A Game by Christophe Boelinger

Lands of Ice

Rules of the Game

Dungeon Twister
Expansion 8
Asmodee Editions

Contents

- 8 new rooms or ice
- 2 set of tokens (one per player) each one including 8 characters and 6 objects
- 16 cardboard figures and their 16 plastic bases (8 of each color)
- 15 **Tree Stump** markers
- 36 **Ice** markers
- 3 **Rift** markers (for the broken ice bridges)
- 6 neutral **Torches**
- 4 **"frozen"** markers
- 6 rotation markers for the **Ring of Chaos** (a pair of each name T1,T2,T3)
- 2 white round markers (forged two-handed axe)
- 1 book of rules

How to play a Dungeon Twister expansion

You can either play a stand-alone 2-player *Dungeon Twister* game with the contents of this box, or mix the characters, rooms and objects of this box with any other *Dungeon Twister* box set. Each player must choose 2 pairs of rooms (for a total of 8 rooms), 8 characters and 6 objects (unless specified otherwise by the scenario or special rules).
If players choose to play with more than a single box, there are 3 ways to do it.

Free Choice (Secret Forces)

Each player chooses a color and takes all characters and objects matching his color from all available *Dungeon Twister* box sets.
Each player then secretly chooses the 8 characters and 6 objects that he is going to use for the games. Put the unused objects and characters back in the boxes.
Each player then secretly chooses 2 pairs of rooms. The 8 rooms are shuffled together and placed face down on the table without looking at them, as usual.
The game setup and the rest of the game follow the basic rules.

Mutual Choice (Equal Forces)

Each player chooses a color and takes all characters and objects matching his color from all available *Dungeon Twister* box sets. Determine randomly who will be the first player.
The first player chooses a pair of rooms and then the opponent chooses a pair of rooms. It is now the first player's turn to choose another pair of rooms and so on, until 4 pairs of rooms (8 rooms) have been chosen. Shuffle the 8 rooms and build a labyrinth face down on the table as usual.
The two players place all their characters and objects face up behind their screen.
The first player chooses one of his characters, and places it face up in front of his screen so his opponent can see it. The opponent then takes the same character and places it in front of his screen. Then the opponent chooses one of his characters, and places it in front of his screen. The first player places the same character in front of his screen. Keep on doing this until 8 characters have been chosen. Do the same for the objects until 6 objects have been chosen.

At the end of the selection, each player should have the same 8 characters and 6 objects.

Put all unused objects and characters back in the boxes.

Each player now takes the 8 mutually chosen characters and 6 objects and places them behind his screen.

The game setup and the rest of the game follow the basic rules.

If you choose to play with a handicap, the player playing with a handicap secretly removes the desired number of characters from behind his screen, one the teams are built. This way, his opponent doesn't know which characters have been removed from the handicapped player's team.

Scenarios

Scenarios require you to play with some specific teams and rooms, and sometimes add new special rules or elements to the scenario.

Ranged Combat

The **Archer Elf** can initiate ranged combat with lightning strikes for 1 AP. He must target the first character in his line of sight with no range limitation (much like the Wizard's fireball wand).

A ranged combat is resolved in exactly the same way as a close combat except that the **Lightning Elemental** doesn't become wounded if his final combat value is lower than his target's combat value. The combat value of a lightning strike is "1". It cannot be modified by any terrain, object, or character ability. An lightning strike's combat value will always remain "1". On the other hand, objects modifying the target's defense combat value are taken into account (ex: Armor, Sylvan Shield, Ring of Weakness). The target's ability is also taken into account (ex: Water Elementals and Fire Elementals standing in a their element still get a +1 combat bonus for defense, the Vampire benefits from his blood marker bonus).

All character abilities affecting combat are non-applicable during a ranged combat (Berserker, Weapon Master, General, Assassin, Samurai, Scroll of Confusion, Torch and Mummy, etc...). However, during group combat including a ranged attacker, the close combat abilities of the characters mentioned are activated in the usual way.

