

# Dungeon Twister 2: Prison

**Objective:** Players duel to be the first player to score 5 victory points by eliminating enemy characters and having their characters escape the labyrinth.

**Note:** *The following rules are for the base game of Dungeon Twister 2: Prison, for additional rules for playing with expansions, refer to Veterans rulebook.*

## Setup

1. The 8 Room tiles are turned face-down and shuffled; without looking at the underside of the tiles, assemble the Rooms into a rectangle that is 2 Room tiles wide and 4 Room tiles long to form the Labyrinth.
  - Players sit across from each other, each on a side that is 2 Room tiles wide.
2. Each player chooses a colour (yellow or blue) and takes the 8 corresponding Character tokens, 6 Object tokens, 16 cards, Starting Line tile, and Player Aid screen.
  - Each player places their Starting Line tile along the edge of the Labyrinth that is closest to them.
  - Each player unfolds their Player Aid screen and places their tokens behind it, face-up.
3. Both players simultaneously choose and place 4 of their Character tokens face-down on the illuminated dots on their Starting Line tile.
4. Randomly select a first player for setup.
5. Beginning with the first player from the previous step, players take it in turn to place one of their remaining Character tokens or Item tokens from behind their Player Aid screen face-down onto one of the 8 Room tiles.
  - Each Room tile has a maximum capacity; the Room tiles touching the Starting Line tiles can hold 2 tokens each and the 4 centermost tiles can hold 3 tokens each.
  - A player can place their tokens on any of the 8 Room tiles, including on the tiles that are touching their opponent's Starting Line tile.
  - This step ends when each player has placed all 6 of their Object tokens and their 4 remaining Character tokens.
6. Each player replaces the Character tokens on their Starting Line tile with the corresponding miniatures.
  - The Character tokens are set aside for later use during the game.
  - Players can lie their Player Aid screens down as they are no longer needed for anything other than as a reference.
7. Randomly select a player to take the first turn of the game.

## Gaining Victory Points and End of Game

**Victory Points:** Victory Points can be gained in the following ways:

**Moving a Miniature Out of the Labyrinth:** Whenever a player gets one of their Miniatures onto their opponent's Starting Line tile, the Miniature is teleported outside of the Labyrinth, and the player earns 1 Victory Point.

- The player places the character's Miniature in front of them to represent the Victory Point they have gained.
- If a Miniature exits through their opponent's Starting Line tile while carrying a Wounded Character, the Wounded Character is removed from the game but does not earn the player a Victory Point.

**Eliminate an Enemy Character:** If a Wounded Character loses in combat, it is eliminated from the game and the player that eliminated their opponent's Character earns 1 Victory Point.

- A player that eliminates an enemy Character takes the eliminated Character's token and places it in front of them to represent the Victory Point they have gained.

**End of Game:** The end of the game is triggered when a player reaches 5 Victory Points.

- The active player may finish the remainder of their turn if they wish so, using any remaining actions.



After the active player finishes their turn, the player that has the most Victory Points wins the game.

**Tie-breaker:** A tie-breaker is not specified in the rulebook.

## General Rules

**Golden Rules:** These rules must be followed at ALL TIMES:





1. No movement, combat, line of sight, ranged combat, or any other action can be performed diagonally.
2. A player must fully resolve their current action before they start a new action.
3. At the end of any action, there can never be more than 2 tokens and/or Miniatures in the same square, and at most one of each kind.

**Adjacent Squares:** 2 squares are considered to be adjacent if they share a common edge and are not separated by a wall, Arrow-Slit (  ), or Closed Portcullis (  ).

**Playing Cards:** Any time a player must play a card, they choose one from their hand; players never play cards at random.

## Line of Sight

A line of sight is a straight line between a character and its target.

- Lines of sight do not pass through walls, characters (both Miniatures and wounded), or Closed Portcullises ().
- Lines of sight pass through Object tokens, Rotation Gears (), and Pit Traps ().
- If a character is adjacent to an Arrow-Slit (), its line of sight extends through the Arrow-Slit.

