

# Skulldug!



## 2-Player Print and Play Rulebook

### Overview

In *Skulldug!*, you play as explorers racing to plunder an ancient cave of its treasures. Players take turns spending Action Points (AP) to explore new passages, fight monsters, use equipment, and drop traps for their opponents. Once you have collected enough treasure, you'll still have to make your way back out of the cave to safety, and since every treasure comes with its own deadly curse, getting out may prove even more dangerous than getting in. Adventuring can be great way to make your fortune, but only if you live to tell the tale...

### About the Print and Play

This print and play contains everything you need to play a quick sample game of *Skulldug!* with a friend. The complete game supports up to 5 players and contains many more passages, monsters, treasures, and equipment cards. If you enjoy the print and play, please consider ordering your own full copy of *Skulldug!* by backing our Kickstarter campaign.

To create your own print and play copy of *Skulldug!*, you will want to print out each of the pages of cards further in this document. In order to get the backs of cards to line up correctly, we recommend you utilize double-sided printing if your printer supports it. If not, print each page one at a time. After printing a page of card fronts, flip that same page over horizontally and reinsert it into your printer to print the card backs with the correct alignment. This should work with most printers, but you know your own printer best!

In *Skulldug!*, you will be laying out cards on a table to construct a map of the cave. In order to limit the amount that cards slide around, we recommend that you print your copy onto heavy card stock.

You'll also have to provide your own six-sided die. Any old die will do, so long as it counts from 1 to 6.

You may want to also print out these rules for quick reference during play. While the complete game contains reference cards for each player to check the actions available to them on their turn, you will have to reference this rulebook for that information in this sample version.

## The Goal

The first player to end their turn in the Cave Entrance with 3 treasure cards in their hand wins.

## Game Contents



1 six-sided die



23 blue Fortune cards



15 red Hazard cards



24 Passage cards



2 Explorer tokens



10 Health gem tokens

## Credits

A game by Jon Gill and Brian Kopleck

Art by Ghia Mercado

Cover art by Alix Branwyn

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## Setting Up

1. Place the Cave Entrance card face-up in the corner of your play surface with its corridors pointing inwards. The Cave Entrance is one of many *passages*, cards that comprise the layout of the cave.
2. Have each player select an explorer token and place it in the Cave Entrance.
3. Give the players their starting items from the Fortunes deck.
  - a. The yellow Adventurers start with the Trusty Whip and Questionable Rations.
  - b. The grey Henchmen start with the Brass Knuckles and the Flak Jacket.
4. Give each player 5 Health gems.
5. Shuffle the Passage deck and place it to the side of your play surface. Leave room for a discard pile.
6. Shuffle the Fortune and Hazard decks and place them next to the Passages, leaving space for discard piles for each. In order to properly pace the game, we recommend that you shuffle the Fortune deck as follows:
  - a. Separate the purple treasure cards from the rest of the Fortune deck and shuffle both sets of cards individually.
  - b. Lay out each of the treasure cards face-down, then deal out the other cards on top of them to form new piles. Shuffle each pile of cards.
  - c. Stack the piles back on top of each other to reform the deck, placing any larger piles on top of the smaller ones.
7. Have each player roll the die to see who goes first.



### ***How much space do I need?***

This game is better with more space to build the cave into. For the best experience, use a large square play surface.

### ***Can I shuffle the Fortunes normally?***

Of course! Since this randomizes how often you draw treasure cards, you should be prepared for some oddly paced games if you do.

### ***Why must I put the Cave Entrance in the corner?***

Since the Entrance is in the corner of the playscape, its walls denote the boundaries of the cave. You cannot explore beyond its edges, and any corridors leading there should be treated as solid walls. You cannot rotate or destroy the Cave Entrance.

## Passages

Passages define the layout of the cave. You can move between *connected passages* (adjacent passages that have connecting corridors). You can also move through a corridor into a space that has not had a passage card placed into it yet. This kind of space is called an *undiscovered passage*.