The **Lightning Elemental** cannot initiate ranged combat if he is adjacent to his target or to an unwounded character belonging his opponent.

The **Lightning Elemental** can also use lightning strikes to participate in an attacking group combat. This simply costs 1 AP, which includes the close combat and the lightning strike. Add the combat values of all the attacking characters plus the lightning strike value and play a combat card.

The **Lightning Elemental** cannot participate in group combat at distance as a defender.

A ranged combat is to be considered an attack. This means that you cannot initiate ranged combat to target a character already wounded this turn, no matter how this character became wounded.

New Characters

Beast Master (Movement = 4, Combat = 2)

Once per turn, the **Beast Master** can take control of an opposing beast in his line of sight for 1 AP.

He then has 3 AP to execute actions with the controlled beast before the end of the turn (as with a Charm Scroll).

An action is valid if it follows all the rules of *Dungeon Twister*. Count these actions separately. Actions of the controlled beast can be interspersed with actions of the other characters (take care to comply with the 1st Golden Rule however). The controlled beast cannot initiate combat against a character of its color. If the beast initiates combat, the player who usually controls it chooses and uses his own combat card. However, if the beast carries out any

jumps, the jumps cards of the player controlling the Beast Master are used. If the beast kills an enemy character, the player who usually controls the beast earns the VP.

As of this expansion, the beasts are: Yeti, Mammoth, Araknis, and Werewolf (when it is in its Werewolf form).

Yeti (Movement = 3, Combat = 3)

The **Yeti** is a beast.

The **Yeti** gains a +1 combat bonus while attacking and defending when it is located on a snowy ground square. This bonus is lost if it is wounded.

Thanks to its claws, the **Yeti** can move up ice slopes during its movement.

Ice Witch (Movement = 5, Combat = 1)

The **Ice Witch** can carry 2 objects. She is an exception to the golden rule "only 2 tokens per square". She can carry 2 objects, or 1 object and 1 wounded character, or 2 wounded characters. This ability is not magical.

If an **Ice Witch** is killed while she is carrying two objects, these two objects remain stacked on the same square until another character moves through the square and picks up one of the objects. However, no other character besides an **Ice Witch** or **Paladin** can stop on this box (because they would violate the rule "only 2 tokens per square").

The **Ice Witch** is a magic user. Thus, she can use the magic scrolls.

Ice Dragon (Movement = 2, Combat = 5)

Once per turn, the **Ice Dragon** can freeze a character in his line of sight for 1 AP.

Place a "frozen" marker on the frozen character.

A character who is frozen cannot move or carry out any actions. His combat value is reduced by one point. However, the combat value of a character can never be lower than zero. The frozen character plays a combat card if he is attacked and can take part in group combat in defense (at the choice of the defending player). An unwounded and frozen character who loses a combat does not die; he simply becomes a wounded frozen character.

At the end of his turn, a player removes all of the "frozen" markers from his characters.

An allied character can move through a "frozen" character. He can take or give an object or wounded character to a frozen character. A frozen character may not be carried (unwounded or wounded).

If a frozen character is given a torch, he thaws out. He is automatically thawed at the end of the action in progress. Remove the "frozen" marker. In addition, a character carrying a torch or a Fire Elemental cannot be frozen. Although this action is not forbidden, the action has no effect and the AP are lost.

The **Ice Dragon** gains a +1 combat bonus for both attack and defense when it is on a snowy ground square. This combat bonus is lost if he becomes wounded.

Prestigious: a player earns 2 VP if he eliminates an opponent's Dragon.

Ice Elemental

The **Ice Elemental** can move in water as if it were normal ground. Each time the **Ice Elemental** moves into a water square it is transformed into an ice square. Place an "ice" marker on each water square it moves through (see Figure 1). A water square with fog becomes an ice square without fog. An ice square has the same properties as snowy ground (see the description of new terrain elements). Any character can enter or cross an ice square as if it were normal ground.

The water square is transformed into ice after the **Ice Elemental** moves there. Thus, he cannot enter a water square carrying an object knowing that the water square will transform into ice.