## Wounded

A character that has become wounded can no longer perform any actions and loses all of their special abilities.

**When a Character becomes Wounded:** When a character becomes wounded, its wounded state is represented by removing the character's Miniature and replacing it with the corresponding Character token.

- When a character becomes wounded, any Object token it is carrying must be left in the square underneath the wounded Character token.

**Moving and Wounded Characters:** Any Miniature may move through a square containing a wounded Character token, regardless of whether it is friendly or an enemy.

- A Miniature may end its movement on a square occupied by a friendly wounded Character token.
- When a Miniature moves through a space containing a wounded Character token (friendly or enemy), it may take any Object token carried by the wounded or exchange objects with the wounded character without receiving permission from its owner.
- A Miniature may exit the Labyrinth through a wounded enemy character that is standing on its Starting Line tile.

**Carrying the Wounded:** Wounded characters may be carried like objects by Miniatures of the same colour.

- All rules that apply to objects also apply to carrying wounded characters.
- If a Miniature carrying a wounded character loses in combat, the wounded character is eliminated from the game and the character carrying them becomes wounded.



**Combat:** Whenever a wounded character is attacked, their owner must still play a Combat card.

- A wounded character cannot initiate combat, as initiating combat is an action.

- A wounded character's combat value is reduced to 0.
- If a wounded character loses in combat, it is eliminated from the game.
- If a wounded character wins in combat, their attacker also becomes wounded.

**Group Combat:** A wounded character only becomes involved in group combat if they are the initial target of an attack, otherwise they do not partake in combat.

- Any friendly Miniatures that are adjacent to an attacked wounded character, help defend the character and participate in group combat as per the standard combat resolution.
- If a wounded character loses in group combat, they are eliminated from the game and all defending Miniatures involved in the group combat become wounded.
- If a wounded character wins in group combat, all of its attackers become wounded.

**Pit Traps** () **and Wounded Characters:** If a Miniature carrying a Rope token () is standing on a Pit Trap and becomes wounded, they survive by hanging on to the rope.

- The character survives until an enemy character kills them or a friendly Miniature comes to pick them up.
- If an enemy Miniature comes and takes the Rope token, the character falls into the Pit Trap and dies; a player may not do this to one of their own wounded characters.

## Characters

Each character has one or more special abilities; some are permanent, passive abilities that do not require spending Action Points to use them and some require spending Action Points to be used.

- AP is an abbreviation of Action Point.



**Backstabber**  

**Movement:** 4

**Combat:** 2



**Stab:** The Backstabber has a +2 bonus to her Combat Value in both attack and defense if she is engaged in close group combat involving at least one other friendly Miniature.

**Lock-picking:** The Backstabber can open or close an adjacent Portcullis () for 1 AP as if she was carrying a Key token () .





## Banshee

**Movement:** 4

**Combat:** 1

**Repulsive Scream:** For 2 AP the Banshee can generate a putrid soundwave that repulses any character in its line of sight one square away, in the direction opposite of the Banshee.



- The Banshee cannot repulse a target through a wall, closed Portcullis () , Arrow-Slit () , friendly Miniature, or enemy character.
- A repulsed Miniature can land on an Object token or friendly wounded Character token and a wounded character can be repulsed onto a friendly Miniature as long as it respects the golden rules at the end of the Repulsion Scream.
- Banshee cannot repulse a character off of the game board, nor a character that is standing on its owner's Starting Line tile.
- If a repulsed character enters a Pit Trap () , they are eliminated unless they are carrying a Rope token () .
- If the character being repulsed is eliminated, any Object token they were carrying must be left on the square in which they located before being eliminated.
- Unless they are eliminated, a repulsed character keeps any Object token they are carrying.



## Cleric

**Movement:** 4

**Combat:** 2

**Healing:** The Cleric can heal a wounded character on an adjacent square for 1 AP; the healed, Wounded token is replaced with the corresponding Miniature.





