

Creepy Crawl

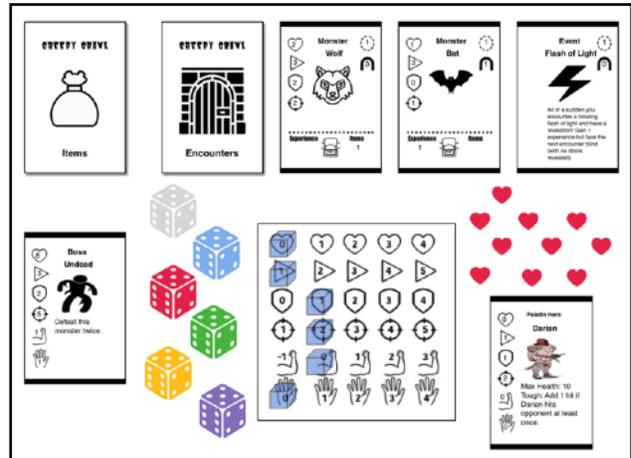
Creepy Crawl is a 15-30 minute dungeon crawl solo game. Play as one of five unique heroes: Darian, Shay-largh, Ash, Flynn, or Wavecrest in your quest to survive a creepy dungeon. But you can't leave before facing one of five terrifying bosses! May this be a game you can play alone when we can't be playing together.

Components:

- 54 cards (5 heroes, 5 bosses, 14 item cards, and 30 encounter cards)
- 6 dice
- 6 blue transparent experience tracker cubes
- 1 experience tracker board
- 23 heart tracker tokens

Set-Up:

- 1) **Deck:** Divide up the cards by their card backs encounter, bosses, items, and heroes.
- 2) **Encounters:** Flip over and divide the encounter cards by their level and set into separate stacks (1, 2, or 3 as indicated in the circle in the upper right of the card). Shuffle each stack separately, flip back over, and then set on the table first stack 3, then 2, then 1. This forms your encounter deck. In this way, you will be drawing and facing level 1 encounters first, then 2s, then 3s. Now draw three encounter cards from the top of the encounter deck and flip each face up for the first round.
- 3) **Bosses:** Shuffle the bosses and flip over one boss to face this game. Place to the side and put the other bosses back in the box.
- 4) **Items:** Shuffle the item cards and place to the side of the encounter deck.
- 5) **Hero:** Select a hero to play and return the other hero cards to the box.
- 6) **Experience Tracker and Starting Health:** Place your experience tracker board and blue cubes in front of you and then set your starting experience according to your character card. Each character will have some experience in 3 different categories to start. Finally, set in front of you heart tokens equal to your character's max health.



Sample setup. For your first game, you may want to try Darian as he is the easiest to play.

Experience Stats:



- **Hearts:** (heart) this is the amount of health you heal at the end of each combat. *Note: for enemies this is their max health.*
- **Speed:** (triangle) during combats, compare this to the enemy; highest attacks first
- **Defense:** (shield) during combats, this is the number the attacker must exceed to hit the defender
- **Attack:** (target) this determines the amount of dice a player will roll when attacking
- **Strength:** (arm) this adds or subtracts to each die when determining what hits.
- **Dexterity:** (hand) each of your turns, you may re-roll dice equal to this value. This can be used on both combats and events

HEROS	 Max Health: 10 Tough: Add 1 hit if Darian hits opponent at least once.	Class
Starting Experience Stats	 	Max Health
MONSTERS	 Experience 1 Items 2	Level
Experience Stats	 	Doors Opened
		Rewards

Playing:

Each round you must face an encounter. Heroes can choose to either face either a face up or face down encounter. Unselected encounters are discarded.

After you have completed an encounter, discard it and then prepare for the next encounter: Draw 3 cards from the top of the encounter deck, shuffle on the table, then flip over a number of them equal to the doors opened from the previous encounter (number under arch symbol).



Encounter Types:

Traps: usually, you want to avoid traps but stumbling upon some are inevitable. Read and do what the card says. Some traps have an immediate effect and some will have a future effect.

Events: events are either some kind of dice rolling challenge or a strategic choice. Read and do what the card says.

Combat: most of the cards you face will be combat. Combat encounters happen as follows:

- A. **Prepare Enemy's Health:** Place heart tokens in front of the enemy according to health (heart)
- B. **Determine Initiative:** Compare speeds (triangle) and the faster player—either the hero or the monster—attacks first. If tied, each player rolls a die and the player with the high number goes first. Re-rolls from dexterity may be used.
- C. **Fight:**
 - Attacker rolls dice equal to their attack (target).
 - Attacker adds or subtracts from each die according to their strength (arm).
 - A die hits if it exceeds the value on the opponent's defense (shield).
 - Attacker may re-roll die each turn equal to their dexterity (hand).
 - Each hit results in the defender losing one heart.
 - Once the attack is done, it is now the other player's turn to attack.
 - Fight continues in a series of turns until one player has lost all their health.
- D. **Claim Rewards:** The bottom of the monster will show experience and/or items.
Experience: To claim experience, advance any of your tracks from left -> right. This will change your hero experience stats for future encounters.
Items: All items are one-time-use only. Heroes (except Shay-largh) have a hand limit of 3 items.
- E. **Heal:** Finally, look at your healing experience. Gain back that number of hearts not to exceed your maximum.

Note: When one side fights with multiple players (as Ash does), resolve each player in order of speed. Monster/boss attacks player lowest on health. No experience modifiers apply to others.

Game Ends: You win when you make it through the dungeon and beat the boss. You lose if you die.

Mid Game Combat Example

1st: Knight attacks first since they have a speed of 4 compared to Darian's 1. Knight rolls 5 dice. The result is 1, 2, 4, 4, 5. Darian's shield blocks the 1 but the 2, 4, 4, 5 hit (X). Darian loses 4 health.

2nd: Darian now attacks with 3 dice. The result is 1, 1, 6. Darian has 1 dexterity and re-rolls the 1 getting a 3. The knight's shield would block the 3 however Darian has a strength of 1 adding 1 to all dice. Finally, Darian's ability is that he hits one additional time if he hits the opponent at least once. Therefore he hits (X) a total of 3 times and the knight is defeated.

Rewards **Doors Opened**

Reward and next turn: as a reward, Darian gains 1 experience and draws 2 items. Darian upgrades attack so that next combat he will roll 4 dice. Then Darian heals 1. To prepare for the next round, Darian draws three encounters and flips two of them.