending on his condition you may have to do some actions. Check the Creatures Condition section for more information.

2nd: Possess Heroes

Starting with the first player and going around in clockwise order, the keepers can use creature possession powers to control any hero. Each keeper can only use 1 power at a time. When all keepers don't want to use any more powers, this step is done. Remember that heroes that were possessed and moved will not move again on their own and that each hero can only be possessed once per day.

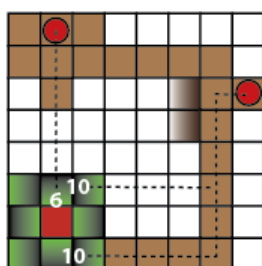
Heroes Actions

In this step the heroes will try to explore the dungeon. Heroes will only move in this step if they didn't move already during the current day. Execute the predefined hero action as described below.

1st: Move all Dwarfs

Dwarfs are special heroes, well... actually they are the lower of the lowest scum. They like to dig and are in charge of digging the way in through the dungeon. As all other heroes, Dwarfs always move using the shortest route to the closest Dungeon Heart or Underworld Portal. Some exceptions apply as noted here:

- Dwarfs can walk and dig any terrain tile (explored or unexplored) except Hard Rock and Gems seam. Every time they do, they dig it, placing a path tile in that location. They cannot walk over lava, but, instead they can build a neutral stone bridge over it (these neutral bridges can later be captured by the keepers)
- Dwarfs are used to difficult terrain so it cost only 1 point of movement to move the dwarfs to a tile, regardless of the tile difficulty.
- Unexplored tiles, lava tiles and gold seam tile adjacent to an explored tile sum 1 when calculating the shortest route, but only if they are the first tile to be dug. Otherwise, these tiles sum 2 to the calculation of the shortest route.
- In case of distances tie, the Dwarf uses the route where he needs to dig less (... lazy bastards...)



In example, the dwarf on the TOP will move straight forward needing 6 point of movement to arrive to the Dungeon heart. That path length is equal to 6 (2 dungeon path + 1 unexplored tile adjacent to an explored one +1 unexplored tile +1 final dungeon path)

The dwarf on the RIGHT has 2 options for the shortest route. One using the existing path leading to the dungeon heart, and the other one digging his way to the dungeon heart. Because both paths have the same distance, the dwarf will use the already dug path.

2nd: Activate Support Heroes

All heroes with the Support special ability may not move if there are enemy creatures in line of sight (Imps do not count). Instead of moving they must use a valid special attack, if they are able to (controlling keeper choose). They will use the special attack even if they have already used one while being possessed by a keeper. If there are no enemies in line of sight and the hero was not moved during the possession phase, move it normally.

3rd: Move all other Heroes

All other heroes that did not yet act may move now. Heroes always try to move in the direction of the closest enemy creature in line of sight, closest enemy construction in line of sight, the Underworld Portal or the closest Dungeon Heart (in this order), using the shortest possible path (unless of course, you have already made him move with possession powers). Heroes engaged in combat will not move. Heroes with the Blitzer special ability always move first.

Defining the Closest Route

The closest route is the sequence of tiles that produces the lowest distance count between the moving creature and its objective. Creature can move through dungeon path, water or tiles with bridges. These tiles sum +1 when calculating the shortest route. In case of 2 or more routes having the same distance, the controlling keeper chooses which one to use (unless otherwise noticed).

Heroes Battle

In this phase the heroes will hack & slash any enemy creature or construction they are in contact. When facing more than one opponent (and by opponent I mean creatures or constructions), the hero will always attack the creature with lowest THREAT value and then the construction. The first player keeper is responsible to roll the hero dices. Hero's battles are resolved the same way as minion battles.

PHASE C – RESOURCES GATHERING

In order to be able to manage your dungeon efficiently you will need two things: mana and gold. There are your main resources and without them... well, you will be scrod.

Mana is the driving force behind your nefarious schemes and source of power for all magical things. Each day your marvellous dungeon will generate mana depending on the rooms you control. If you built Magic Beacons they will grant you each extra mana each day or even more mana if built over a mana Vault tile. Also if you control a Temple, you can get your minions to pray there to gain even more mana (check Labour phase for more information).

Casting spells and maintaining Imps drains mana. Each Dungeon Heart can only store a maximum of **199 mana**. If you decide you don't need as many imps anymore, drop any superfluous ones into the Dungeon Heart. You'll save mana by not having to keep them alive (they cost mana per day) and also get a mana boost **5 mana**. But you may never sacrifice Imps if it would bring you to less than 4 Imps.

Gold is the shiny shiny thing that will make your minions do your will. You can acquire gold through mining the seams (gold or gems) you will find while digging your dungeon. You can hold as much gold as your treasuries can hold, but be careful... if you let your guard down, other keepers may try to steal it from under your nose! (*oh yeah baby *grin**). If you run out of treasury space the imps will not dig any more gold.



As you get minions into your dungeon, they will need paying. To build new rooms and construction, you will need money. To train your creatures you will need money. Also if you want to quickly boost your minions mood... you will need money.... I think you got the point, right? Casinos can be a great way to recycle your gold. If you build one, your minions will go there to spend money but... well... they can also win and then YOU will lose money (*do you feel lucky? *grin**). As an emergency measure you can sacrifice mana to make gold with the handy "Create Gold" spell, or sell off some furniture. If you become bankrupted, your minions will leave your dungeon rather quickly, so an effective cash management is vital.

So in resume in this phase you will gain mana based on your dungeon architecture and you will get gold based on the orders you gave to your imps.

Collect Gold

Every Imp adjacent to a gold or gem seam with their hand free (ie, not carrying anything) will dig some gold. However they will only collect gold from one of the adjacent seams. Each imp collects **up to 30 gold** from the adjacent seam. Imps only collect as much gold as you can store and if you don't have any more space to store gold, the Imps simple won't collect any gold.

When a gold seam is depleted (i.e., there is no more gold to dig from it) the seam disappears and a new dungeon path appears in his place. Gem seams never run out so ... try to keep some nearby in case you need quick money.

Gold Tokens

Green	5 gold
Yellow	10 gold
Red	30 gold
Purple	100 gold

Collect Mana

Mana flows through your dungeon and your rooms are prepared to gather it. To know how much mana a room produces, check the room tile (the mana value is identified b the blue energy icon). Also, if you control Magic Beacons, each one will grant you extra mana, depending if it is bult over an mana vault or not. Remember that your dungeon heart can only support as much as **199 mana**, so if you have plenty... don't be afraid to give it some good use.



PHASE D – KEEPERS MANEUVERS

Now is time for some real action. It's time for the keepers to do their moves. So take out your notes and start implementing your strategy. This phase is divided in a set of steps. Each step has a specific purpose and will be played by all the keepers.

Phase Steps

1. Draw Phase
2. Action Phase
3. Possession Phase
4. Battle Phase
5. Imps Action Phase

Draw

This step is played one keeper at a time starting with the keepers in possession of the first player marker and going around in clockwise order. It is now that you will try to gather some powers and see what options you will have at your disposal for the day. Generally you will be able to gather 5 powers each day (i.e., have a hand of 5 cards), but if you have some minions working on this matter or you are willing to sacrifice some of your mana you will be able to raise the number of available powers for the day.

Step Sequence:

1. Discard your hand. You may keep **1 card** in your hand per library you control.
2. Draw cards from your keeper deck until you have 5 in your hand.
3. Draw one extra card from your keeper deck per minion studying in your libraries or any other effect that makes you do so.
4. For every **+5 extra mana** you pay, you may draw an additional card. You must pay the mana for all extra cards before drawing them

Action

This step is played one keeper at a time starting with the keepers in possession of the first player marker and going around in clockwise order. Now it's time to start making your dungeon to work. The keepers will try to make the best use of their available powers to manage their dungeons so... Orders to your minions!

Step Options:

- **Use Powers:** Consume cards in your hand to apply their effect. You can use as many powers as you are able to. Possession cards cannot be consumed on this phase. But don't worry, we are going to get there very soon.
- **Recycle Powers:** You may **Recycle 2 unstable power** cards from your hand to **gain 1 new power** from any Dungeon Deck.
- **Use Artifact:** You may consume any single use Artifact you control to apply his effect.
- **Sell Furniture:** You may **discard 1** card to **sell 1 room or construction** you control.

Selling Furniture

Sometimes it may happen that you don't have the necessary gold to build a room or to pay your minions. Desperate times need desperate measures and you may have to sell some of your "furniture". You may sell any room or construction you control, recovering half its building cost (round down). In order to sell anything you need to **discard 1 card** per thing you want to sell. Any token on the sold room (hourglass, training, gold, chickens, etc...) will be lost. Also, you may never sell your starting treasure and lair rooms. To help you know when selling rooms, you may check on the room tile, how much gold you will get by selling it (it is represented by the gold pot icon).

(Ex: if you want to sell 1 room + 1 magic beacon + 2 doors, you will need to discard 4 cards from your hand).

Minions Possession

This step is played one keeper at a time starting with the keepers in possession of the first player marker and going around in clockwise order. Ok, you have your minions. What now? What can you do with them? How can they help you? Well, the best way for them to help you is... to kick some enemy's asses! To do that you may have to make them move around your dungeon to make them attack the enemy.

1st: Resolve Creatures Conditions

For each minion you control you must check his current condition. Depending on his condition you may have to do some actions. Check the Creatures Condition section for more information.

2nd: Act with your Minions

You may move each minion you control up to his SPEED rate. Creatures with the Blitzer special ability must check if they charge before moving. You may also execute extra action if you use your possess powers on your minions. When you possess a minion (Imps excluded) you may move again (ignoring the Blitzer special ability) and you may activate a special attack the creature knows. Creatures with the Support special ability, may use a special attack they know for free without requiring to be possessed. Their action (move, possess, support attack) may be executed in any order, but only once per minion.

Also, Minions currently battling (i.e. adjacent to an enemy creature or construction) may not move on their own. But you can always possess them to make them move away from combat.

Minions Battle

Finally!! Some action! Do you feel lucky? Then, let's roll some dices. Your creatures wait every single day just to be able to live this moment. The pressure, the pain, the blood... In one word ***sigh*** happiness. Well at least for some of them. Others will cry, yell, run like crazy cowers they are and die... painfully... alone... without mercy... or love... ok just forget. Let's go straight to the point, shall we?

Starting with the first players and going around in clock wise order, each keeper resolve all battles involving minions they control, one at a time (any minion adjacent to a foe or enemy construction is considered to be battling). Resolve each battle as described below. If there are heroes involved in the battle, the first player keeper decide and roll any hero action in the keepers maneuvers phase.

When you choose the opponent, you define a battle, i.e. all your minions adjacent to that opponent are considered in that battle. Any creature that charged that opponent attacks first. Other creatures (including the poor oppressed targeted creature) will attack in SPEED rate order. If multiple creatures have the same SPEED rate, roll a dice to break the tie. Repeat this until all creatures in that battle have attacked once. Each creature can only fight in 1 battle so, when adjacent to multiple opponents, choose well who will be the first target. However, it may happen that creatures never get the opportunity to attack because the target was already dead. In this case, he may be selected again and attack in another battle.

Attack Sequence

1st: Fear Test

Every creature has a THREAT value. This value represents the creature power and fear it will cause on the enemies.

Select the attacking minion. Check the difference of THREAT values between the attacker and the defender. If the attacker has at least as much THREAT as the defender, e can fight safely. Otherwise, you must check if he does not runs away cowardly.