The **Ice Elemental** has a +1 combat bonus in both attack and defense when he in on a snowy ground square, since he is in his element. He keeps this bonus even when wounded.

A character carrying a torch or a **Fire Elemental** can transform an adjacent ice square into water for 0 AP. Remover the "ice" marker. If an object is on the ice square when it is melted to water, it is removed from play.

If a **Fire Elemental**, even wounded, ends any action on an ice square, the ice square is transformed into water and the **Fire Elemental** dies. Attention: this is not the case for an ice square placed on normal ground (with the Scroll of Ice, for example). In this case, remove the "ice" marker from the **Fire Elemental**.

The **Ice Elemental** cannot be "frozen".

Figure 1: **Ice Elemental** movement. In 3 movement actions, the yellow **Ice Elemental** transforms 8 water squares into ice squares. This helps his comrades to move more easily.

Mammoth (Movement = 2, Combat = 4)

The **Mammoth** must be placed face up during game setup.

The **Mammoth** can break portcullises like a warrior.

The **Mammoth** gains a +1 combat bonus for both attack and defense when it is on a square of snowy ground. This bonus is lost if it becomes wounded.

If a **Mammoth** finishes its movement action adjacent to a tree square, it can uproot the tree without using an additional action (see Figure 2). Place a "tree stump" marker on the tree. From now on, this square has the same properties as a normal floor square (even though it's not mentioned as a normal floor square in those rules).

If a character is in a tree at the time it is uprooted by a **Mammoth**, the character becomes wounded and remains on the square (it is forbidden to attack this character in the same turn he becomes wounded).

If a wounded character is in the tree when it is uprooted, he dies immediately. It is possible to wound a character in combat, and then to uproot the tree to kill him in the same turn, because this action is not an attack.

A **Mammoth** can only uproot one tree at the end of it's movement action. A **Mammoth** which doesn't move cannot uproot a tree; it must at least move forward and back.

Certain trees are in the mist. If a tree of this type is uprooted, the mist disappears which is indicated by the "tree stump" marker.

The **Mammoth** is a beast.

Figure 2: Example of a **Mammoth** uprooting trees. The yellow **Mammoth** cannot move and finish its movement beside any one of the trees which surround it; thus, it cannot uproot any trees. The blue **Mammoth** can move onto the adjacent rotation gear and uproot one -- and only one -- of the three tress around that space. It could also move back to the original square to finish its movement. By doing this, it could uproot the tree which separates it from the other **Mammoth**.

Lightning Elemental (Movement = 4, Combat = 1)

The **Lightning Elemental** can initiate ranged combat at targets in his line of sight similar to the Archer Elf for 1 AP. These attacks are treated as ranged combat attacks with a combat value of 1. There is no limit to the number of lightning strikes which can be launched in one turn.

If the **Lightning Elemental** (wounded or unwounded) moves into a water square and is not flying, he is immediately killed. He cannot pick up and carry a wounded character who is in water.

The **Lightning Elemental** can fly.

Werewolf (Movement = 4, Combat = 2/4)

The **Werewolf** is in human form most of the time. In this form, its combat value is "2".

When the player who controls the **Werewolf** plays his "5 Actions" card, the human transforms itself into a **Werewolf** for as long as his "5 Actions" card stays visible (on top of the pile of the discarded action cards).

As soon as the "5 Actions" card is covered or returns to the hand of its owner, the **Werewolf** becomes human again.

When it is in **Werewolf** form, its combat value is "4".

If the **Werewolf** is wounded at the time when the "5 Actions" card is played, it regenerates and becomes unwounded, as long as it complies with the 2nd Golden Rule after

regenerating. This ability is automatic and does not spend an action. The **Werewolf** cannot act during the turn in which it is regenerated.

The **Werewolf** is a beast, but only when he is in his **Werewolf** form.

New Objects

Scroll of Ice

A magic user can use this scroll for 1 AP.

He can use it in 2 different ways.

