

In *Dungeon Scrawlers*, you and other adventurers are drawn together to delve into Undermountain, an immense underground labyrinth of dungeons created by the Mad Mage, Halaster Blackcloak. Use your markers to defeat Monsters, cast Spells, connect Artifact Fragments, and collect shiny Treasure!

How to Play:

As soon as everyone is ready, the *Dungeon Scrawl* starts with all players playing at the same time: begin drawing from the entrance marked "Start" and make your way inside the Dungeon. Whenever you encounter an element (a *Monster*, a *Treasure*, etc.) you interact with it in a certain way (See below). The following rules must always apply when drawing:

- **You always draw in a continuous line.** You are allowed to go backwards the way you came, but you must keep drawing while you do it; you don't lift the marker and there's no penalty if you cross your own line again.
- **You must always keep the line you draw within the corridors and the rooms.** If your marker touches the wall, there is no penalty. However, if your marker goes through the wall but comes back to or remains in the same corridor/room, you get **-1VP**. If your marker goes through a wall into another area, and continues, you ignore everything from that point on.
- **Whenever you enter a room, you have to interact with all the elements inside of it.** If you leave a room without having interacted with an element, you get **negative VP** as a penalty, equal to the VP that element would normally award you. Keep in mind that if you try to interact with an element, but fail to do so successfully, you don't get any VP from it, but you don't get a penalty either.

Scrawl End:

The Scrawl ends when the big red boss is defeated.

Scoring:

As soon as the *Dungeon Scrawl* end is triggered, all players immediately drop their marker. Players who were inside a room when the end was triggered, do not lose VP from the room's elements they didn't interact with.

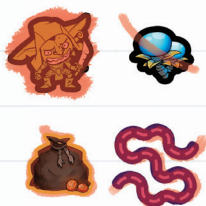
Give your *Dungeon* sheet to the player on your right. Then, calculate the score on the *Dungeon* sheet in front of you, writing the score on the sheet. The player with the highest score is the winner!



Full game coming in October 2021!

- 10 increasingly challenging mazes!
- 2-4 players!
- Unique character abilities!
- Orbs, Keys, Portals, and more!

Monsters, Exotic Plants, Treasure, & Spells:



= 1 VP

Artifact Fragments:



= 1 VP
per 3
stones in
order

Boss:



= 4 VP

Promo

Name

Score