To make the fear test, roll the creature power and check the number of success in the dice. If they are at least as many as the difference of yours and your opponent threat value, the creature will not run away and may wound his target. Otherwise, he flees from combat as many tiles as the necessary to archive the value (up to a maximum of the creatures movement rate).

(Ex: your creature has 5 THREAT and his opponent has 8. You roll your creature power dices and get 1 success. Because you had get at least 3 successes, and he got only 1, your creature will flee 2 tiles away from him)

2st: Wound Opponent

If your minion did not run away from the combat, then it may be able to wound it opponent. Check the rolled dices and sum all rolled wounds. Subtract to those wounds the ARMOUR of your opponent (this is called armour reduction). If you still have wounds left, you inflict that many wounds to your opponent.

3st: Next Creature/Battle

After you resolve one creature attack, check which creature will attack next and keep resolving the attacks until all creatures in that battle have attacked once. When the battle is resolved, choose another opponent and resolve that battle in the same way you did before. Continue this process until you have resolved all battles

Imps Orders

Your dungeon is like a machine. And to make the machine work you need wheels. Your imps are those wheels and without them... well, you won't do much. You can issue orders to your Imps in order to make the best from your dungeon. Starting with the first players and going around in clock wise order, each keeper my order 1 imp at a time. Each Imp can only execute one Dig and Move order per day. You may also use possess powers to move your imps an extra time or use a special ability they have. This does not count as an action and each imp may only be possesses once per day.

If you decide not to order an Imp, you won't be able to order it until the next Keepers phase.

Dig Orders

In order to dig with one of your Imps, you need to **discard 2 cards** from your hand. When you do, you choose the appropriate Imp, choose and adjacent unexplored tile and draw **5 Digging Cards**. Choose one of the digging cards and place the corresponding tiles in that unexplored tile. If the tile is a Dungeon Path or Water tile, you must move the imp to that new tile. Each digging card will generate 2 tiles of the ones you can choose on the card (you choose) and you must place the 2nd tile too, if you are able to. The first tile must be placed on the spot you dug and de second must be placed adjacent to the dug tile. After you use the dig card, place it in the Digging Deck discard pile. Digging cards that generate random tiles produce only 1 tile.

If all tiles you can choose from the digging card are depleted, then you may choose which one you will place from path, water, lava or rock. There are also some cards that will produce random terrain tiles. In this case you will have to roll dices to see with terrain you will find, and you choose the tile where it will be placed before rolling the dices. These digging cards will only generate 1 tile instead of the normal 2. Once per game, a keeper may ignore the effect of one Dig card that places a Portal into play, to put a minion portal in play on the dug tile.

Continue placing tiles until you don't have more adjacent unexplored tiles or until you decide to stop. When you decide to dig you must dig at least the **1st tile**. During the digging phase you may choose to discard 1 dig card to move your imp to a valid adjacent tile. Remember that only Imps that are adjacent to unexplored tiles may be ordered to dig.

Move Orders

While ordering the current Imp, you may move it a number of tiles up to his SPEED rate.

PHASE E – LABOUR

All of your creatures have a job. Their job indicates how the creature can be helpful in your dungeon. During your keeper turn you will be able to organize your creatures and send them to do what they are best on, and sometimes that will be working. In this step, each room that produces anything will produce some effects if there are any creatures on it. These rooms include lairs, hatcheries, workshop, libraries, training rooms, combat pits, graveyards, torture chambers and casinos. Check each room description for more information about each room production. If a minion is working in a room, you may move it to another free tile inside that room, for free (dungeon paths included).

Claim Rooms

In this phase you will be also able to claim rooms. Any Imp in a dungeon path inside a room belonging to an enemy keeper or uncontrolled minions portal will produce **1 Claiming Token** that is placed in one of the room tiles. When the room have a certain number of claiming tokens of a keeper, they are removed and the keeper becomes the new owner of that room.

Claiming other Keepers Dungeon Rooms

When your Imps are claiming a dungeon room controlled by another keeper, they must generate claiming tokens equal to the **room size +1**. If you manage to do that, the room become yours (all tiles in the room count, including dungeon path tiles). Place all creatures inside the room on the closest dungeon path tile and place your keeper marker on the room. At any time, if any keeper has claiming tokens in a room but there's no Imp of that keeper standing on the room, all claiming tokens from that keeper are discarded. The keepers stating treasury and lair are impossible to claim, so at least, these ones are safe. It's not possible for multiple keepers to try to claim a room at same time. They will have to fight each other before, or no claiming tokens will be generated on the room.

Claiming Bridges

When your Imps are claiming a bridge, they need to generate **2 claiming tokens** to claim it. Neutral bridges need only 1 claiming token to be claimed.

Claiming Minions Portals and Bridges

When your Imps are claiming a minion's portal or bridge tile, they need to generate 1 or 2 claiming tokens, depending on the situation. The first token will remove the ownership making it neutral again. The second token, will grant you control of it. If the portal or bridge tile is already neutral when you begin to claim it, then you just need to generate 1 claiming token to gain control of the it.

PHASE F – END OF DAY

Everything that has a starts, must have an end. And the day is no exception. I this phase execute the following actions.

- Pay all mana upkeep costs for Imps.
- Pay all mana upkeep costs for Spells.
- If there are minions with mood tokens, check if any of them will suffer any mood effect and execute it.
- You may move any minion in the direction of any triggered guard room for free.
- Each creature standing on lava suffers 1 wound (unless they are immune to lava)
- Kill all unattended unconscious creatures (if apply).
- Remove any unattended rotting creature from the board (if apply).
- Advance the day tracker to the next day
- Give the First Player Marker to the next keeper

THE BASIS OF BEING EVIL

Dices

Dungeon Keeper is played with a set of special six side dices

Power Dices

BLUE, GREEN, YELLOW and RED dices, are power dices. These dices are roles when the creatures are making melee attacks. The dices have different values being the BLUEs the weakest and the RED the strongest. Each face of the dice may contain different symbols, each one representing something. A star (★) represents luck. When a star is rolled, the keeper may decide to convert it in a success, or into an automatically wound with no armour reduction (but only if the creature did not flee from combat). A number (1,2,3,4) represent successes. And finally the blood (♠) drops represent wounds.

Slapping Dices

BLACK dices are used to enhance your creature power when you double slap it in battle. Regardless of the creatures abilities or number of double slaps you gave it, you may never roll more them 3 black dices in the same roll.

Magic Dices

WHITE dices are used when performing creatures special attacks.

Blue	DICE FACES					
	1	2	3	4	5	6
Success				1	1	1
Wounds				1	1	1
Luck	1					

Green	DICE FACES					
	1	2	3	4	5	6
Success			2	2	1	1
Wounds			1	1	2	2
Luck	1					

Yellow	DICE FACES					
	1	2	3	4	5	6
Success		1		1	2	3
Wounds		2	3	2	1	
Luck						

RED	DICE FACES					
	1	2	3	4	5	6
Success		1	1	2	3	3
Wounds		3	3	2	2	1
Luck						

Black	DICE FACES					
	1	2	3	4	5	6
Success		1	1	1	1	1
Wounds		2		3		4
Luck						

White	DICE FACES					
	1	2	3	4	5	6
Success						
Wounds		1	1	1	2	2
Luck						

Decks & Cards

In dungeon Keepers, keepers will have access to different decks of cards and each of the decks is used for specific purposes. Some of the Decks will help the keepers archive their goals, others will be generally used during the game play. There are some actions related to playing cards and the effect is different for each of them.

Cards Actions Overview

- **Drawing a Card:** put the top card from your keeper deck in your hand.
- **Discard:** Ignore the card effect and put it in your keeper discard pile.
- **Gaining a Card:** Put the top card from one of the Dungeon Decks in your keepers discard pile.
- **Recycle a Card:** Ignore the card effect and put it in the corresponding Dungeon deck discard Pile.
- **Consume a Card:** pay the card cost (if any) and apply the effect described on it. After that put the card on the corresponding deck discard pile.

Keeper Deck

The fact that the underworld portal is fragile allows the keepers to spread their powers through the mortal lands. However, because the keepers are not in possession of their full power, some of their powers will be a little random. The Keepers deck is are those powers. At the beginning of the game, the deck will only contain the stable powers of the keeper but during the passage of the days they will be able to gather more powers to add to their deck.

During the game play, every time a keeper is requires to draw a card, he do it from his keeper deck. Because your keeper deck contain stable powers and unstable one, when they are used they will be lost or recharged depending of the power. Stable powers will be recharged (placing the power on the keepers discard pile) and unstable powers will be lost (returning them to the corresponding deck discard pile). Note that you only loose the unstable powers when you consume them. If you are required to discard some powers in order to execute an action (to dig, for example) you place them on your keeper discard pile and not in the corresponding deck discard pile. In the other hand, you may never recycle stable powers (*well if they are stable is because you know them well... and you can't just forget something you know well, right...*).

All your stable powers are in your starting keeper deck and are easily identified by the colourful name (same as the keeper colour) and by the keeper banner.

Starting Keepers Deck

- (1x) – Room Card (Treasury)
- (1x) – Room Card (Hatchery)
- (1x) – Room Card (Lair)
- (1x) – Room Card (Training Room) (*unstable power*)
- (1x) – Room Card (Library) (*unstable power*)
- (1x) – Room Card (Workshop) (*unstable power*)

- (2x) – Command Card (Possess Minion [1])
- (2x) – Command Card (Pick & Drop [1])
- (2x) – Command Card (Slap)

Dungeon Decks

The Dungeon Decks contain the keepers unstable powers. Each day they may be able to gain some of these powers in order to use them later in their evil schemes. There are two types of unstable powers: Commands actions and Build actions

Dungeon Decks Overview

- **Command:** This deck contains the actions you can use on creatures such as moving creatures, picking & dropping creatures and the best one... slapping creatures! These cards will boost your minion efficiency and improve your dungeon management.
- **Build:** This deck contains the rooms that you will be able to build in order to expand your dominion. No rooms = no minions = no domination = no freedom!

Other Decks

There are some more decks that are used in Dungeon Keeper. There decks are used during the game play and are related to some events and special actions the keepers can execute.

Other Decks Overview

- **Digging:** This deck contains cards used to dig the dungeon. You will draw and use these cards every time you order your Imps to dig your dungeon or anytime you use certain spells.
- **Portal Deck:** This deck contains the minions that may be attracted into your dungeon during game play. In the New Day phase cards will be drawn from this deck to see which minions will be attracted.
- **Heroes Deck:** This deck contains the heroes that will try to ruin your plans for world domination. Every time an hero invades your dungeon cards will be drawn from this deck. Also, the starting heroes deck contain only Rank I heroes. During the game play, when the keepers gain certain amount of domination, new heroes will be added to this deck. to know when to add new heroes, look to the Domination points tracks and see if any of the keepers have enough domination points to attract new heroes. If there is, shuffle the corresponding heroes on the remaining heroes deck.

Keeper Notice Level

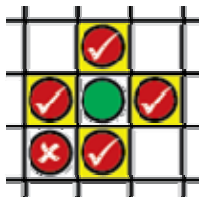
As time passes, the keeper will become stronger and stronger, and that will be noticed by the heroes. The stronger the keepers are, the stronger the invading heroes will be. Certain cards possess a notice level icon. When such cards are played that value is added to the notice tracker. When spawning heroes, all heroes with level lower or equal to the indicated in the notice track may invade the dungeon.