1. He can place up to 8 tiles of ice on the board. The first tile of ice must be placed adjacent to the magic user. The following tiles must either be adjacent to the magic user or to another ice tile which has been placed. The placed tiles of ice can cover normal ground, water squares or rift squares. The squares transformed into ice can contain characters, objects or mist (the mist disappears, but not the characters or objects). Any character can move on the ice as if it were normal ground. Certain characters gain a combat bonus when on ice squares.

A character carrying a torch or a **Fire Elemental** can transform an ice square into water for 0 AP. Remove the "ice" marker. If after the ice is melted, an object is found in water, it is removed from the game.

2. He can freeze a character in his line of sight like the **Ice Dragon** (see the **Ice Dragon** chapter).

Note: Using the **Scroll of Ice** is magic. However, the "ice" markers or the frozen state that result from the scroll are not magic.

Two-Handed Axe

In order to attack with a **Two-Handed Axe**, it is necessary to spend an additional action point. The **Two-Handed Axe** gives a +1 combat bonus when a character uses it to attack. This combat bonus is also valid in group combat, but it is still necessary to spend the additional 1 AP for the character using the **Two-Handed Axe**. A **Paladin** can attack with two **Two-Handed Axes** for 3 AP and gain a +2 combat bonus.

A **Two-Handed Axe** that is forged in a brazier (*Mercenaries* expansion) gives a +2 combat bonus for 2 AP. It still cannot be used for only 1 AP.

A character carrying a **Two-Handed Axe** that is adjacent to a tree may cut down the tree for 1 AP. This produces the same effects as if the tree were uprooted by a **Mammoth**.

A **Logger** (*Creatures of the Forest* expansion) can also use a **Two-Handed Axe** to cut down a tree for 0 AP.

Potion of Life

During his turn, a wounded character can drink the **Potion of Life** for 0 AP. The character is healed: turn the token face up. He can act during the turn in which he drank the potion. Discard the **Potion of Life** after it is used.

The **Potion of Life** is a magical object.

Ring of Chaos

A character standing on a rotation mechanism and carrying the **Ring of Chaos** can use it for 1 AP.

This character changes the rotation mechanism reference numbers by placing one of the rotation markers provided in this expansion (T1, T2, or T3) on the rotation mechanism. Then he places the second marker of the pair on another rotation mechanism of his choice on the board (see Figure 3). The original rotation direction of the rooms may be changed during this process.

Each expansion box provides 3 pairs of rotation markers in different colors.

It is possible to change a rotation mechanism which has been previously changed. Do not stack the rotation markers: simply remove the previous marker and replace it with the new one.

After the **Ring of Chaos** is used, certain rooms may not be paired any longer.

Like all rings, the **Ring of Chaos** is magical. It cannot be used while the character carrying it is adjacent to the **Magophage** or in the anti-magic room. The ring cannot affect the rotation mechanism of the anti-magic room or any mechanism that the **Magophage** is located on or adjacent to. A rotation marker is removed from the board if the **Magophage** finishes his movement on or adjacent to the rotation mechanism.

Discard the **Ring of Chaos** after it is utilized.

Figure 3: The blue **Beast Master** is on a rotation mechanism with a **Ring of Chaos**.

He decides to use the **Ring of Chaos** for 1 AP. The ring is discarded and the blue player decides to pair the room which he is in with the room containing water and ice mirrors at the top of the board.

He places the two new rotation markers on the rotation mechanisms of the two rooms. It creates a new room pair simultaneously leaving two orphaned rooms (without a paired room).

Rope

A **Rope** makes it possible to cross a one square obstacle (pit trap, lava, water, or rift, for example) at a time. This means that the character carrying the **Rope** must leave a valid square and enter a valid square (the pit trap or the rift being between the two). Such a movement may either be in a straight line or a "L" shape. Before the **Rope** can be placed, it must be able to be attached on each side. So in order to cross an obstacle using a **Rope**, each obstacle to be crossed must have two adjacent valid squares for attachment points. The **Rope** is a common object.

Flying Carpet

The **Flying Carpet** is a cursed object.