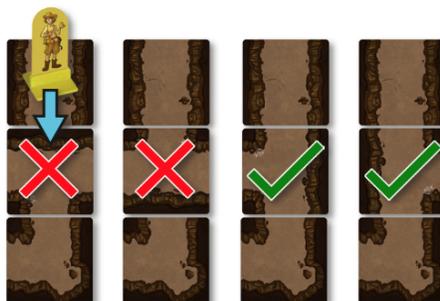
If your explorer is ever placed into an undiscovered passage, you must immediately discover that passage.

## Discovering Passages

Draw the top card from the Passage deck and place it into the undiscovered passage. You may choose the card's orientation, so long as you follow these rules:

- One of the new passage's corridors must connect to the passage you last occupied if at all possible.
- The other corridors must connect to as many discovered passages as possible.

*For example, let's say you're currently in the straight passage and move downwards, triggering Discovery. You draw a T-shaped passage and place it on the board:*



*The first placement violates the first rule by not connecting to the passage you came from. The second placement violates the second rule because there is one more possible connection that could be made. The last two placements follow both rules and are valid.*

Once you've decided on a valid placement, draw the number of Hazard and Fortune cards indicated by the icons on the new passage and put them into the passage as its contents. If you drew a trap or monster, you must immediately encounter it as described on page 9.



### ***What if I enter an undiscovered passage on another player's turn?***

Discover a new passage and encounter any Hazards within it immediately. Once you have resolved this discovery, the other player resumes their turn where they left off.

### ***What if we run out of cards?***

If the Fortune or Hazard decks are empty, ignore any further calls to draw from them.

If the Passage deck is empty, take the passage discard pile, shuffle it, and make it the new Passage deck. If there are no cards in the passage discard pile, treat all corridors into undiscovered passages as solid walls until a passage is discarded.

### ***What if we hit the edge of the table?***

Treat the edges of the playspace as solid walls. You can't discover into the air!

## Health and Death



### Health

Your Health is tracked by the number of Health gem tokens you have at any time. You have a maximum of 5 Health. If you lose all of your Health, your explorer dies, and you must wait for backup to arrive before you can act again. Drop your entire hand (including all traps, treasures, and equipment) into your passage, remove your explorer from the board, and end your turn (if it's your turn).

### Backup

At the start of your first turn after you've died, reset your Health to 5 and put your explorer in the Cave Entrance. Draw the top card from the Fortune deck. If you wish, you may pick up this card immediately for 0 AP. If you don't want the Fortune, put it face-up in the Cave Entrance instead.



**HALT! HAVE YOU BACKED**

**Skulldug!**

**ON KICKSTARTER YET?**

## Taking Turns

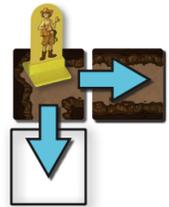
Each turn you have 3 *Action Points* (AP) to spend performing actions and using equipment. You do not have to use all of your available AP each turn, but unused AP will not roll over to the next turn.

You can use any action as long as you have the AP it requires and are not currently engaged in an encounter (see page 12 for details on encounters). If you don't have enough AP to perform an action, you'll have to wait until your next turn to take that action.

Your turn ends when you declare it to be over or lose all of your Health, at which point the player to your left begins their turn.

### 1 AP - Move

Place your explorer into a passage connected to your own passage. You can move into undiscovered passages, which triggers Discovery.



### 1 AP - Dash

Move into a discovered passage, then move into another discovered passage. You cannot dash through encounters (see page 9) or into undiscovered passages. You cannot take another action in the middle of a dash.

### 1 AP - Pick Up

Place an item card from your passage into your hand. Item cards are distinguished by the hand symbol shown to the right.



*Items* are cards that can be picked up and held in your hand. You are affected by all rules on an item while holding it. You must keep your hand face-up at all times. Read more about the different types of items on page 11.