Defining Adjacent Tiles

Sometimes you will have to decide your actions based on the adjacent tiles, so let’s be clear about them shall we?!

Only tiles vertically or horizontally align with the selected tile are considered “adjacent” to that tile. Diagonal tiles never count as adjacent but count as “surrounding” tiles.

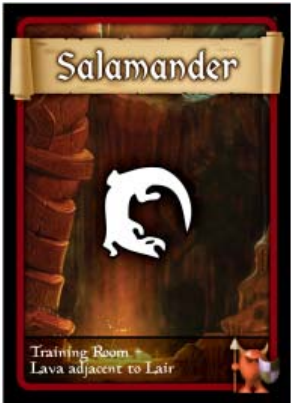


Attracting Minions

If you want to win the race for freedom you will need to attract minions to join your army. But to do so you will need minion portals. No Minion can be attracted until you claim at least one Minion Portal.

Each minion portal you control will be able to attract 1 minion in the New Day phase. Attracted minions will appear in any free dungeon path tile of that minion portal. If there is no free space, the portal will not be able to attract any minion.

Goblin	Lair	Dark Mistress	Torture Chamber
Warlock	Library	Vampire	Created in Graveyard
Dark Elf	Guard Post	Skeleton	Created in Prison
Rogue	Casino	Dark Knight	Combat Pit
Troll	Workshop	Dark Angel	Temple
Bile Demon	Workshop + Lair + Hatchery (all 8 tiles min.)	Salamander	Training Room + Lava around Lair

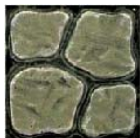


Each minion is attracted by different dungeon room(s) and tiles. If you don't have the necessary requirements, you won't be able to attract the minion. Also, if you do not have enough free space on your lairs, you won't be able to attract it. When a minion finally decides to join your forces, add **10 gold**.

Underground Geology

While digging your dungeon, you will find some different types of terrain. Some will be helpful other won't be that much. Actually... it all depends on the perspective you see it.

Terrain Types



Dungeon Path

This is the result of digging soft rocks.



Gold Seam

Shiny gold running through the rock. Your Imps may collect this gold directly to your treasury. Once the steam is empty it will be converted in a Dungeon Path. Every Gold Seam tile comes into play with **120 gold**. When there are no more gold to extract, swap the tile with a Dungeon Path tile.



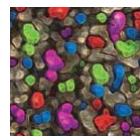
Lava

Only passable by flying creatures, creatures immune to lava or creatures that fall from bridges over lava. Use Stone Bridges to cross permanently or wooden bridges for a quick crossing (they burn out at the end of the next day). It will cost 2 pts of movement to cross lava by foot.



Mana Vault

Mana vaults are dungeon path that are special and are able to gather mana on them. It will be good to build a magic beacon on it. On the other side, you won't be able to build rooms over it.



Gem Seam

These produce gold like Gold Seams but can be mined infinitely and will never run out. Its always good to have one close by.



Water

Water will slow down creatures a bit and Vampires cannot cross. Build wooden bridges to make traversing easier, otherwise it will cost **2 pts** of movement to move to this tile.



Rock

Thick rock cannot be dug through. Neither by keepers nor by heroes. It can be useful to build some defences.

Using the Hand of Evil

In Dungeon Keeper you can interact with your dungeon using your evil hand. You may Pick & Drop stuffs around the dungeon or you can even slap your minions (*this is the fun part *grin**).

Picking & Dropping is a useful and quick way to move things around your dungeons. Generally you will use this action to move your minions around your dungeon. You can even drop them in rooms to make them work, rest, fight... it all depends on where you drop them.

Slapping is another way to interact with your minions. Depending on the minion and situation you slap it, the effect may be different. Be careful when you go around slapping your minions. Every time you double slap a minion, you must add **1 mood token** to the corresponding minion mood tracker. Imps do not suffer from this effect (*They are slaves... they are immune to pain... hmm... at least they don't yell... much... *grin**).

There is always an exception: Your beautiful Dark Mistresses. They positively loves a damn good slapping. Actually, every time you double slap them, instead of making her sad, she will rejoice of pleasure and become happier (*aren't they lovely? *grin**).

Remember keeper... you can only slap your own minions and prisoners, and despite the pain you inflict on them, you can continue doing so... if it pleases you ... **grin**. Yet, if you ever need to stretch out your fingers to release some stress, take it out on the chickens instead. They explode in a bloody mess of feathers when slapped! It's really fun (... *oh and you lose 1 food token too, of course... but... it's therapeutic, trust me! *grin**).

Slapping Options

Every time you use a slap power on a creature, it will produce a certain effect depending on the creature and situation. The effects are cumulative with each other and will last until the end of the day. Slapping powers are special and are the only powers you can use anytime you want, in any phase, even in other keepers turn.

Every time you slap an Imp, he will move faster, increasing his **SPEED rate by +1** and he may draw **+1 digging card** when digging. If an Imp is claiming a room and you single slap him, he will produce **+1 extra claiming token** to the room. Double slapping Imps will always produce the benefit of 2 single slaps (i.e. **+2 SPEED rate +2 Digging cards when digging or +2 claiming tokens**).

Every time you slap a minion that is working in the library or workshop it will add **+1 extra hourglass** to the production of that room.

If you slap a minion training (in the Training Room or Combat Pit), it will grant him an extra **+1 training token** in the Labour phase.

Double slapping minions working or training will always produce the benefit of 2 single slaps



but will also add **1 mood token** to the minion and if he is training, you don't have to pay these extra training tokens or wounds (*and if the minion has the audacity to argue for the payment, just give them another double slap to show him who's the boss! *grin**).

Minions not working or training will react a little different to your slaps. A single slap will increase the minion **SPEED and THREAT value by +1**, while if you double slap it, it will increase his **SPEED and THREAT value by +2 and he may roll +1 BLACK dice in melee combat** (*minions under pressure make wonders... *grin**).

Since your prisoners are yours to do whatever you like to, you can also slap them. Every time you double slap one of your prisoners, it will suffer **1 wound**. Single slaps do not affect them because... well... they are already used to it.

Pick & Drop Option

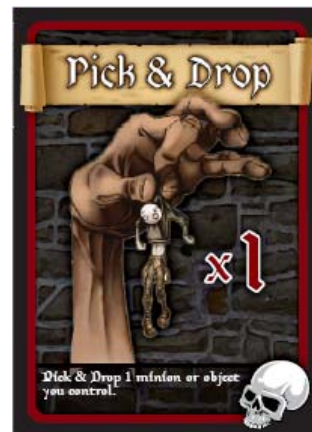
Picking & Dropping is one of the best ways to move things around the dungeon. Some Pick & Drop powers will let you pick only 1 thing while others will let you pick up more. With one action you can pick 1 creature or any amount of gold or chickens in 1 tile. Like slapping powers, pick & drop can be used anytime you want BUT... only in your acting turn/phase (*so no pick & dropping in the other keepers turn/phase. Understood?*).

You can pick up a creature you control (minion, Imp or prisoner) from anywhere in the dungeon, but you can only drop in a valid tile inside the area of effect of a Magic Beacon or room you control (5 tiles around). However, you will never be able to drop creatures directly inside the underworld portal room.

Magic Beacons and rooms Area of Effect work the same way as line of sight for creatures. While rooms are of effect extends only through dungeon corridors, magic beacons extend through any tile (even unexplored ones).

But beware! If you happen to drop a prisoner outside the prison or torture chamber, they will become free again and in control of their original master.

Creatures are not the only things you can move around using your hand. You can also pick gold, chickens and beds. Sometimes it may be useful for some decoration remodelations.



Walking Creatures Around

Every creature has its own SPEED rate. When moving creatures, you may move them a number of tiles up to its SPEED Rate. The movement can only be made to through valid adjacent tiles.

When you move a creature, you can pass through tiles containing allied creatures but you cannot stop in the same tile as other creature. You cannot pass through tiles occupied by enemy creatures. Because of the Imps small size, they can also pass through tiles occupied by enemy foes but cannot stop on them. There is an exception. If an Imp passes in a tile adjacent to an enemy imp, he must stop immediately and a battle will occur.

Walking in Water Tiles

Your minions can move through water tiles by expending **2 points of movement** instead of 1. Vampires will never cross water tiles unless they fall on water or there is a bridge.

Walking in Lava Tiles

Lava tiles work the same way as water tiles. Each tile costs **2 points of movement** instead of 1. Unless the creature is immune to lava, it cannot cross lava tiles, unless it falls on it or there is a bridge. If the creatures ever fall in a lava tile (the wooden bridge burned out or the bridge was sold), it will become "Burned". Creatures that become unconscious or dead on lava tiles are immediately removed from the board.

Charging with Creatures

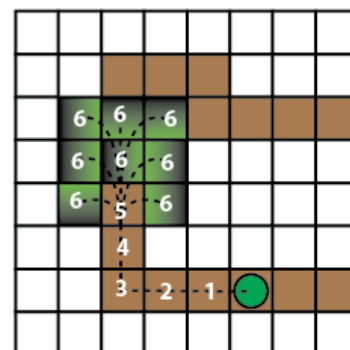
To charge a foe, you simply need to move your minion to a tile adjacent to a foe. A charge will stop the creature movement. Creatures with the Blitzier ability are obligated to charge, all other creatures can charge freely but if you move them into a tile adjacent to a foe, it's considerate a charge (so it must stop and battle).

Walking Creatures through Imps

Imps don't block other creature's movement. Any time a creature moves through a tile containing one or more enemy Imps, roll BLUE dice. If you get a star, one of the Imp dies (you choose). If the creature stops in a tile containing enemy Imps, all Imps in that tile die.

Walking Into Rooms

Not all room tiles can be crossed and not every creature can enter every dungeon room. Creatures can only walk on dungeon path tiles inside the room. All other tiles are reserved for other purpose (to work or train, for example). Only creatures with the appropriate job can enter certain rooms (workshops for example). Creatures that want to go in or out of the room may do it using any dungeon path on that room and spending 1 point of the creature movement.



DUNGEON ARCHITECTURE & DECORATION

During game play you will have the opportunity to build different dungeon room to improve your dungeon. These rooms will attract specific minions, so plan well which ones will you build first.

Building Rooms

When you build a room you must place all room tiles on top of Dungeon Path tiles. If you cannot, you can't build the room in that place. Creature Portals are an exception (see the *Portals* description for more information). Also, when building a room, one of the path tiles of the room must be placed adjacent to another path tile and you cannot build the room if that would cut the path to any other room you control or build on top of dungeon paths inside other rooms. When building a room place a marker of your colour in the room marker tile. This will indicate that you are the owner of the room. There tiles are just normal dungeon path tiles, so creature can walk or stop on it.

Dungeon Rooms



Dungeon Heart

Your Dungeon Heart is the lynchpin of every nefarious dungeon you construct. It is here that you store your mana and Domination Points that will grant you freedom. The Dungeon Heart is composed by dungeon path tiles surrounding the Crystal Heart.

Your Dungeon Heart will also give your minions a boost in confidence. All minions you control will never flee from Battle when battling in your Dungeon Heart Room.

For every 5 wounds your Dungeon Heart suffered, you will lose -5 Domination points at the end of the game. If you lose too much Domination Points, you surely won't be the one spreading the chaos in the upper lands, so you better keep it well protected.

Keepers do not have the power to wound other keepers Dungeon Hearts directly (using keeper spells) so they must rely on their minions to do so. Also, Dungeon Hearts cannot be claimed by other keepers and have **ARMOUR 0**.