The character carrying the **Flying Carpet** can use it to fly during a movement action if the player controlling the character discards a combat card (other than 0) which he chooses and shows to his opponent. The flight is only valid for one movement action and a combat card is spent each time the **Carpet** is used. The object is magical, so the ability of flight ends immediately if the flying character enters the anti-magic room, the ultra-gravity room, or a square adjacent to the **Magophage**. However, the affected character can finish his movement on foot.

If the character is under the effect of a **Charm Scroll**, the player who has charmed the character discards his own combat card if he decides to use the **Carpet.**

Cursed Objects

When a room is revealed, **Cursed Objects** are always placed by the player of the same color as the object. They can be placed on normal floor squares, rotation mechanisms, or in darkness like the other objects. Any character entering a square occupied by a **Cursed Object** must pick it up and keep it until he dies. If the character moving into the square already has an object, he must drop the object before entering the square occupied by the **Cursed Object**. If a character carrying a **Cursed Object** is killed in close combat, one of the victorious characters must pick up the **Cursed Object** and place it on his square for 0 AP. If he already was carrying an object, he must exchange it with the **Cursed Object**. A character carrying a **Cursed Object** may not enter a **Water** square because he is prohibited from entering **Water** with an object. For the same reason, a character carrying a **Cursed Object** may not be pushed back into **Water** for any reason. **Cursed Objects** are magical and their negative effects and their curses are cancelled by the anti-magic room or by a **Magophage**. That means that a character adjacent to a **Magophage** can drop a **Cursed Object** he is carrying. In the same way, the **Magophage** can pick up and drop **Cursed Objects** freely.

New Elements of Terrain

Snowy Ground

A square of **Snowy Ground** is considered to be normal ground. Characters and objects can be placed on these squares when a room is revealed. All the normal floor squares in this

expansion are **Snowy Ground** squares. Certain creatures gain a combat bonus when they are located on a **Snowy Ground** square.

Squares transformed into ice by an **Ice Elemental**, a **Scroll of Ice**, or any other means are called ice squares. Ice squares are also considered to be snowy ground squares, but not vice versa. A character carrying a torch or a **Fire Elemental** can melt an adjacent ice square for 0 AP. Remove the "ice" marker.

A room having snowy ground squares is called a "snowy room".

Ice Mirror

An **Ice Mirror** reflects line of sight. This is valid for all the rules governing line of sight.

A line of sight entering an **Ice Mirror** is reflected perpendicularly.

A line of sight can be successively reflected through several **Ice Mirrors**. This can enable you to reflect ranged combat, fireballs, ring of paralysis, scrolls... Briefly: it applies to any action which requires line of sight (see Figure 4).

Figure 4: **Ice Mirror**. An example of line of sight reflected by **Ice Mirrors**. The blue **Ice Dragon** can freeze the yellow **Mammoth.**

Ice Slope

Ice Slopes can be crossed during movement only in the direction of the arrow. They cannot be crossed in the opposite direction. There cannot be close combat between two characters separated by an **Ice Slope**.

Two adjacent squares separated by an **Ice Slope** are not considered to be adjacent (for example, it is not possible to drink from a Fountain of Youth located on the other side of an **Ice Slope**).

On the other hand, an **Ice Slope** does not block line of sight. **Ice Slopes** are not obstacles and cannot be crossed with a rope or by jumping. An **Ice Slope** can be jumped in the direction of the descent, but only if an obstacle is adjacent to the **Slope**.

It is not possible to reveal a room through an **Ice Slope**.

Flying characters are not blocked by **Ice Slopes**.

Arrow Slit

The line of sight of a character adjacent to an **Arrow Slit** is extended through the **Arrow Slit**, as if there were not a wall.

The line of sight of a character who is not adjacent to the **Arrow Slit** does not have extended line of sight and treats the **Arrow Slit** as a wall.