### **How many items can I carry at once?**

You can pick up as many items as you want. However, if you end your turn with more than 5 items in your hand, you must immediately drop cards until you are holding no more than 5 cards.

### 0 AP - Drop

Place an item from your hand into any passage within your line of sight.

*Line of sight* is the unbroken line that can be drawn from a passage in a single direction. Walls and undiscovered passages end line of sight. Your own passage is always in your line of sight.



### 1 AP - Shove (once per turn)

Move another explorer from your passage into a connected passage. They must immediately resolve any encounters in the passage (see page 9). If you shoved them into an undiscovered passage, they must immediately Discover a new passage. You can only shove once per turn.

## 1 AP - Throw

Hit an opponent with your unwanted items to make them drop their own hand! Declare your intent to throw and proceed:

1. **Drop an item:** Drop an item from your hand into the passage of an enemy explorer within your line of sight to mark them as your target.
2. **Roll for defense:** Have the targeted player roll the die to establish the difficulty of their defense.
3. **Spend AP to Focus:** Declare how many AP you are spending to focus, if any. (See definition below.)
4. **Roll for offense:** Roll the die and compare it to the difficulty of the defense. If you rolled less than the defense, your throw misses and the defender takes no Injury.
5. **Deal the defender an Injury:** If you rolled equal to or higher than the difficulty value, the targeted player drops a random card from their hand into their passage and takes an Injury for 1 Health. For more on Injuries, see page 9.



### **What counts as combat?**

*Combat* refers to throwing items, defending from throws, and encountering monsters. Any card that affects combat applies to all of these. Monster encounters are described in detail on page 9.

## 1 AP - Focus

Before you roll against a difficulty value — either in an encounter (see page 9) or when throwing an item at another player — you may spend AP to modify the value of your roll. For each AP you spend focusing, you may add 1 to the resulting roll.

## 1 AP - Destroy (once per turn)

Select an unoccupied passage (one that does not contain any explorers) that your passage faces and discard it. Your passage is facing all adjacent passages that its corridors point towards, even if the passages do not connect directly.



Take any cards that were in that passage and split them into separate piles of Fortunes and Hazards. Shuffle each pile and return it to the top of its respective deck.

You can only destroy one passage per turn.

### **Can I destroy the Cave Entrance?**

No.

### **Why destroy a passage?**

Try using destroy to open a path for yourself or to remove an opponent's escape route. You can even destroy a dangerous passage to return its contents back into the deck for your opponents to discover!

## Other Actions

Many cards will give you additional actions you can take on your turn. In general, these cards will either list the AP cost of using their ability or will tell you to discard them upon use. Discarding cards to use them does not cost AP and can be performed even when you have 0 AP remaining.

## Fortune Cards

### Equipment

Equipment cards are items that give you bonuses while held in your hand. They are not discarded when used, and they often let you spend AP to perform new actions.



### Consumables

Consumable cards are items that you can discard to gain a one-time bonus. Each consumable will tell you how and when you can use it. Using a consumable does not cost AP.



### When can I use consumables?

Consumables that simply say 'Discard' can only be played when you could take an action on your turn (i.e. when you are not resolving an encounter). Consumables with a specific condition can be played whenever that condition is satisfied. You are never required to use a consumable.

### Treasure

These items are your ultimate goal — you must end your turn in the Cave Entrance while holding 3 treasures to win the game. Every treasure comes with a curse that affects you while it is in your hand.



### Should I pick up this treasure?

Not every treasure is worth picking up immediately. If a treasure's curse is too dangerous to take on at the moment, try stashing the treasure somewhere safe and come back for it later.

## Hazard Cards

### Monsters

Monsters are an ongoing danger that live in the cave, attacking explorers in their passage until they are slain in combat. Monsters are not items and cannot be picked up and put in your hand.



### Traps

Traps are a persistent danger triggered when explorers enter their passages. Traps are items, so you can pick one up whenever you are in the same passage as it, whether you have defeated the trap or not. Dropping traps from your hand into key positions can be a great way to disrupt your opponents!