- The Cleric cannot heal a wounded character through a closed Portcullis () or an Arrow-Slit () .
- The Cleric cannot heal any wounded character he is carrying; he must first drop the character he is carrying onto an adjacent square before healing them.
- A character that has been healed by the Cleric cannot do anything for the duration of the turn in which they are healed.
- The Cleric cannot heal himself.

## Colossus

**Movement:** 2

**Combat:** 5



**Break Portcullis:** The Colossus can break a closed Portcullis () in front of it for 1 AP; a Broken Portcullis marker () is placed over the Portcullis. The squares are of a broken Portcullis are considered adjacent for all Miniatures.


**Giant:** Miniatures with a Combat Value less than or equal to 1 (before any modifiers are applied) may pass through the legs of the Colossus and therefore through its square during movement.

### Mekanork

**Movement:** 3

**Combat:** 2



**Craftsmanship:** When Mekanork stands on a Rotation Gear () , he can ignore the arrow on the gear and instead rotate the Room tile the in the direction of his chose by spending 1 AP per ¼ turn.


- Mekanork can use his ability to rotate the matching Room tile (same number and colour) in the direction of his choice, so long as he adheres to the cost of 1 AP spent per ¼ turn per Room.

### Naga

**Movement:** 6

**Combat:** 2



**Contortionist:** Naga can pass through Arrow-Slit () during his movement, even while carrying an Object token.

- Naga may not reveal a Room tile through an Arrow-slit.
- Naga can carry a wounded character through an Arrow-Slit as wounded characters are treated like objects.

### Telepath

**Movement:** 3

**Combat:** 0



**Mind Control:** When engaged in one-on-one close combat, the Telepath can announce a Combat card other than '+0' and force his opponent to play it if they have it in their hand.



- If the opponent no longer has the announced card in their hand, they must show the remaining cards in their hand to the player controlling the Telepath and then can secretly play the Combat card of their choice.
- The Telepath's ability does not apply in group combat or ranged combat.
- If two Telepaths are engaged in combat, their abilities cancel each other out and combat is resolved normally.

### Wizard

**Movement:** 4

**Combat:** 1



**Levitation:** The Wizard has the permanent ability to levitate which allows him to move over enemy Miniatures and across Pit Traps () without a Rope token () at no additional cost during his movement.

- The Wizard may not end an action on an enemy character or Pit Trap, and must instead end on a valid square that obeys all other rules of the game.
- The Wizard's ability makes him a flying character.

## Objects

Some objects have permanent, passive abilities that do not require spending Action Points (AP) to use them and some require spending Action Points to be used.

- Some objects are discarded after a single use, and others can be reused; if an object is to be discarded after being used, it will be stated in the object description.
- Each Miniature can carry at most one object.
- A Miniature can carry objects of the other team's colour.
- An Object token is always placed beneath the Miniature that is carrying it; any player may look at the token a character is carrying, regardless of whether the Miniature is friendly or an opponent's.

**Picking Up and Dropping Objects:** While moving, a Miniature can pass through or stop on a square that contains an Object token to pick it up, similarly, a Miniature can drop an Object token in a square while moving; this does not require spending any Action Points as it is considered part of their movement.

- Objects cannot be dropped onto a Pit Trap () (except for a Rope token () or any other forbidden square, i.e. a square in which dropping it would cause the square to contain 2 objects.

**Exchanging Objects:** While moving a Miniature through another Miniature of the same colour, the player can take, pass, or exchange Objects between the two Miniatures without spending any Action Points.

**Bow:** A Miniature carrying a Bow can use it to initiate ranged combat for 1 AP.






- The Bow's Combat Value is 1; the Miniature's normal combat value is ignored and no modifiers may be applied to the Combat Value because of the character's special ability, object, or a floor element.
- A Miniature cannot use the Bow if it is adjacent to its target or any other enemy Miniature.
- The Bow can be reused multiple times including multiple times on the same turn.

**Fireball Wand:** A Wizard can use a Fireball Wand to eliminate the first character (Miniature, or wounded), regardless of whether it is friendly or not, in his line of sight in the direction of his choosing for 1 AP.