Number of imp you will have always at your disposal. If you ever reach fewer imps that this number, spawn new ones in your Dungeon Heart room.



Lair

Every minion that wanders into your Dungeon at your service needs a place to rest, a place where they can feel save, a place to call... Home... (*bah!*).

Minions only require one tile to make a lair upon. Every time you attract a new minion into your dungeon or convert a prisoner to join your cause, place a bed token in an empty Lair space.

Putting Creatures to Rest

If a minion you control is wounded, you may walk it or pick & drop it into an empty bed to make it rest and lick their wounds. In the Labour Phase, heal **2 would** to any minion resting in a Lair. Minions with full HP cannot be put to rest.



Number of sleeping minions the room supports.



Hatchery

Hatcheries will generate chickens for your hungry minions to eat, but depending on the size, they may replenish slower or faster. In the Labour phase your Hatcheries will produce **1 chicken per nest on it**. Each hatchery supports a maximum of chickens indicated on the room.



Maximum number of chickens the room supports.

Number of chickens the room produces per day.



Treasury

There are all those lovely seams of gold to be mined and you need a place to store them, and that is the Treasury room. Each Treasury title supports up to **120 gold** and every time an Imp collects gold, you may store that gold in any of your treasuries.



Maximum gold the Treasury supports.

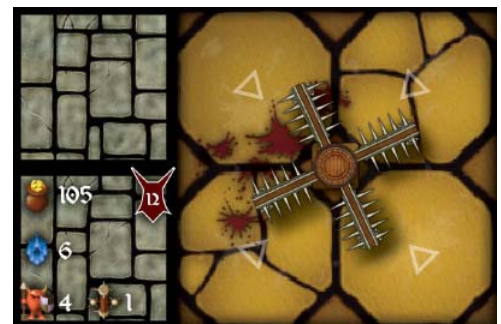


Training Room

Time to stop pampering those fiends and get them working hard Keeper. If you want better minions you will need to train them! And that requires a Training Room.

The number of minions you may train at same time will depend on the size of your training rooms. Your minions can train up to a maximum of **level 3** in the Training Room, after that they can only gain levels in actual combat, in the Combat Pit.

During the Labour phase, minions in the training room will be able to gain training tokens but only if you pay the appropriate training cost to that minion. When your minion has the required amount of tokens, he may go up 1 level.



Training Room Efficiency

When training your minions in the training room, each training machine in the room will **reduce by 1** the number of training counters required to level up the creature.



Maximum number of minions training in the room.

Number of training machines in the room.



Library

Your magic spells need to be researched and stored Keeper and a Library is the key room for that. Libraries will attract your main thinker minion, the warlock. The more thinkers you can attract, the faster you will get your spells!

Magical artifacts discovered by your Imps will be also stored in the Library. If you don't have any artifact slot available, your Imps cannot store it in the library and you will not be in control of the artifact. Only stored artifacts can be used by the keepers.

Any minion with the Thinker Job can work in the library to Research or Study. In the Labour phase, minions researching will generate Research hourglasses that you will be able to trade by Keeper Spell to put in your Keeper Deck. In the other hand, each minions studying in your libraries will allow you to draw one more power from your keeper deck in the Draw step of the keepers turn. **Each library will support as many hourglasses as 2 times the number of research tiles available in the library.**

Storing Keeper Spells

Your keeper spells must be stored somewhere, and that is, in the library shelves. In order to cast any of your researched spells, you need to own at least 1 library. Otherwise you won't be able to cast them.

Storing & Stealing Artifacts

When your Imps find an artefact, you may order them to store it in one of your Libraries (if you have a free slot, of course). In the same way, other keepers may try to steal these artifacts from you. During the Imps Movement Phase, if you have an Imp in any path tile of a library room with a stored artifact, you may pick it up by **spending 1 point of movement**. Give the artifact to the Imp and it will be able to carry it away. Remember that you can only drop artifacts in your own library.



Maximum number of creatures working in the room.

Number of spell research tokens the room support.



Workshop

As your Dungeons expand, you will need more protection. For this a Workshop will be yours to create Traps and Doors.

Any minion with the Worker Job can work in the Workshop. Minions working in the Workshop will generate working hourglasses that you will be able to gather to build traps and doors or trade by Construction Cards to put in your Keeper Deck.

Each workshop will support as many hourglasses as 2 times the number of work spots in the workshop.



Maximum number of creatures working in the room.

Number of construction research tokens the room supports.



Guard Post

Guard Posts function as an advance alarm system. When a creature patrolling sights an enemy, it will raise the alarm that will echo through your dungeon corridors and alert your other minions. Minions in the Guard Post will gain a +3 bonus tiles to line of sight, +1 ARMOUR, roll an extra GREEN dice in melee combat and will alert any friendly minion up to 10 tiles away when enemies are spotted.

In the End of Day phase, if there is any enemy creature in line of sight of the creature in the guarding post, the alarm will sound and will only stop when there are no more enemy creatures in line of sight. Any intruder can attack the guarding creature and try to shut off the annoying alarm (*and trust me... it reeeally annoying... even for you!*). In the End of Day phase, any minion in range of a triggered guard post may be moved for free in his direction using the shortest route. If multiple guard posts have been triggered, then you may choose which guard post the minion will attend to.



Number of minions the Guard Post support



Prison

Once your enemy become unconscious, your Imps will be able to drag them away to prison. Do you want skeletons? Then let them rot in prison and when they die they will rise again as Skeleton fighters for you to command. Skeleton need no lair or food (*isn't that marvellous? *grin**).

Every time an unconscious foe and place it in the prison, it will heal until it reaches half hp (round up). In the New Day phase when it's "Lunch Time", all creatures in the prison will suffer 2 wound.

Dropping Creatures in the Prison

If there are any prisoners in the torture chamber, combat pit or another prison you control, you may use your pick & drop powers to move them around in this rooms.

Freeing Creatures from other Keepers Prison

It is difficult but possible to free creatures from other keepers prison. In the beginning of the Minions Battle step if you have a minion that it is not battling and is in a path tile inside an enemy prison room, you may decide to free all creatures in that prison. You may place them in any dungeon path tile adjacent to the prison. If there's not enough space, place them in the closest empty tile that you could walk them to. In the same way, in the Heroes Battle step, you may use heroes to free all heroes only. Freed creatures return immediately to its original master control.



Maximum number of prisoners in the room.



Torture Chamber

If you don't leave your enemies to rot in prison then you can leave them in the loving clawed hands of the Dark Mistress. In this room you can either torture enemies to death to gain corpses for the graveyard or you can convert enemies to join your dark cause.

To torture a prisoner, just pick up the unfortunate and drop it into an empty Torture tile. Once in the chamber, they will start to wail and scream (*music to your ears I presume *grin**). Place a Mistress nearby to speed up the process. But be careful because if your Mistresses "client" is weak and unhealed, they may die rather quickly.

If a creature dies while being tortured, his body will be dropped in closest tile you can walk to, starting with the dungeon tiles in the room. You may order your Imps to drag the body to the cemetery to create more vampires, or you can simple let the body disappear.



In the Labour phase, for every minion working in the Torture Chamber you get a free Torture reroll or an extra Torture token that you can apply in any one success Torture test that occurred in the room (you choose before making the rolls).

Converting Prisoners

In the Labour Phase all prisoners in the torture chamber may crack a bit, until they are converted or ... well... they die. Make a Torture test (Roll a BLUE dice for each creature being tortured). If you get successes, that creature receives **1 torture token**. When the tortured creature has Torture tokens equal to his full HP, he is converted and it's yours to command. In any case, all creatures being tortured receive **1 wound** from the pain. When you convert the creature, place it in the closest tile you can walk it to (starting with the path tiles in the room) and place one bed of the corresponding minion level on a lair. If there are not enough free lairs or available beds, place **2 mood** token on the corresponding minion mood tracker. If the prisoner leaves the torture chamber before the conversion process is complete, you will have to start it all over again (remove all torture tokens from that creature).

Maximum number of creatures working in the room

Maximum number of prisoners being tortured



Combat Pit

The Pit allows your minions to fight each other and level up from level 1 up to level 5.

If you keep some prisoners alive you can use them as fodders for your minions in the pit. If you drop a prisoner in the pit he will pair and fight with the minions in front of it. You can also pit your own minions against each other (*but why doing that when you can see your minions playing with the prisoners!?! *grin**).

Creatures in the Pit only fight in pairs, so if one is knocked out, you need to replace it by another healthy one or they will not gain experience or wounds. Prisoners will never battle other prisoners. As creatures are knocked out they are left unconscious by the side of the pit (the closest free tile). If an Imp doesn't rush in and drag the unfortunate back to their lair. The same goes for prisoners, they need to be dragged back to prison. Anyway... why don't you just let them die and feed your vampires? You choose.



In the Labour phase, minions fighting in the pit will receive wounds and training tokens. Prisoners don't receive the experience, only the wounds. Once a minion reaches level 5, it will be kicked out of the pit and cannot fight in the Pits anymore (*Combat Pits can be very entertaining. If you ever need to relax a bit, lay down, send your Imps fetch some popcorns and enjoy the show! *grin**).

Number of minions training in the Combat Pit.



Casino

After a hard day toiling, researching, patrolling and training everyone needs to kick back with a drink and some gamble. If your dungeon is flourishing and you have some gold to spare, install a Casino. Remember all that money spent to pay your creatures? It's time to get it back! (or... get poor trying).

Casinos may have two different effects on the minions using it. If they win, you will lose gold from your treasuries and place it in the minions Payment Cup. If they lose, you will get gold from the Payment Cup directly to your treasury. Casinos will collect or award gold in the Labour Phase. You can make the Casino generous or rigged by adjusting the payout level, before making the gambling rolls.

Per casino room, for every **2 winning minions**, you may **remove 1 mood token** from any minion in that casino. Every time no minion wins, you must add **1 mood token** to every minion on that Casino room. Minions with the Gambler job will grant you **1 gambling reroll** on the Casino room where they are playing. Note that each dice can only be rerolled once (*These types of minions usually cheat the dices but... Who care!?! As long as they don't win it will be fine *grin**).

Sometimes a minion will get a JACKPOT. When this happens, it will become VERY happy and as a result you may **remove all mood tokens** from any minion you control. The minion will also receive much more gold. If you don't have money to pay the Jackpot winner, instead of

removing all mood tokens, you must add 3 mood tokens to the winner minion mood tracker.

Be careful keeper. Don't let the gold go over your head. If the Minions Payment Cup ever runs out of gold... you will get in trouble! If this ever happens, all your minions will become very angry and you must add 4 mood tokens to all minions mood trackers, so be very careful when playing with your minions money.

Generous Casino

In the Labour phase for every Generous casino you control, roll a BLUE dice per minion playing on it and check each dice result:

Success Minion Wins: pay 15 gold to the Minions Payment Cup.

Blank House Wins: take 5 gold from the Minions Payment Cup to your treasury.

Star Jackpot!: pay 50 gold to the Minions Payment Cup.



Rigged Casino

In the Labour phase for every Rigged casino you control, roll a GREEN dice per minion playing on it and check each dice result:

Blank Minion Wins: pay 15 gold to the Minions Payment Cup.

Success House Wins: take 5 gold from the Minions Payment Cup to your treasury.

Star Jackpot!: pay 50 gold to the Creatures Payment Cup.



Number of minions the room supports playing.