### Can I drop a trap in the Cave Entrance?

Yes, but it won't be there long. At the end of each turn, discard any Hazards in the Cave Entrance.

## Encounters

No matter how careful of an explorer you are, eventually you will have to defend yourself from the dangers that lurk in the cave. Whenever you enter a passage containing a Hazard card, you trigger an *encounter*. Resolve encounters as follows:



1. **Spend AP to focus:** Declare how many AP you are spending to focus, if any. Each AP you spend adds 1 to your attack roll.
2. **Roll the die:** If you rolled equal to or higher than the difficulty value on the card you are encountering, you are victorious.

## Resolving Victory

If you defeated a monster, discard it. If you were encountering a trap, add it directly to your hand — you've bested the trap, and it is now yours to drop wherever you think it will do the most damage!

## Resolving Defeat

Take the Injury for the card you lost against: lose any Health specified by its damage value and suffer any On Injury effects written on the card. If you lost against a monster, you must then flee the passage.

## Fleeing

When you flee, move your explorer back into the last passage you occupied this turn. If you have not moved this turn or are unable to move into your last passage, you do not flee. Fleeing does not cost any AP.

## Injuries

You take an Injury whenever your explorer is hurt in the cave. Usually this means losing the amount of Health specified by the damage value on the card injuring you. Watch out — many cards will also impart an additional effect when you are injured!

### **What counts as combat?**

Encountering monsters, throwing items at explorers, and defending against throws are all combat. Any card that affects combat applies to all of these.

### **What if I start my turn in a passage with a Hazard?**

You only encounter traps when you enter their passage. If there is a monster in your passage at the start of your turn, you must immediately encounter that monster.

### **Are traps always armed?**

A trap in a passage is always dangerous, regardless who put it there!

### ***What if I encounter multiple Hazards at once?***

Face each encounter in turn. You must resolve any trap encounters before you encounter any monsters, but otherwise you may choose the order you face each encounter. You must face every encounter in your passage unless you flee, die, or are otherwise removed from the passage.

### **Card FAQs**

- ***Bucket of Grease / Putrid Horror:*** Entering an undiscovered passage does not stop your movement. Discover the passage as usual, then keep moving until you hit an encounter or wall.
- ***Ceremonial Armor:*** Combat rolls include monster encounters, throwing cards at other explorers, and defending against an opponent's throw.
- ***Colossal Pit:*** You must encounter Colossal Pit immediately upon entering its passage. You cannot choose to encounter another card in the passage before Colossal Pit.
- ***Flare Gun:*** Each successive passage you discover must be oriented to connect to the previous passage you discovered with Flare Gun.
- ***Gorgeous Adonis:*** Failing in combat against the Adonis does not cause you to flee. If you then fail in combat against another monster in the same passage, you must flee as normal.
- ***Mischievous Monkey:*** To pick a card at random when you have both Fortunes and Hazards in your hand, try shuffling the cards under a table or with your eyes closed, then pick the card from the bottom of the stack.

### **Glossary of Arcana**

- ***Adjacent:*** Passages are adjacent if they are next to each other on the play surface. Diagonal passages are not adjacent. Passages do not have to be discovered to be adjacent.
- ***Combat:*** When you roll the die to attack or defend yourself from another explorer or an encounter with a monster.
- ***Connected:*** Connected passages are adjacent to each other and have corridors that meet. Discovered passages are connected to all undiscovered adjacent passages that they face.
- ***Empty:*** A passage is empty if it does not contain an explorer, item, or monster.
- ***Facing:*** A passage is facing all adjacent passages that it has a corridor pointing towards, even if the passages do not connect directly.
- ***Item:*** Any card that can be picked up and held in your hand. Items are distinguished by the hand symbol under their art.
- ***Line of Sight:*** The unbroken line that can be drawn from a passage in a single direction. Walls and undiscovered passages end line of sight.
- ***Undiscovered:*** A passage is undiscovered if it has not yet had a passage card placed into its space on the play surface.
- ***Unoccupied:*** A passage is unoccupied if it does not contain an explorer.
- ***Your Passage:*** The passage that currently contains your explorer.