- Only the Wizard can use the Fireball Wand but any character may carry one without using it.
- The token is discarded from the game after one use.



- The Fireball Wand cannot fire through walls, closed Portcullises () , or characters.
- The Fireball Wand has no effects against objects.
- If the Fireball Wand hits a Miniature carrying a wounded, both are eliminated from the game.
- The Fireball Wand is a magical object as indicated by the magical rune (  ) on the token.

**Key:** A Miniature carrying a Key may open or close an adjacent Portcullis (  ) for 1 AP.




- When opening a Portcullis place an open Portcullis marker (  ) between the two squares, and when closing a Portcullis, remove the open Portcullis marker.
- All Miniatures may move through an open Portcullis during their movement, regardless of whether they are friendly or not.
- The same Key can be reused indefinitely on the same or different Portcullises over the course of the game.



**Large Shield:** A character carrying a Large Shield cannot be the target of ranged combat.





**Rope:** A character carrying a Rope can move across or stand on a Pit Trap (  ).

- Any character can move through or stand on a Pit Trap so long as a Rope is on that square.
- A Miniature moving through a Pit Trap containing a Rope may pick up the Rope during their movement as they leave the Pit Trap at no additional cost.
- If one of a player's characters is standing on a Pit Trap with a Rope, any of their Miniatures may move through it, taking advantage of the Rope; Miniatures moving through in this way may not take the Rope as they pass through.

**Telescoping Spear:** A Miniature carrying a Telescoping Spear can initiate close combat from a distance of 2 squares in a straight line.




- Combat can occur over a normal square or obstacle (i.e. Pit Trap (  )) providing that the square is not occupied by a character, or it can occur through an Arrow-Slit (  ) if both characters are adjacent to the Arrow-Slit.
- A Telescoping Spear cannot be used to initiate close combat against adjacent characters, nor can it be used in combat as a defender.
- A Miniature with a Telescoping Spear cannot use it to attack an enemy character that is 2 squares away if they, as the attacker, are adjacent to an enemy Miniature.
- A Miniature using a Telescoping Spear is not affected by the outcome of the combat; if the combat ends in their defeat, the Telescoping Spear is broken and the token is removed from the game; in the case of victory, the Miniature keeps the Telescoping Spear.
- The Telescoping Spear can be used in group combat; if the combat ends in their defeat, the Telescoping Spear is broken and the token is removed from the game.






### Turn Order (Players take alternating turns)


During their turn, players perform the following 3 phases in order:

- The player taking their turn is referred as the active player.
1. **Play an Action Card:** The active player chooses an Action card from their hand and places it in front of them, face-up.
    - All of a player's played Action cards must be stacked together, face-up, so that only the last card played is visible.
    - During the first turn of the game, the first player can only play a '2 Actions' card. During each subsequent Play an Action Card phase, a player can only play a card whose Action number is at most 1 greater than the previously played Action card; as soon as a '4 Actions' card has been played, any player can play any Action card from their hand for the remainder of the game.
  2. **Use some or all of their Actions:** The active player may carry out as many actions as indicated on the Action card that they played in the previous phase.
    - The player is not required to use all of their actions; however, any unused actions are lost at the end of their turn.
    - The Action Points spent can be split between multiple Characters or all used on one Character.
    - The player must fully resolve an action before starting another action.
    - The same action may be performed multiple times during the same Use some or all of their Actions phase.
    - At the end of any action, there can never be more than 2 tokens and/or Miniatures in a square, and at most, one of each kind (Object token, wounded Character token, and Miniature). Open Portcullis markers () are not affected by this rule as they sit between two squares.


**Reveal a Room:** The player spends 1 Action Point to reveal a face-down Room tile that one of their Miniatures has direct access to.

