

DICE CRAWL

IRON MAN RULES

Dice Crawl is a quick, fun dungeon-crawling tile game for 1 to 4 players. The main game comes with 50 dungeon tiles and the expansion provides 96 additional dungeon tiles. Mixing them all together creates a tower of nearly 150 tiles that create nearly endless game permutations.

SETTING UP

1. Shuffle all the dungeon tiles (keeping the dragon tile to one side).
2. Lay out 24 dungeon tiles facedown in a 5 x 5 grid, with the dragon tile in the center of the grid. If you are playing a solo game, you lay out a 3 x 3 grid with the dragon at one corner of the grid. See page 8 for more on solo play.
3. Randomly give each player a race card and class card, as well as an adventurer marker in their favorite color (so long as their favorite color is black, white, mauve, or habanero). There are also reference tiles with term explanations. Help yourself.
4. In Iron Man, each player uses only 20 six-sided dice of one color.
5. Each player starts at one of the corners by placing his/her marker on that corner tile. Players cannot start in the same corner.
6. Pick someone to go first by, you know, rolling some dice.
7. Use a piece of paper to keep track of scores.
8. Start playing.

OVERVIEW OF PLAY

Play the game normally. At the end of the game, play again. Set up the 5 x 5 by clearing all of the revealed tiles and laying 24 new tiles. Feel free to use the unused tiles from the previous game (if there are any).

Each player randomly draws a new race and class card from the unused pile.

Repeat this process until you've played four games in a row. Update the scores. The person with the lowest score is out of the game. Play another game with the three remaining players. Afterwards, update the scores again. The person with the lowest score is once again removed from the game.

In the final game, the top two players will use the race and class tiles from the previous game and roll only 15 dice each. In addition, their previous scores are zero'd out. The winner of this game is the winner of the entire Iron Man series.

DOUBLE IRON MAN VARIANT

This rules variant can be used with any version of Dice Crawl.

When rolling dice for your Crawl, roll a number of dice equal to the circled value of the tile your marker is on, instead of the normal five dice (minimum 2).

If you have the Roll +1 power, this increases your dice as normal.

TRIPLE IRON MAN VARIANT

This rules variant can be used with any version of Dice Crawl.

When rolling dice for your Crawl, you may choose to roll between 2 and 5 dice. However, any unused units are lost and returned to the box instead of your army.

If you have the Roll +1 power, this increases your dice as normal.