A character behind an **Arrow Slit** can shoot at a character located directly on the other side of the **Arrow Slit**. The two characters are not considered adjacent because they are separated by a wall. Therefore, close combat is not possible through an **Arrow Slit**. However, a direct line of sight is effective in both directions. Any ranged combat or actions that require a line of sight are possible through an **Arrow Slit**. It is not possible to reveal a face down room through an **Arrow Slit**.

The **Arrow Slit** retains the same characteristics as a wall; it can be broken by the Golem or crossed by the Wall-Walker.

Fountain of Youth

A wounded character adjacent to a **Fountain of Youth** can drink from it for 1 AP. The wounded character is healed (turn the character token face up). The character must be in compliance with the 2nd golden rule after having drunk from the **Fountain**. A character healed in this way can perform other actions during the same turn.

The **Fountain of Youth** is a magical 3D obstacle.

Mist

A character in the **Mist** cannot be targeted. Line of sight cannot cross or penetrate a **Mist** square. A character in the **Mist** has a line of sight out of the **Mist**, but this line of sight is

blocked as soon as it reaches or crosses another **Mist** square. Thus, a character in a **Mist** square can target a nonadjacent character.

A character in a **Mist** square can be attacked in close combat in the normal manner. Characters can move through **Mist** squares as if they were normal floor squares. However, **Mist** squares are not considered to be normal floor squares (characters or objects cannot be placed there when a room is revealed).

Trees

Trees are 3D obstacles. Only characters with a combat value of 3 or less can climb a **Tree** during their movement. The combat value to be considered is only that indicated on the token -- no modifiers are taken into account.

Climbing a **Tree** ends the movement action of the climbing character, and he loses however many movement points remained. Place the climbing character on the **Tree**. To climb down a **Tree**, one only needs to spend 1 AP and activate the movement of the character in the normal manner (as if he is exiting a water square). However, flying characters can fly over a **Tree**, and flying characters with a combat value of 3 or less can stop on a **Tree**. The character is then treated as if he had climbed the **Tree**. A character cannot be pushed into a **Tree**.

A character located in a **Tree** has improved line of sight. In addition to the normal characteristics, his line of sight now crosses and reaches: all the 3D obstacles, characters, staircases, and **Vines**.

Elves in **Trees** are invisible and cannot be targeted, except by other elves or a character carrying the **Amulet of Elvish Vision**. On the other hand, they can be attacked in close combat.

It is possible to jump from a **Tree**, but it is not possible to jump and land on a **Tree**.

Special case: If by an unlucky event (including an intelligent combination of moves!) a wounded character with a combat value of 4 (or more) finds himself in a **Tree** but is then healed, the **Tree** breaks. Place a "**Tree stump**" marker on the square, and the aforementioned character immediately becomes wounded again in the fall.

The same rules apply to a **Lycanthrope** transforming into a **Werewolf** while it is in a **Tree**. It changes from a combat value of 2 to a combat value of 4, resulting in the **Tree** breaking.

Water

Each character must spend 1 AP to move into a **Water** square. Thus, a character moving through 3 **Water** squares will spend 3 AP. The normal movement points of the character is not taken into account when moving through **Water**.

To leave **Water**, the character spends 1 AP and carries out movement in the normal manner.

Characters cannot enter **Water** while carrying an object.

The object being carried must be dropped before entering the **Water**. If an object falls into the **Water** for any reason, it is lost and discarded from play. Characters cannot intentionally drop objects in the **Water**.

Wounded characters can be carried in the **Water**. A character can be wounded while in a **Water** square and remain there until a healthy character arrives to recover him.

Characters in **Water** are protected from fire (for example a Fireball, the breath of a Red Dragon, etc...).

Flying characters can fly above the **Water**: they do not have to spend 1 AP to cross each **Water** square.

Water is an obstacle and can be crossed with help: a jump, a rope, or while flying.

Rift

Characters cannot enter a **Rift** square. Flying characters, the Ghost, and the Specter can cross the **Rift**, but cannot stop there. Characters can jump over a **Rift** square by following the usual jump rules. The rope or the **Climbing Plants** of the **Druid** make it possible to cross a **Rift** or to remain on a **Rift** square.