- A Room can only be revealed if one of the active player's Miniatures has direct access to it before it is revealed; a Miniature has direct access to an unrevealed Room tile if it is adjacent to one of the room's edges and is not separated to it by a wall, closed Portcullis () , or an Arrow-Slit ().
- Each Miniature on the player's Starting Line tile has direct access to the Room tile directly in front of it.
  - i) The player removes Object and Character tokens from the Room tile that is to be revealed.
  - ii) The player slides the tile out and away from the Labyrinth structure and flips the tile over horizontally before returning it to its place in the structure.
  - iii) The active player decides where all of the tokens go with the exception of Object tokens that belong to them; once they have placed all of the token tokens, their opponent places all Object tokens that belong to the active player.
    - Each token must be placed on an empty floor square or Rotation Gear ().
    - Each floor square and Rotation Gear can have a maximum of one token on it.
    - Character tokens are immediately replaced with the corresponding Miniatures.

**Rotate a Room:** The player spends 1 Action Point to rotate the Room tile on which one of their

Miniatures is standing on the Rotation Gear () 90° in the direction printed on the Rotation Gear.


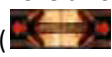



- Room tiles function in coloured/numbered pairs, if a Miniature is standing on a Rotation Gear, they can instead rotate the other Room tile with the same number; Room tiles in a pair rotate in opposite directions to each other.
- When a Room is rotated, it is rotated in the direction printed on tile being rotated, which is not necessarily the same as the Room tile in which the Miniature rotating the room occupies.
- Each rotation costs 1 Action Point, per Room tile, per 90° rotated; a player does not get to rotate both Room tiles of a pair for a single Action Point.
- To rotate a Room tile, the player slides the tile out from the Labyrinth's structure, rotates the Room tile and then returns it into the structure.
- When a player rotates a Room tile, they may not change their mind and undo the rotation if the new orientation and game situation is not to their liking.
- None of the tokens on a Room tile change position during a rotation, they rotate with the tile.

**Move a Miniature:** The player spends 1 Action Point to move one of their Miniatures a number of spaces equal to or less than the number printed on the Miniature's base (  ).

- The player can move the same Miniature multiple times during the same turn by spending multiple Action Points to perform multiple Move a Miniature actions.
- Each space of a movement must be between adjacent squares.


**Moving a Miniature Out of the Labyrinth:** As soon as a player's Miniature moves onto any of the 10 squares on their opponent's Starting Line tile, the character escapes and is immediately teleported out of the Labyrinth.

- A player's Miniatures can stay on and move about their own Starting Line tile as much as they wish; they will remain in the game.
- The player places their escaped Miniature in front of them.
- Once a character touches their opponent's Starting Line tile, they are immediately teleported out of the Labyrinth, they cannot choose to stay and move around their opponent's Starting Line tile.
- If a Miniature is carrying an Object token when it moves out of the Labyrinth, the token is removed from the game.

During a Movement	
A Miniature May...	A Miniature May Not...
<ul style="list-style-type: none"> <li>• Move to an orthogonally adjacent square.</li> <li>• Move through objects, including stopping in a space that contains one.</li> <li>• Move through a Miniature of its own colour, but not stop there.</li> <li>• Move through or stop on a Rotation Gear (  ).</li> <li>• Move through an Open Portcullis (  ).</li> </ul>	<ul style="list-style-type: none"> <li>• Move diagonally.</li> <li>• Move through or stop in a Pit Trap (  ).</li> <li>• Move through or stop on an enemy Miniature.</li> <li>• Move through a Closed Portcullis (  ).</li> <li>• Move through a wall or an Arrow-Slit (  ).</li> </ul>




**Use an Object:** Some objects require a player to spend Action Points to use them; the details related to using specific objects are covered under the *Objects* section of this cheat sheet.

**Use a Miniatures Special Ability:** Each Miniature has one or more special abilities; some of these special abilities require a player to spend Action Points to use them. The details related to using specific Miniature special abilities are covered under the *Characters* section of this cheat sheet.

**Jump:** A player can play a Jump card on one of their Miniatures while it is adjacent to a Pit Trap () to have that Miniature jump over the pit and land on any valid square that is adjacent to the trap for 1 Action Point.