Graveyard

A pricey room and one you may not always want to have. It all depends on how much use you see on the blood suckers... aaaa I mean... Vampires. The bigger the graveyard the more vampires you can control. Vampires don't need a lair to sleep, but they need empty coffin. So if you have your graveyard full, you cannot raise more vampires.

Each time an enemy dies your Imps can drag the corpse to the graveyard. The more powerful the enemy was the more life-force it will generate and the faster a Vampire will be raised. So a dead dwarf will contribute little, but a dead Knight or Giant may contribute greatly.

Each Graveyard supports an amount of life-forces. When a dead body is dragged to the graveyard, roll the higher and lower dices of the creatures power (before he was killed). That body will generate that many successes in life-force. In the Labour Phase, if an graveyard has 7 life-forces on it, they are removed and a lv1 Vampire is raised. From this point on, he is yours to command. Graveyards work for vampires as Lairs work for other creatures, so remember that if you don't have available coffins, you won't be able to raise vampires.



Number of vampires the graveyard support.

Number of life-force the graveyard support.



Temple

The temple is a very expensive room but once you build one, you will attract one of the most awesome fighters in the game, the Dark Angels. Temples are also a great way to earn mana. If you place some minions praying in the Temple, you will get extra mana to your mana pool in the Resources Gathering phase.

Every minion praying in the temple will grant you mana equal to his POWER. Converted Heroes produce twice as much.

You can also drop creatures in the temple pool as sacrifices to the Dark Gods and hope that they like it and send you with a gift. You must sacrifice all requirements in the same action (i.e. you will have to use a multiple Pick & Drop power to drop everything in the pool with the same action). Any creature reward will appear in any free dungeon path on your Dungeon Heart Room. Any construction reward can be placed immediately in any valid tile.

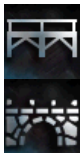


The Dark Gods will reward you as following:

SACRIFICE	GIFT	SACRIFICE	GIFT	SACRIFICE	GIFT
Black Knight + Warlock	Imp	Black Knight + Black Knight	Vampire	Imp + Imp + Mistress	Lightning Trap
Warlock + Warlock	Goblin	Bile Demon + Dark Elf + 5 Imps	Mistress	Imp + Imp + Fairy	Freeze Trap
Dark Elf + Dark Elf	Troll	Monk + Monk + Monk	Gain 50 Mana	Imp + Imp + Skeleton	Fear Trap
Troll + Troll	Warlock	Thief + Thief + Thief	Gain 100 Gold	Imp + Imp + Troll	Trigger Trap
Rogue + Rogue	Salamander	Mistress + Mistress + Fairy	Make Happy	Imp + Imp + Black Knight	Spike Trap
Skeleton + Skeleton + Goblin	Dark Elf	2 Black Knights + Dark Elf	Make Unhappy	Imp + Imp + Thief	Wooden Door
Vampire + Vampire	Bile Demon	Imp + Imp + Bile Demon	Gas Trap	Imp + Imp + Guard	Braced Door
Salamander + Salamander	Mistress	Imp + Imp + Giant	Boulder Trap	Imp + Imp + Knight	Steel Door
Mistress + Mistress	Skeleton	Imp + Imp + Warlock	Sentry Trap	Imp + Imp + Wizard	Magic Door
Bile Demon + Bile Demon	Rogue	Imp + Imp + Dark Elf	Alarm Trap	Imp + Imp + Elven Archer	Barricade
Guard + Mistress	Black Knight	Imp + Imp + Salamander	Fireburst Trap	Dark Angel + Dark Angel + Dark Angel	Horned Reaper Spell



Number of minions the room supports praying.



Wooden & Stone Bridges

This is a useful and cheap way of extending your dungeons influence. Although most of the creatures will cross water, they prefer a bridge to speed things up, so if water is featuring heavily in your dungeon, make sure you build plenty of access ways. Also if an artefact or creature body is floating in water your Imps cannot collect it unless you build a bridge way to and under it. You can also use Wooden Bridges for temporary access over lava, although they will begin to burn and will disappear at the end of the next day. Stone Bridges are the same as wood ones but are more expensive and can be built over lava without burning out.

If you sell a bridge with a creature on it, the creature will fall tumbling into the lava or water and may get extra damage (depending on the creature). Just beware of Rival Keepers because they may claim the Bridge first with their Imps so that tactic won't work.



When you execute a build bridge action, you may build as many bridge tiles as you want, as long as you build them linked together and pay the cost of each tile, of course. You can only build a bridge adjacent to another bridge or dungeon path tile. Bridges don't have markers but can be claimed in the same way as a room. Bridges are claimed tile by tile and not as a whole.

Burning out Wooden Bridges

At the End of Day phase, all wooden bridge tiles that are built over lava will start to burn out. To indicate this, flip the bridge tile to the burned side. If the bridge tile is already burned, remove it from the board instead.



Minions & Heroes Portals

These are special rooms. You don't actually build them, you find them. Heroes Portals are the connection between the dungeon and the upper lands. It's from here that the hero will invade your dungeon. In order to stop the invasions, you will have to destroy these portals. Minions Portals are connections between the dungeon and the underworld. You will attract your minions through them and it is here that you will send your minions when you do not need their services anymore.

Dropping Minions in the Creatures Portal

If you drop a creature in the Creatures Portal teleport tile (the one with the golden demon), it will be sent away to the underworld again. When you do this, remove 1 Bed token from one of your lairs (but only if you have more beds than minions).

Dropping Minions in the Heroes Portal

You may not drop any minion in any tile of the Heroes Portal (not even on the dungeon path tiles), but you can walk and stop on them.

Placing Portals into play

Sometimes it may happen that you will have to put a portal into play but there is not enough unexplored space. The following guides will help you to resolve such situations:



- You can place the Portal in any position as long as 1 of the Dungeon Path from that portal is places on the tile that originated the portal discovery.
- If you cannot place the portal completely over unexplored tiles, you may place it over any tile that does not contain a creature, object, construction or room tile. If it is not possible, the portal cannot be placed and is discarded.

Destroying Heroes Portals

The Heroes portals are vulnerable to attacks and you will want to destroy them. In order to attack the portal, you must be able to target the entrance tile. Starting Hero Portals have **15 HP and 3 ARMOUR** while dug hero portals have only **10 HP and 3 ARMOUR**. When a portal is destroyed, place a rock tile over the stairs tile. Heroes portals count as an enemy construction when checking Blitzzer minions actions.



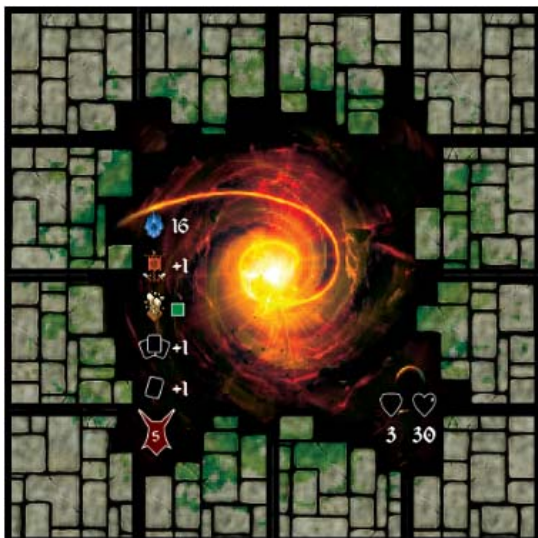
Number of creatures the portal attracts each day

Armour and Health of the portal.



Underworld Portal

This room is the gateway to the Underworld and to your freedom. It is a special room and it's located in the centre of the map. If the heroes manage to destroy this portal, all keepers will lose and will be imprisoned in the underworld forever!! If a keeper manages to control the portal, it will help him greatly to achieve freedom. This room is one of the keys to end the game.



If you control the Underworld Portal you gain the following benefits:

- Gain 1 Domination Point or give 1 damage to any heroes portal (in the End of Day)
- Attract 1 extra minion per day (from a portal you control)
- Draw one extra card from your keepers deck (each day)
- Gain one extra card from the Dungeon Decks (each day)

Destroying the Underworld Portal

Destroying the Underworld Portal works the same way as destroying the heroes portal but only heroes can damage it. The major difference is that the Underworld Portal has **ARMOUR 3 and 30 HP**.

Controlling the Underworld Portal

The keeper may claim the underworld portal the same way they gain control of a minions portal (check Labour phase for more information about Claiming)

Dropping Minions in the Underworld Portal

You may not drop any minion in any tile of the Underworld Portal (not even on the dungeon path tiles).



Number of extra minions you can attract from one of your portals.

Magic damage you can inflict to an hero portal each day.

Number of extra dungeon cards you gain each day.

Number of extra cards you may draw each day.

Armour and Health of the portal.

TOME OF BEASTS

Minions are the creatures you will be able to attract from the underworld to join your forces. They will be your army, your guards and your workers. However, you won't have an infinite supply of minions neither you will be able to control an infinite amount of them.

Minions Management

To be able to attract minions you need to control a Creatures Portal. Because you are still imprisoned and don't have your full power, you have a limit of minions of each level you can control at same time. You can control up to 10 lv1 minions, 10 lv2 minions, 7 lv3 minions, 5 lv4 minions and 3 lv5 minions. One minion cannot raise his level if you already control the maximum number of creatures of the corresponding level.

There is also a limit of how many minions of the same type you are able to control. You can control a maximum of 10 minions of the same type regardless of the level.

Your minions levels also have an associated colour. You will be able to see these colours on the minion card.

Level	I	II	III	IV	V
Max number of minions	10	10	7	5	3

Rising Minions Level

When you acquire a new minion (via attraction or conversion) you can train it to make it better and stronger. You have two rooms at your disposal to train your minions: The Training Room the Combat Pit.

To raise a minion level, he needs to acquire an amount of Training tokens equal to 3 + his next level. When your minion manages that, you may raise his level by 1 and return him to full health (i.e., restore the minion HP to the new level maximum). Remember keepers, your minions cannot level up if you already control the maximum number of creatures of the corresponding level.

Training Room

Any minion of lv1 or lv2 can train in the Training room. In the Labour Phase, any minion in the training room may gain 1 training token if you pay the appropriate amount of gold. Creatures with the Fighter job cost 10 gold to train and other creatures cost 15 gold. You can increase the experience gained by training if you give your minions some slaps of encouragement, but you still need to pay these extra tokens. However, double slaps training tokens will not cost you. See the "Using Hand of Evil" section for more information.

Combat Pit

Any minion of lv4 or lower can train in the Combat Pit. In the Labour Phase, any minion in the Combat Pit will gain and 1 wound and 1 training token. Extra tokens will inflict extra wounds unless they are gained through double slapping.

Training Converted Heroes

You won't be able to train converted heroes. They are too fragile to endure your training method. However, they are quite good already... for mortals.

Important Note about Training

If the training minion ever leave the room before he has the necessary experience to level up, it will lose all training tokens and will have to start all over... again. So... be sure to take your minions training seriously and end it before sending them elsewhere.

Minions Jobs

Every minion has a job and some may even have two. These jobs will dictate how useful the minion will be in your evil scheme. If you place a minion with the appropriated Job in the appropriate room, they will work there until they are told not to. This will produce effects in the Labour Phase. Minions without the appropriate job cannot work or enter in these rooms.



Fighter

These creatures are born to fight! They can work on the Guard Posts and will be less costly to train.



Worker

These creatures enjoy tinkering. They can work in the Workshop.



Thinker

These creatures have the ability to manipulate mana and mystical powers. They work in the Library and pray in the Temples.