### BRITTLE SHIELD



**Discard when taking an Injury:**  
Prevent all Health loss and effects of this Injury. You must still Flee.

### CROOKED FISHHOOK



**Discard:**  
Take a card held by a player in your passage or a connected passage and put it in your passage.

### FLARE GUN



**Discard:**  
Discover passages in a direction from your passage until line of sight ends.

### MAGUS SPADE



**Discard:**  
Rotate any passage to any orientation.

### PURE ADRENALINE



**Discard:**  
Gain 2 AP this turn.

### RABBIT'S FOOT



**Discard after rolling the die:**  
Reroll the die and use that result instead.

### RUSTY SWORD



**Discard after rolling in a monster encounter:**  
+2 to your combat roll.  
  
If you throw Rusty Sword,  
+1 to your combat roll.

### SUMMONER'S CHALK

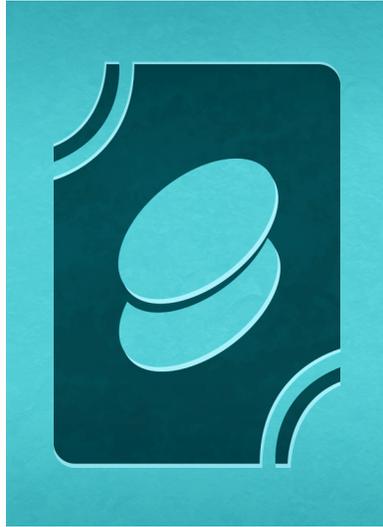


**Discard:**  
Move any monster into any unoccupied passage.

### MIMIC STONE



**Use at any time:**  
Treat this card as a copy of a non-treasure item held by another player.  
Discard at end of turn.



### QUESTIONABLE RATIONS



Discard upon entering combat with a monster: Ignore all monster encounters in this passage until end of turn.

### FLAK JACKET



Discard when reduced to 0 Health: Set your Health to 1.

### GUTTERING TORCH



1 AP: Discover a passage connected to yours. You may immediately move into it for 0 AP.

### SHINY NEW WHISTLE



1 AP: Move a monster to any passage in its line of sight. You may use this once per turn.

### LUCKY UNDERWEAR



Once per turn, if you roll equal to or higher than your current Health, you may reroll the die.

### TRUSTY WHIP



1 AP: Pick up a non-trap item from a connected passage.

### STURDY SHOVEL



1 AP: Rotate your passage or an adjacent passage to any orientation.

### DELICATE TOOLKIT

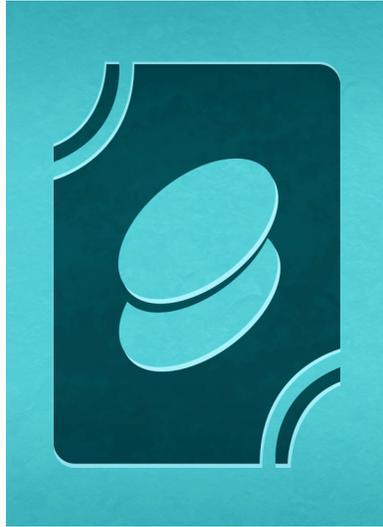


Rolls against traps gain a +1 bonus.

### BRASS KNUCKLES



Combat rolls against monsters gain a +1 bonus.



### SAMAEI'S SPECTACLES



At the end of your turn, rotate your passage 90 degrees clockwise.

### CEREMONIAL ARMOR



Rolls against traps take a -2 penalty. If you lose Health from an Injury on your turn, gain 1 AP.

### CEREMONIAL SWORD



Combat rolls take a -2 penalty. You do not have to Flee from monsters.

### TRIBAL HEADRESS



At the start of your turn, move all monsters in your line of sight into your passage and encounter them.