- A valid square is any square on which a Miniature can complete their movement on while respecting all other rules of the game.
- A Miniature cannot jump over a Pit Trap occupied by a character, regardless of whether it is a Miniature or wounded.
- Once a Jump card is played, it is removed from the game.

**Initiate Combat:** The player spends 1 Action Point to have one of their Miniatures attack an adjacent enemy character.


- Miniatures cannot initiate combat through a wall or Closed Portcullis () as these squares are not considered adjacent.
- The only way a Miniature can initiate combat through an Arrow-Slit () is by being adjacent to the slit and making a ranged attack with an object such as a Bow () .
- Miniatures can initiate combat against enemy characters that are on their Starting Line tile, so long as their Miniature is still on a Room tile and has not left the Labyrinth.
- The active player cannot initiate combat against a character that has become wounded in the current turn, regardless of who wounded it, or how it was wounded.
- Most combat is regarded as 'close combat', although some characters special abilities and objects allow them to perform 'ranged combat'.



**Group Combat:** If the active player targets a character (regardless of whether it is a Miniature or wounded), all of the active player's Miniatures adjacent to the target character must participate in the combat.

- Group Combat is combat that involves 3 or more characters.
- All Miniatures of the non-attacking side that are adjacent to one of the attacking Miniatures must participate in combat; they are considered defenders.
- Group combat can cause a chain reaction involving many characters; there is no limitation on the number of characters that can be involved in group combat.
- Regardless of the number of characters involved, each player plays a single Combat card.
- In group combat, both the attacker and defender respectively add up the Combat Values of all of their involved Miniatures.
- The loser in group combat has all of their involved Miniatures become wounded.

**Ranged Combatants:** Shooters (ranged combatants) can participate at range in group combat, but only if they are on the attacking side; a shooter may not participate at range in group combat, if they are on the defending side.

- The cost for combat involving shooters is still 1 Action Point overall; their Combat Values are added to the total Combat Value of the group.
- In the case of group combat involving any shooters, Miniatures that are involved in close combat as part of the group combat may use their special abilities.

**Ranged Combat:** Some Miniatures initiate/engage in ranged combat *i.e. a Miniature that is carrying a Bow* () can initiate ranged combat by spending 1 Action Point.

- The ranged, attacking Miniature is referred to as the shooter; the shooter chooses the direction in which they will shoot and must target the first available target within line of sight, without any range limitation.
  - A Miniature can initiate ranged combat through an Arrow-Slit () if they are adjacent to it.
  - Shooters can participate in group combat if they are on the attacking side, but not if they are on the defending side.
  - Special abilities applicable to close combat are not applicable in ranged combat.
  - In the case of the Bow, the Miniatures Combat Value is ignored and no modifiers may be applied to the Combat Value because of a character's special ability, an object they carry, or an element on a square of a Room tile.
  - Combat is resolved normally, as per below.
  - The shooter does not become wounded if they lose in ranged combat.
- i) Each player selects one Combat card from their hand and places it face-down in front of them.
  - ii) Both players simultaneously reveal their chosen Combat card.
  - iii) Each player adds the number on their Combat card to the Combat Value () printed on the base of their respective attacking or defending Miniature (Miniatures in the case of group combat).
  - iv) The player with the highest total wins the combat and their opponent's Miniature(s) becomes wounded; in the event of a tie, nothing happens and no Miniature becomes wounded, but players must still discard their played Combat card as follows.
  - v) The wounded Miniature(s) is removed from the board and is replaced with the corresponding Character token to indicate that they have become wounded.
    - If the character was already wounded, they are eliminated from the game.
  - vi) With the exception of '0' value Combat cards, all other Combat cards are placed in a single face-down pile.
    - No player may inspect the contents of the discarded Combat card pile.
    - A '0' value Combat card returns to its owners hand after each use.

3. **Recycle Action Cards:** If the active player no longer has any Action cards in their hand, they take all of their Action cards back into their hand.
  - In doing this, the player carries out a *complete 'Action card cycle'*.