Gambler

These creatures are cheater by nature. It's in their blood. they will be very useful playing in your casino. They may reroll any Gambling dice rolled in their casino and will never gain mood tokens regarding gambling.



Punisher

These minions are sadists and LOVE pain. They can work in the Torture Chamber.

Creatures Card Breakdown

Threat

Health

Payment

Power

Speed

Special Abilities

Armour

Food

Special Attacks

Number of dices of each colour that the creature rolls

Creatures of Evil



Imp

Your Imps are the poor oppressed, down trodden cog that keep the machinery of your dungeon running. They only need mana to exist and never need food, sleep or paying (*...now if only all your minions were like that...*).

Slap them to increase their work speed and don't be afraid to keep picking them up and dropping them into new areas to get on with territory claiming or into battle to collect injured bodies. They can move at an incredible speed rate making it tough for enemies to hurt them if they are battling your main forces. They are also small creatures. Because of that, they can pass through enemy squares and there can be a maximum of 2 imps in each square.

You can create Imps with the Create Imp spell. Every Imp will drain 2 mana points every day to exist. Drop an Imp back into the Dungeon Heart if you need to downsize your workforce and you'll get a mana boost back as well (half of the Create Imp spell base cost). You cannot sacrifice Imps if you have only 4 of them. If you ever loose imps in a way that will bring you to less than 4, new ones will immediately appear in the Dungeon Heart Room (you choose where). You may never have less than 4 Imps. Imps are weak creatures, and will only attack other Imps.



The Horned Reaper

The Horned Reaper is your ultimate killing machine and can be summoned using a spell. Once you have the power to summon him, it requires a lot of mana to summon and then it will drain mana every day to sustain him. He can be dismissed with one simple slap from your Hand of Evil or by simple letting your mana run out. The Horned Reaper is a very exhausting creature to control. Because of that, each keeper can only control 1 Horny at a time and you cannot summon it again if he is still active. Also, you cannot pick him up or possess him. In fact, even if you could ... I wouldn't recommend you to do it... he has VEEERY bad temper.

As always, perfect machine have drawbacks. You can't really "direct" Horny. He simply attacks the "closest" enemy/construction in line of sight, even if that's just a level 1 dwarf or a lousy door. And if the enemy flees and there are no other targets around, he'll chase them! (*oh yes yes, they surely will flee. Trust me *grin**). If there are no targets in line of sight, he will move in the shortest route to your dungeon heart or the Lord of the Land whichever is closer.

The Reaper cannot be healed with chickens and very important information!! He HATES chickens... so cross your fingers because if he stops near an archery he WILL kill all chickens inside. I think it may be the feather... it causes him itching.

With his scythe he is pretty much unstoppable. His attacks will deal great damage and will destroy automatically any enemy construction in his path (traps are destroyed but are still triggered). He is immune to all traps and creatures special attacks effects but he still suffers any damage they inflict.

Although the reaper cannot be killed, he can be stopped temporarily (*your minions will probably die in the processes but ... better them than you!!*). When the reaper takes enough wounds to make him unconscious he will heal all wound but will be stunned until the end of the next day.



Goblin

Goblins don't excel in anything and are very coward, but trained well and used in groups, they'll prove quite a useful fighting force. Be sure to drop them into the training room as soon as you can.



Warlock

Warlocks supply the grist to your magical mill - give them a big enough library, and they'll invite their friends and have a grand time researching spells for you. Warlocks are great for behind-the-lines support fire, but don't toss them right into the battle, or they'll be easily dropped.



Troll

Trolls are not the best of your options in the combat department, but they are the workhorses of your workshops. Build a workshop and you'll attract a few trolls to toil away for you. Be sure to slap them once in a while to make them work faster and focus on their work.



Salamander

Salamanders are a good basic resource to have on your side. While only slightly more sturdy than goblins, their ranged attacks can be quite potent when they are trained to combat effectiveness. Their immunity to lava also makes them a great creature.



Dark Elf

Dark elves have a very limited use and can die quite quickly if you don't use them properly. Yet a good force of these nasty elves can really be an asset to a skilled keeper. Build a guard room and you will attract them. Be sure you never stick them in the front line of a melee, but use them in their support role. They are also very good for ranged attacks across lava or barricades.



Skeleton

Skeletons are a great resource, and you should most certainly attempt to grow a sizable horde of these creatures. Of course, that means beating down your foes and throwing them in your prison to rot and die, but I said this would be fun, didn't I? As soon as a skeleton is reborn from the putrid corpse of one of your foes, drop it in the training room to begin increasing its skills. Skeletons aren't afraid of anything, so fear traps or the threat value of an enemy means nothing to them. They also need nothing from you: no sleep, food, or gold. That makes them a great front-line troop. But remember the catch... (Yes... there's always a catch...). They will only heal with the healing spell and if they are knocked off, they will be immediately destroyed.



Dark Mistress

These lovely lasses are a great resource. Unfortunately, you never seem to attract enough of them. They hang out in the torture chamber (that's their work, but they truly make their vocation their vacation), so you must drop them into the training room and combat pit to get their effectiveness up. Early in the game, they are quite a force, but they can fall a little too easily when the battle gets intense.



Bile Demon

Bile demons are slow, off-gassing brutes with not even an ounce of charisma. They're moody, demanding, and rarely happy, but they are as tough as they come. If you can provide a nice little world for them (packed with plenty of chickens), you'll find them quite useful in the workshop. While slow moving, they are an immovable force when it comes to the battlefield. A pair of bile demons (or more, if you can manage it), are a great foundation for an invasion force.



Vampire

Vampires will rise from the bodies of your slain minions once they are placed in your graveyard. These are some of the best creatures you can attract, since they are fearsome in combat, can be reincarnated after getting killed, and are excellent researchers in the library. Their only real weakness is the goodly monk - if a vampire is killed by one of these, he will not rise again.



Rogue

The rogue is a unique creature, and you must do some experimenting to see if his techniques work with your style. He should never be used as part of a large battle force, but instead should be sent on solo missions. Drop him at the edge of your claimed realm and watch him weave his way through locked doors into your enemy's dungeon. Turn him invisible and go steal some gold from your enemies treasures!



Dark Knight

Black knights are functionally equivalent to the knights that you'll battle on the good side of the realm. The only problem is that you'll encounter knights in shiny plate mail well before you have any black knights to back you up. Once you do manage to lure these creatures into your dungeon, waste no time training them to crack combat ability. Drop them in the combat pit and feed them a supply of goblins as fodder. Several black knights, paired with a few bile demons, can make a punishing front line.



Dark Angel

The dark angel is one of the crown jewels in your advanced fighting force. When you are in between battles, place him in your library if you haven't yet researched all you need. If you don't need your dark angels for research, build up their combat abilities in the training room and combat pit. Once trained, drop them behind the lines in a battle to unleash a serious can of evil whoop-ass on your goodly foe.

The Weedy Forces of Good

Now it's time to move to the more distasteful subject, the Goodly Heroes. Yes, with their brightly polished armour and smug self-righteousness these so-called heroes will storm into your beautifully constructed dungeon and try and destroy it.

There are three ways you can deal with these pathetic beings. You can imprison them and let them rot and die, and they will then rise as skeletons ready to do your bidding. You can imprison them, then torture them until they die, then sling them in a graveyard to feed your Vampires. And finally and perhaps the most evil option, you can torture them until they join you and become part of your underworld army. Check the Torture Chamber room description for more information about converting creatures.



Dwarf

To do



Elven Archer

To do



Wizard

To do



Fairy

To do



Thief

To do



Monk

To do



Guard

To do



Giant

To do



Knight

To do





Royal Guard

To do



Lord of the Land

To do

Creatures Abilities

All creatures wondering in the dungeon have some abilities. Each ability may function in different situations and will have different effects. There are 2 types of abilities: special abilities and special attacks. Abilities are always active while special attacks must be activated in then appropriate time or in lieu of a normal attack. Also, special attacks are not affected by armour reduction. Check the ability description for more information.

Special Abilities

Small: this creature it can occupy the same spot of another allied creature (but only one).

Immune to Fear: Creatures with this ability will never flee from combat.

Slayer: If this creature puts another foe unconscious, he may immediately make a melee attack against another adjacent foe.

Flanker: If there is at least one other allied creature battling your foe, when you roll your attack dices, you may reroll 1.

Pain Lover: this creature is a pain lover!! Every time you double slap the creature, instead of adding 1 mood token, you may remove 1 mood token from this creature mood tracker.

All Bones: This creature doesn't need food or lair. It will not heal wounds eating chickens, it cannot use Lairs to heal wounds and are immune to gas special attacks and stun effect. The only way to heal this creature is using magic. If this creature becomes unconscious, destroy it instead.

Pick Lock: this creature can pass through enemy door without destroying them. When trying to pass through a door roll a BLUE dice. If you don't get any successes you must stop, otherwise you can continue moving has if there were no door. In any case you cannot stop on the same tile as the door.

Support: When not battling, creatures with this ability can use for free, one of their special attacks once per minions possession phase.

Vanish: when a vampire is dealt enough damage to kill him, he vanishes and reappears in the graveyard with 1 less level and with 1 HP. If the vampire is level 1 and is knocked out unconscious, destroy it instead.

Always Hungry: every time you heal this creature using no magical means (i.e. rest in lair or eat chicken) you need to spend an extra +1 chicken (if you have). Also, if you give the creature his corresponding food, it will make him happy (remove 1 mood token from the creature).

Disgusting: Dwarfs are disgusting! They are so ugly and and ... smell so badly that ... aaa... well they are dwarfs you know ... and you don't want those beard creatures sleeping in lairs and eating your food, do you? Creatures with this ability cannot be converted but... you can torture them for pleassssssssssssss!! (*Imagine your dark mistress shaving those long and fluffy beards one hair at a time *grin**).

Chicken Hatred: If this creature stops in a tile adjacent to a hatchery (of any keeper) destroy all chickens inside of it.

Imp Squash: This creature has particular taste for watching imps explode. Every time this creature moves through a tile with one or more imps (friend or foe), kill them instantly. They don't mind who the controller of the imp is, the important thing is that it's an Imp and it explodes with a *SQUASH*!!

Immune to Lava: This creature can walk through lava as if they were dungeon path tiles, without taking wound. However, you cannot drop it in directly on a lava tile.

Water Weakness: Vampires cannot pass through water (but can pass over using bridges). If a vampire falls on water it will suffer the same effect as if he falls on lava.

Horde: This creature is used to fight in large groups. For every 2 allied minions around it with the horde ability, this creature gain +5 THREAT and roll an +1 extra BLACK dice in melee attack (they are not good... they are .. many!!).

Regenerate: At the end of the current battle resolution if the creatures still has at least 1 HP, roll 1 magic dice and heal that many wounds.

Holy: All underworld foes adjacent to this creature have -1 ARMOUR and do 1 less damage with melee attacks. Converted heroes are not affected.

Vampire Bane: If this creature puts a vampire unconscious, destroy it instead.

Leader: All other heroes in line of sight gain +2 THREAT, heal 1 wound at the beginning on the heroes maneuvers phase and roll an extra BLACK dice when battling in melee. This creature is also immune to Possession Powers and any keeper that successfully kills this creature, gain 10 Domination Points.

Blocker: This creature receives 1 less damage from creatures special attacks and gains +1 ARMOUR if adjacent to an allied creature.