### GOLDEN HEDGEHOG



When you pick up Golden Hedgehog, lose 2 Health. This does not count as taking an Injury.

### BEAR TRAP



4 2  
"Works even better on people."

### BEAR TRAP



4 2  
"Works even better on people."

### CONVINCING SIGN

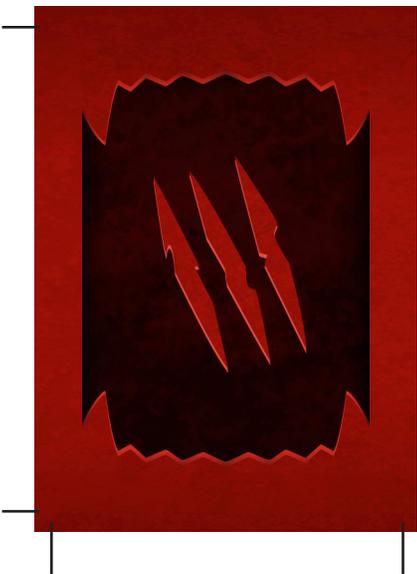
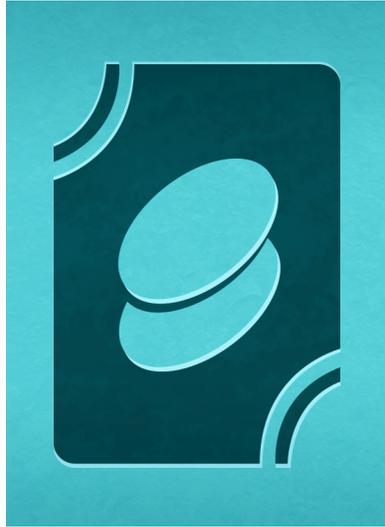
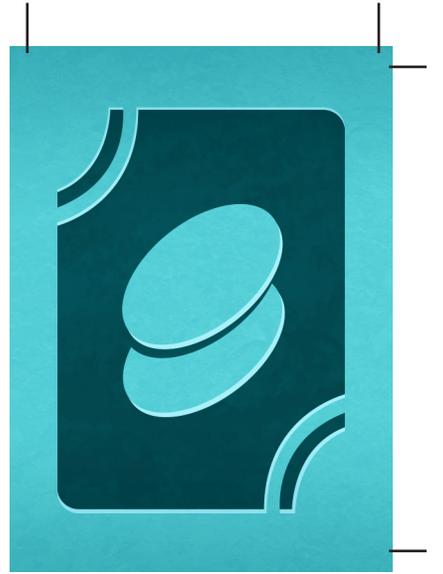


5 0  
On Injury:  
Rotate your passage 90 degrees clockwise.

### CONVINCING SIGN



5 0  
On Injury:  
Rotate your passage 90 degrees clockwise.



### BUCKET OF GREASE



5 0

**On Injury:**  
Keep moving in the last direction you moved until you begin an encounter or hit a wall.

### BUCKET OF GLUE



4 0

**On Injury:**  
You cannot move, dash, or flee until end of turn.

### SNARE TRAP



4 0

**On Injury:**  
Drop all cards in your hand into your passage.

### MISCHEVIOUS MONKEY



4 1

**On Injury:**  
Drop a random card from your hand into your passage.

### GORGEOUS ADONIS



5 0

**On Injury:**  
Lose 1 AP. You do not flee.

### CRYSTAL CENTURION



3 3

"Not all that glitters is good for you."

### DAMNED SPIRIT



4 1

This monster is not discarded when it is defeated.

### SHAMBLING CORPSE



5 1

If you are holding Guttering Torch, you may skip encounters with this monster.

### SHRIEKING BATS



2 1

"Just some bats."



### PUTRID HORROR



5 1

When fleeing from this monster, keep moving in that direction until you begin an encounter or hit a wall.

### HUNGRY BEAR



4 2

When encountering this monster, you may discard a consumable to ignore combat with it for this turn.