Small Wooden Bridge

Only characters having a combat value of 3 or less can enter a **Small bridge** square. The other characters cannot voluntarily enter a **Small bridge**. A character located on a **Small bridge** square is considered to be on the **Small bridge** and not on the terrain that it is over (water, lava, etc...).

A **Small bridge** is treated as an obstacle for characters having a combat value of 4 or more. He can decide to jump over the **Small bridge** (if it is not occupied by another character). This jump must follow the usual rules. If a character (combat value 4 or more) is carrying a rope, he can cross over the **Small bridge** and even stop there.

If for any reason, a character having a combat value of 4 or more finds himself on a **Small bridge**, it breaks and the character drops onto the terrain below. Place a "broken bridge" marker on the **Small bridge**. If the character was carrying an object, it is lost.

Wall Sconce

A character adjacent to a **Wall sconce** can take a neutral Torch (white token) for 1 AP so long as he complies with the second golden rule at the end of the action. It is necessary to be on the same square as the **Wall sconce** and the correct side of the wall to be able to take it. Place a white Torch token provided in this expansion under the character. Place a broken portcullis marker on the **Wall sconce** to indicate that a Torch was taken. If the Golem breaks a wall that contains a **Wall sconce**, it is no longer possible to take the Torch there. The Ghost and the Specter cannot recover a Torch from a **Wall sconce**, since they cannot carry or use objects.

Ice Bridge

An **Ice Bridge** may be crossed by any character as if it were normal ground. However, it is not regarded as normal ground with regards to any other rule (placement upon revealing a room, teleportation, illusions, etc...).

A Fire Elemental or a character carrying a torch can melt an adjacent **Ice Bridge** square for 1 AP. Place a "**Rift**" marker on the **Ice Bridge**. If a character is on an **Ice Bridge** without a rope when the bridge melts, the character is killed. In the same way, any objects on the **Ice Bridge** are removed from play when it melts.

An **Ice Bridge** has the properties of snowy ground.

If a Fire Elemental, even wounded, is on an **Ice Bridge** at the end of any action, the bridge is destroyed and the Fire Elemental dies.

Glossary

Magic User: A character able to use magic scrolls. The Ice Witch is a magic user.

Magic: Scrolls, rings, the Fireball Wand, all the potions, all the abilities of magic users, the Fountains of Youth, the Flying Carpet, and the 7 League Boots.

Markers: Markers are anything that is not a character or an object. For example: open or broken portcullis,... markers. Markers are not considered when taking the stacking rules into account.

3D Obstacle: A terrain element is considered a 3D obstacle (in three dimensions) if it blocks line of sight and therefore the line of ranged combat. Characters cannot cross a 3D obstacle or stop on it (flying characters or the Ghost can move through a 3D obstacle, but can't stop on it).

Common object: During the team building, such objects can be picked several times if the player owns enough tokens of this particular object. The Torch, Rope, and Key are common objects.

Line of sight: A line of sight is a straight line from the character used ranged combat to its target. Line of sight cannot pass through characters (wounded or unwounded), walls, fog, 3D obstacles, or closed portcullises.

Object of the Game

- You earn 1 VP when you eliminate an opposing character.
- You earn 1 VP when one of your characters escapes from the labyrinth.

Order of Play

During his turn, a player must complete the 3 following phases in the following order:

1. Play an Action card.
2. Use all or some of his Actions.
3. Get his 4 Action cards back in hand if he does not have any left.

Using 1 AP allows you to:

- Reveal a room.
- Rotate a room
- Move a character.
- Initiate a combat.
- Use a character's Special Ability.
- Use an object.

1st Golden Rule

An Action must be fully completed before starting another one.

2nd Golden Rule

There can never be more than two tokens in the same square at the end of any Action.

- Object must be removed from the game after use.
- Lock-picking.
- Magic User.
- Flying.
- Breaks Portcullis.
- Regeneration.
- Made of Water
- Deactivating Pit Traps.
- Ranged combat.
- Beast.
- +1 in combat on snowy ground