Blitzer: if the creature is not battling and is about to move, if there are foes or enemy constructions in Line of sight it must charge the closest one. Ignore the creature speed rate when doing so. Blitzers only attack the closest construction if there are no enemy creatures in line of sight.

Spring Traps: When this creature triggers or is affected by a trap roll 1 BLUE dice. If you get any success, the creature is not affected by the trap and/or the creature doesn't trigger it.

Runes Master: this creature has great understanding on the ancient magic runes. In the battle step, if this creature is not battling and is inside the Underworld portal room, it will drain 2 domination points from the keeper with the most points. If more than one keeper have the most domination points, it will drain 2 point from each one of them. If none of the keepers have domination points, the underworld portal will suffer 5 wound.

Hard Worker: in the labour phase, this creature produces 2 hourglasses instead of only 1 when working in a room.

Special Attacks

Fireball (X): Choose a 2x2 area inside line of sight and roll X magic dices. All creatures in that area take the corresponding wounds.

Drain (X): Select an adjacent creature and roll X magic dices. Inflict that many wounds on the creature and heal that many wounds.

Shoot (X): Roll X magic dices and inflict the corresponding wounds to any valid target in line of sight.

Disruption (X): Choose an adjacent square and roll X magic dices. All creatures in the **closer 3 tiles line** in that direction suffer the corresponding wounds.

Flame Thrower (X): Select 2 tiles adjacent to the creature and to each other and roll X magic dices. All creatures in the corresponding tiles suffer the corresponding wounds.

Freeze: Target **adjacent creature** became **Frozen**.

Green Fart (X): The creature lets out a vast green fart cloud of noxious fumes which repel creatures and cause them some damage. Roll X magic dices. All **foes** around the Bile Demon suffer the corresponding wounds and must flee away from him at ½ SPEED rating (if they are able to). Bile Demons, skeletons and Imps are not affected by this attack.

Gas Missile (X): The creature sends a ball of green fart that explodes in a cloud of noxious fumes. It works like Green Fart but can be used as a range attack in a 2x2 area inside line of sight radius.

Guided Bolt (X): Roll X magic dices. Target creature in line of sight suffers the corresponding wounds.

Hailstorm (X): Target a **line of 3 consecutive tiles** inside line of sight and roll X magic dices. All creatures in those tiles the corresponding wounds and become **Frozen**.

Heal (X): Roll X magic Dices. Heal the corresponding wounds to target creature in line of sight.

Pray (X): Roll X magic dices- Heal the corresponding wounds to all allies in a **2x2 area** inside line of sight.

Haste: Target creature gains **+5 SPEED** until the end of the day. Imps digging under the effect of haste can draw an extra **+3 digging cards**.

Lightning (X): Roll X magic dices and inflict to target creature in line of sight the corresponding wounds. The creature also becomes stunned and if standing on water, will take double damage.

Hypnotize: Target adjacent enemy creature is **stunned**.

Invisibility: The creature cannot be attacked or targeted directly with spells or abilities till the end of the day.

Knives Barrage: You may distribute by any number of enemy creatures in line of sight, a number of wound equal to the caster creature level +1. You must distribute all wounds evenly by all targets.

Raise Dead: Target dead creature in line of sight raises as an lv1 skeleton under your control. At the end of the next day destroy it.

Skeleton Army (X): Roll X magic dices. Summon up to that many lv1 skeletons under your control, in tiles in line of sight. The skeletons can only be summoned in empty valid tiles and are destroyed in the end of the next day. The summoned skeletons can battle in the current turn if they are able too.

Slow (X): Roll X magic dices. Target creature SPEED rate is reduced by that many points till the end of the next day.

Stun Shot (X): Roll X magic dices. Target enemy creature in line of sight suffers that many wounds and is **stunned**.

Teleport: Move the creature to any room tile you control or any explored valid tile inside the area of effect of a Magic Beacon you control. He can bring along any creature or object he is carrying.

Armour (X): Roll X magic Dices. Target allied creature gains that many extra points to his ARMOUR till the end of the day.

Steal Gold (X): if this creature is inside a treasure room he may steal some gold from it. Roll X magic dices and steal the many gold x10. If a keeper controls this creature, put the gold in his the creatures payment cup.

Minions Mood

During the game play your minions mood may be modified by some situations. For example, if a minion doesn't receive his payment on the "Pay Day" or if you slap him too much, his mood will decrease. The minion mood is managed by minion type, i.e., if any of your warlocks decreases his mood, you must place the corresponding mood tokens on your warlock mood tracker. The same happens if one of your warlocks increases his mood, but in this case, you remove the appropriated amount of mood tokens.

When a minion **has 5 mood tokens** he is completely mad and something ugly will happen. Mood events are resolved in the end of day phase and the effect will depend of the minion in question. After executing the mood event, **remove 3 mood tokens** from the minion and remove it from the board. If you have more than one minion of the same type, select one randomly.

Goblin	Leave dungeon	Skeleton	Destroy it
Warlock	Casts a fireball(3) in the closest allied creature regardless line of sight. Then leave your dungeon	Vampire	Drain your minions blood. Roll the power dices and distribute that many wounds by any of your minions
Dark Elf	Make a Shoot(2) at the closest 2 allied minions regardless line of sight.. Then leave your dungeon	Dark Mistress	Kill all prisoners being tortures and add 1 mood token to any 3 minions you control. Then leave your dungeon
Rogue	Roll the power dices and steal 10 gold for every success. Then leave the dungeon	Dark Knight	Make a melee attack with no armor reduction against the closest 3 allied minions
Troll	Roll the power dices and discard workshop hourglasses equal to the wounds rolled. Then leave the dungeon	Dark Angel	Kill the closest allied minion and all skeletons you control attack the closest allied minion. Then leave you dungeon
Bile Demon	Eat half of the chickens in the closest hatchery you control. Then leave the dungeon	Salamander	Explodes in a burst of flames dealing Flame Thrower(2) damage in all directions. Then leave the dungeon

Raising creatures Mood

There are some ways to raise the creature mood. If you drop an amount of gold equal to **2 times the creature payment** on top of it, this will make the minion happier, and you may **remove 1 mood token** from the corresponding minion mood tracker (Place the dropped gold in the Creatures Payment Cup). In alternative, you may send the minion to relax in one of your casinos. But be careful with this option because It may make the creature mood even worst (check the casino description for more information).

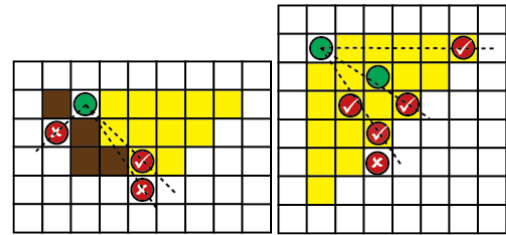
TOME OF BATTLE

Line of Sight

Line of sight is used to check if a certain tile or creature is a valid one target for an ability or effect. All creatures have a line of sight of **5 tiles**. If you can draw a straight line that is not interrupted by room walls, rock tiles or empty tiles and the target is inside the line of sight, then that tile is a valid one.

Line of Sign in the Underworld Portal

The underworld Portal center tiles do not block the creatures line of sigh.



Creatures Conditions

During the game play, creatures may be affected by special conditions.

- **Stunned:** Cannot perform any action until the end of the current day and cannot be healed with chickens.
- **Frozen:** Cannot perform any action till the end of the next day, suffers **-2 ARMOUR** rating, cannot be picked up and cannot be healed with chickens.
- **Burned:** the creature suffers **2 wounds** at the beginning of the movement phase if still burning (or on a lava tile)
- **Unconscious:** creature is almost dead. Now your imps will be able to drag him to your dungeon. If it's a minion you control, they will drag it to a free bed on a lair you control. If it's a Hero, they will happily drag them Prison. Any unconscious creature not being dragged will die in the End of Day phase of the next day. Can still be healed with spells and creature special attacks.
- **Dead:** Creature is rotting. Any dead creature lying on the floor can be dragged by your imps to the Graveyard. Any corpse not being dragged will disappear in the End of Day phase of the next day.

Imp Battles

A battle between 2 imps is called an Imp Battle. Both imps in the battle roll their power dices and inflict the corresponding wounds to each other. Any item or body being dragged by the killed imps is dropped in the same tile and any imp on that tile may automatically pick it up (if possible).

Attacking Portals and Dungeon Hearts

For information about attacking Portals and Dungeon Hearts, check the corresponding room description.

Healing Creatures

During game play your minions will become wounded and you need some way to heal them. You may use the keeper Healing spell, food, creatures abilities and the lairs. To heal your dungeon denizens using the healing spell just cast the spell over your minion. To heal using food, pick & drop a chicken over the injured creature and it will recover **1 wound**. As an alternative, you may order your minion to move inside one of your Hatcheries and consume **1 chicken** to heal **1 wound** (it costs 1 point of movement to eat the chicken). You may not heal stunned, frizzed or unconscious minions using chickens. To heal using creature's abilities you will have make the creature use his ability on the desired minion. Finally, to heal using the lair, just send the creature to take a nap on a free bed (check the Lair description for more information about resting creatures).

ADVANCED EVILNESS

The rules presented in this section are not required to play Dungeon Keeper. However if you do so, you may enjoy the game even more.

Tome of Dark Magic

Using your hand of evil you can cast spells upon friend or foes. Every time you cast a Keeper Spell you will lose some mana. Keeper spells are yours to use whenever you want/can but you can only cast them after you learn them and in the area of effect of a Magic Beacon or Dungeon Room you control. Your keeper spells that harm creatures or give them negative effects will not affect your own minions and constructions (but your creatures abilities will).

Learning Keeper Spells

To be able to cast a keeper spell, you will need to learn them first and for that you will need a library and some Thinker creatures to research on it. In order to be able to research a spell you need to meet some requirements. You may never research a spell if you have not met those requirements.

To research a spell you will need to expend a certain number of research hourglasses. In the Labour phase, you may remove the necessary research hourglasses to learn the corresponding spell (the hourglasses may be removed from any combination of libraries you control). Once you learn it, it will be yours to use during the game play (place it in front of you).

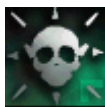
Using Keeper Spells

In the actions phase you may cast any spell you know by paying the appropriate amount of mana. Keeper spells can only be casted inside a magic beacon area of effect or room you control. Be careful keeper, you are only able to cast researched keeper spells if you control at least 1 library. If you ever lose control of all of your libraries ... you better get a new one. But don't worry; even if you lose all your libraries, you won't need to research the spells all over again when you acquire a new one.

Spells Upkeep

Some spells require you to pay upkeep. This upkeep is the extra power you have to use each day to sustain the spell active. The spells upkeep are paid in the end of the day and if you don't have the required mana to pay it, the spell ends immediately.

Keeper Spells List



Create Imp

Mana Cost: 10 +5 for every Imp over 4

Upkeep: -2 mana per Imp

Research: Free

Description: This spell creates an Imp in the selected Dungeon Path tile



Sight of Evil

Mana Cost: 20

Research: 5 hourglass [req.: Heal]

Description: this spell reveals an area of land through the Fog of War. When you cast this spell you choose an 3x3 area, and execute a normal digging action on it. All unexplored tiles in that area must be dug. If you happen to "find" a Portal, you can only place it if all the Portal tiles stay inside the area you selected. This spell can be cast outside your Magic Beacons area of effect, but only in your corner square or adjacent ones.



Heal

Mana Cost: 10

Research: 4 hourglass [req.: Thunderbolt]

Description: Target creature you control **heals 3 wounds**.



Thunderbolt

Mana Cost: 10

Research: 4 hourglass [req.: Create Imp]



Call to Arms

Mana Cost: 15

Upkeep: -5

Research: 6 hourglass [req.: Sight of Evil]

Description: This spell plants a banner on the ground. All your minions will immediately move in de direction of the banner at their max speed rate, using the shortest route. While the flag is active, in the minions possession step your minions will do nothing else but move toward the flag (this counts as the creature action). This spell affects only minions, not Imps. Remember that this will call ALL your minions (even minions working, researching and training but not battling).

Once you have no need for the Banner, you may slap it and the spell will end.



CREATE GOLD

Mana Cost: 30

Research: 7 hourglass [req.: Call to Arms]

Description: This spell let you sacrifice mana for gold. When you cast this spell, it will add **100** gold to your treasury.



Description: Target enemy creature suffers **1 wounds** and becomes stunned. Creatures in water take **3 wounds** instead of 1.



Earthquake

Mana Cost: 40

Research: 5 hourglass [req.: Thunderbolt]

Description: Choose an 4x4 area. All enemy constructions and hero portals in that area suffer 3 wounds.



Inferno

Mana Cost: 70

Research: 7 hourglass [req.: Turncoat]

Description: select a tile. All creatures in that tile and adjacent ones suffer **3 wounds**.



Turncoat

Mana Cost: 30

Research: 6 hourglass [req.: Earthquake]

Description: You gain control over the target creature until the end of the day.



Summon Horned Reaper

Mana Cost: 100

Upkeep: -15 mana

Research: 10 hourglass [req.: Inferno + Create Gold]

Description: This spell is your ultimate weapon, he Horned Reaper. If you want to dismiss him, just slap it (or simply let your mana pool dry). Also, while this spell is active, you do not gain mana in the research gathering phase.

Magical Artifacts

While excavating new areas, you may be lucky enough to find chests with magical Artifacts. When this happens, you may order your Imps to drag these chests to your Library. You will only be able to see which artifact you found and use it, when the artifact is in a library you control.



When a treasure chest is placed in one of your libraries you draw an Artifact card and place it in front of you. From this point on you will be able to use the artifact powers. Artifacts do not "occupy" space, so there may be creatures in the same tile then an artefact and if you build a room on top of it, place the artefact in the closest valid tile (ie: path, water or lava). If for any reason 2 unattended artifacts happen to stay in the same tile, move one of them to a random valid adjacent tile (path, water or lava).

You may move artifacts from library to library by using your pick & drop powers. If for any reason you want to get rid of the artefact, you may Slap it and it will break into pieces. You may only get rid of artifacts that you control.



Artifacts Description

- **Increase Mana** – Discard to gain 50 manas
- **Increase Gold** – Discard to add 200 gold to your treasury. You may split the gold by any number of treasuries and any left gold will be lost.
- **Make All Happy** – Discard to make all your minions became happy again. Discard all mood tokens from all your creatures.
- **Make All Unhappy** – Discard to make target keeper minions unhappy. Place 1 mood token in every target keeper minions mood tracker.
- **Make Mad** – Discard to make target minion mad. Add 3 mood tokens to target minion mood tracker.
- **Raise Level** – Discard to make target minion go up 1 level (if possible). If the minion is in the Combat Pit or Training Room, remove all training tokens from it and place it out of the pit in the closest empty dungeon path tile.
- **Create Imps** – Discard to gain 5 imps. Place them anywhere you like inside a Magic Beacon area of effect or Dungeon Room you control.
- **Mirror of Good** – Discard to produce one of the following effects: place a Heroes Portal in play (in any legal location) or kill all Imps in play. You may use this artefact even outside the action phase but only when you are playing.
- **Evil Eye** – While you control this Artifact, you must draw 1 extra card whenever you draw a card from your keeper deck.
- **Gold Statue** – While you control this Artifact, if you collect gold in the resources gathering phase roll 2 YELLOW dices. You get successes x 10 extra gold.
- **Mana Crystal** – While you control this Artifact, when you gather mana in the resources gathering phase roll 2 YELLOW dices. You get extra mana equal to the successes you got.
- **Dark Crystal** – While you control this Artifact, all your Creatures have +1 ARMOUR and roll an extra BLUE DICE in melee combat.

Practical Dungeon Security

To defend your dungeon against intruders you will have at your disposal traps and doors. You will have access to these constructions when you build a workshop and send some minions to work there.

Unlocking Constructions

During the game play you will have the opportunity to unlock the different constructions that you may construct. To do so, you need to send some workers to your workshop in order to research the construction. Every minion working in the workshop will generate hourglasses that you can use to unlock the construction. In the Labour phase, if you have the necessary amount of hourglasses you may discard them to gain access to the construction. When this happens, add the corresponding construction cards to your keeper deck. These cards cannot be recycled.



To unlock each construction you need to do it in a certain order. You may never unlock a construction if you have not yet unlocked all previous construction.

Building Construction

In the Labour phase each minion working in a workshop will generate 1 hourglass in that workshop. These hourglasses can be exchanged to unlock construction or you can gather them to build some constructions.

In your action phase, you can pay the cost of any construction you know to build it. If it is a trap, you place 2 trap tokens faced down on any empty dungeon path tile that is inside the area of effect of one of your rooms or Magic Beacons you control. One of the tokens is the corresponding trap, and the other is an empty trap. If it is not a trap, you build it face up. Once the construction is built, it cannot be moved but you can sell it if you desire.

Attacking & Destroying Constructions

While wondering the dungeon, your creatures will eventually encounter other keepers constructions and when they do, I'm sure you will want to get rid of them, right?




All creatures can attack and destroy any visible enemy construction they encounter (facing down traps cannot be attacked). To attack it, the creature must be able to target the trap with a creature special attack, or it must be on an adjacent or same tile as the trap to be able to attack it in melee. If the attack is able to wound the construction, it will receive 1 damage token. When the construction gets 3 damage counters, it's destroyed (and removed from the board).

Each Construction has ARMOUR rating. This ARMOUR works just like the creature ARMOUR rating i.e., subtract the ARMOUR from the rolled wounds. Constructions can also be damaged using creatures special attacks. Unlike the creatures, creature special attacks do not ignore constructions ARMOUR rating. Note that keeper spells won't damage your constructions not will your minions special attacks.

Constructions Information

<Imagem da peça com legenda>

Triggers Methods

-  (Line of Sight): these traps activate if the enemy creature is in line of sight.
-  (Pressing): these traps will activate when an enemy creature passes through the trap tile. Attacking a trap in melee counts as pressing it.
-  (Trigger): these traps will only activate when the creatures step on the appropriate trigger of if you slap it.

Traps Activation

There are some ways to activate the traps. Unless otherwise noted, each trap may activate once during each keeper movement phase or Imp phase by the first creature that meets the trigger condition and only once per keeper turn. Check the trap description for more information.

Quando é que tomam efeito as traps?

Quantas vezes por turno?


<Atualizar os atributos>

Doors

Doors are good to delay your enemies invasions and will buy you precious time in many cases. Doors can only be built between two Bedrock tiles, room walls or unexplored tiles. If anyone digs one of the tiles where the door is being supported, the door is destroyed (and removed from the board).




Wooden Door

Research : 2 hourglasses (2 cards)
[req.: none]
Build Cost : 50 gold + 2 hourglasses
Attributes : 3 
Special : None




Steel Door

Research : 4 hourglasses (1 cards)
[req.: Braced Door]
Build Cost : 100 gold + 2 hourglasses
Attributes : 5 
Special : None




Braced Door

Research : 3 hourglasses (2 cards) [req.: Wooden Door]
Build Cost : 70 gold + 2 hourglasses
Attributes : 4 
Special : None



Magic Door

Research : 5 hourglasses (1 cards)
[req.: Steel Door]
Build Cost : 400 gold + 3 hourglasses
Attributes : 5 
Special : At the beginning of the Battle phase cast Fireball on the closest foe in line of sight

Traps

Traps are used to defend your dungeon from intruders. Your traps will never damage your creatures... aaa I mean... you know how this things work, there's always an exception, right!? See traps descriptions for more information.





Sentry Trap

Research : 2 hourglasses (2 cards)
[req.: none]

Build Cost : 50 gold + 2 hourglasses

Attributes : 3

Activation: Line of Sight

Special: in the end of the movement phase, inflict 1 wound on the closest foe in line of sight.



Fear Trap

Research : 2 hourglasses (1 cards)
[req.: Sentry Trap]

Build Cost : 50 gold + 2 hourglasses

Attributes : 3

Activation: Line of Sight

Special: at the end of minions and Imps movement phase, all enemy creatures in line of sight must make a Flee test versus **THREAT 7**.



Spikes Trap

Research : 3 hourglasses (1 cards)
[req.: Fear Trap]

Build Cost : 50 gold + 3 hourglasses

Attributes : 4

Activation: Pressing

Special: when the trap activates, cause 2 wounds to any enemy creature on the tile.



Boulder Trap

Research : 4 hourglasses (1 cards)
[req.: Trigger + Fear Trap]

Build Cost : 100 gold + 3 hourglasses

Attributes : 4

Activation: Trigger

Special: When activated the boulder will roll in the defined direction following the path until it meets one of these conditions: boulder encounters a lava tile, boulder is about to turn the 3rd corner or boulder meets a wall where it could turn in 2 different directions. All creatures (friend or foe) in the boulder path take 3 wounds. The boulder becomes inactive until the end of the next day.



Freeze Trap

Research : 4 hourglasses (1 cards)
[req.: Gas + Lightning Trap]

Build Cost : 100 gold + 4 hourglasses

Attributes : 3

Activation: Pressing

Special: when activated will Freeze all foe on and adjacent to the trap.



Freeze Trap

Research : 3 hourglasses (1 cards)
[req.: Gas + Lightning Trap]

Build Cost : 200 gold + 3 hourglasses

Attributes : 3

Activation: Line of Sight

Special: Sends a line of lightning in the direction of the foe that triggers the trap. All foes in the path take 1 wound and are stunned. Foes on water take +2 extra wounds.



Fireburst Trap

Research : 4 hourglasses (1 cards)
[req.: Freeze Trap]

Build Cost : 300 gold + 4 hourglasses

Attributes : 3

Activation: Pressing

Special: when activated, all foes on and around the trap suffer 2 wounds and are burned until the end of the next day.



Gas Trap

Research : 3 hourglasses (1 cards)
[req.: Spikes Trap]

Build Cost : 200 gold + 3 hourglasses

Attributes : 3

Activation: Pressing

Special: a cloud of gas spreads stunning all foes within 2 tiles distance.

Other Constructions



Barricade

Research : 2 hourglasses (2 cards)
[req.: none]

Build Cost : 30 gold + 2 hourglasses

Attributes : 3

Special: Do not block Line of Sight. Flying creatures and pass through but cannot stop on top of it.



Magic Beacon

Research : 3 hourglasses (2 cards)
[req.: none]

Build Cost : 50 gold + 3 hourglasses

Attributes : 3

Special: Produces 5 mana each day and creates an area of effect where you can drop Minions and cast spells (5 tiles radius).



Barricade

Research : 2 hourglasses (1 cards)
[req.: none]

Build Cost : 20 gold + 1 hourglasses

Attributes : 3

Activation: Pressing

Special: This trap is used to set up multiple traps. It will activate the first trap in all the trigger indicated directions. This may cause a trap to activate multiple times in the same turn.