LABYRINTH OF FATE

THE QUICK & EASY-TO-PLAY TABLETOP CARD & DICE DUNGEON CRAWLER

PLAYER GUIDE

C&D QUEST

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INTRODUCTION

The Labyrinth of Fate is a tabletop dungeon crawler game that is played with a lavishly illustrated deck of game cards, three 6-sided dice, and these rules.

As you travel through the Labyrinth, you'll face a variety of opponents that will test your strength, luck and strategy.

With each turn you will roll the dice to determine your fate, battling fierce creatures, collecting treasure and perhaps finding helpful party members along the way.

Whether you are a seasoned gamer or new to the world of tabletop games, this dungeon crawler game is a fun and engaging way to pass the time.

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PREPARATION

Separate the game cards into 3 stacks:

Stack 1 The Hero Stack
There are 8 sets of four Hero cards. Pick 4 of the same Hero cards representing the lives of the character you wish to play with, separating them into their own stack.

Stack 2 The Boss Stack
There is one set of 3 Boss cards represented by 3 Fire Breathing Dragon cards.

Stack 3 Foe Stack
This is rest of the deck which should include all remaining Foe cards. Mix in one of each remaining Hero card into this stack and shuffle thoroughly.

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BASIC SETUP

- Create a 2x3 grid with 6 shuffled Foe cards face down as the Labyrinth. **1**

- Place your Hero stack to the left and the Boss stack face up at the top of the Labyrinth grid. **2** **3**

- Draw a selection of Foe cards from the Foe Stack and pile them face down on top of the Boss Stack. Use more Foe cards for a longer game, less for a shorter one. **4**

- Stack the remaining Foe and Hero cards together face down to become your Gold Stack, each worth 1 gold coin. Rotate this stack horizontally for easier identification. **5**

- Place one of your Hero cards on either side of the Labyrinth grid. The closest card in the grid horizontally will be the entry point. **6**

FOE STACK

3

4

AURICBANE VILEWING

BOSS STACK

1

5

GOLD STACK

2

ARCTURUS THE MAGUS

HERO STACK

6

ARCTURUS THE MAGUS

LABYRINTH GRID

GAME PHASES

- 🎲 **MOVE:** Roll 1 red die for movement & Foe score.
- 🎲 **FIGHT:** Attack with a roll of 2 white dice.
- 🎲 **REPLACE:** Replace defeated Foe cards.
- 🎲 **REPEAT.**

PLAYING THE GAME

Use the red die to move your Hero. Use the two white dice for combat.

Roll the red die and move the indicated number of spaces along the grid in any direction except diagonally. Place your Hero card beside the Foe card you land on.

ULTIMATELY IT WILL BE UP TO YOU AND ANY ALLIES YOU FIND ALONG THE WAY TO DEFEAT THE FINAL BOSS!

Flip the Foe card face up to reveal you Foe. Using the number you just rolled on the red die, add +1 or +2 to that number based on your Foe's shield color (black shield +1, red shield +2). For example, if you rolled a 3 on the red dice, add +1 for a Foe with a black shield to get a final combat number of 4. If it were a red shield, the Foe's combat number would be 5.

Roll the two white dice for your Hero's combat score and add +1 (each Hero has a base combat score of +1). Your goal is to beat your foe's score.

Rolling 1 on both die (also known as "snake eyes")   means you instantly lose the battle and your turn ends.

Losing a battle means losing 1 life; flip one of your Hero cards face down. Lose the game if all of your Hero cards wind up face down.

If Foes are not defeated or if there's a tie, keep them face up on the table. They stay like that until you eventually defeat them in combat or they defeat you.

If combat results in a tie, your turn ends. Start a new turn by re-rolling the red die to fight the creature again, or flee the battle and move to a new location.

If you win the battle, claim any gold your Foe was carrying (noted by small gold coin symbols on the upper left corner of many Foe cards), then move defeated Foes into a Kill Stack. Replace them in the Labyrinth grid with a new Foe card drawn from the cards stacked above the Boss Stack.

Keep battling until no Foe cards remain in the grid, then prepare to face the Boss.

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WANDERING HEROES

Once in awhile you may meet a wandering Hero. If so roll a red die to see if they want to join you (1-2), want payment to join (3-4), or challenge you (5-6). Add them to your Hero stack immediately if they join.

If you have to pay, roll the red dice again to see how much they want. Pay if you can; put enough gold equal to the

number you rolled back in the Gold Stack and add the new Ally to your Hero Stack.

Allies boost combat by +1 and can take hits; remove them instead of your Hero cards when you lose battles. They also help in Boss fights.

If you can't pay, don't want to pay, or if they challenge you immediately, they will want to attack you. Use your roll for payment or 5-6 if they challenge instantly.

Add +1 as a base point to know the score you must beat to defeat them.

GALATHIL SWIFTWIND

THERE IS A GOOD CHANCE YOU WILL FIND ALLIES ALONG THE WAY, BUT NOT ALL WILL JOIN YOU. SOME MAY MEAN YOU HARM.

MOVE IN ANY DIRECTION FROM CARD TO CARD
IN THE GRID, EXCEPT DIAGONALLY. THE RED
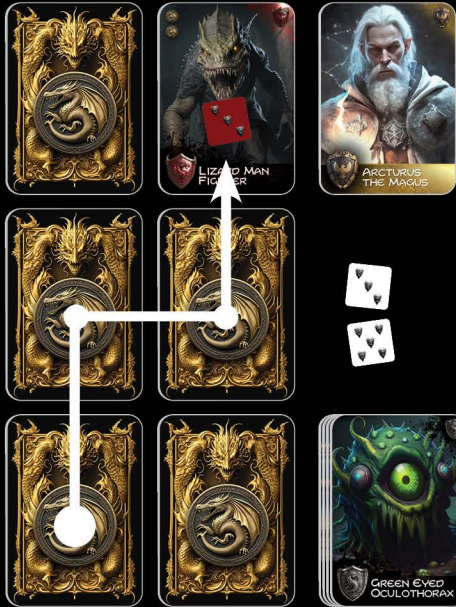DIE MARKS YOUR POSITION & FOE SCORE

GOLD STACK

**FOE STACK
PILED ON
TOP OF BOSS
STACK**

HURICBANE
VILEWING

Lizard Man
Fighter

ARCTURUS
THE MAGUS

YOUR GOLD

HERO STACK

ARCTURUS
THE MAGUS

LABYRINTH GRID

KILL STACK

GREEN EYED
OCULOTHORAX

ROLLING A 3 AND LANDING ON A RED CARD
WOULD GIVE THE FOE A SCORE OF 5. IF THE
CARD WERE BLACK, THE FOE WOULD SCORE 4.

If you win, roll the red dice to determine the amount of gold you take from them.

If you lose, the wandering Hero takes all of your gold! Put your whole stack of coins back into the Gold Stack. You also lose a life point; flip 1 of your Hero cards face down.

BOSS COMBAT

In Boss combat, roll all 3 dice and add the resulting number to each Boss card to set the target score.

Roll 3 dice and add them to your remaining Hero cards for your combat score.

Winning lets you take a Boss card for your Kill Stack and collect 5 gold.

Losing means flipping 1 Hero card face down.

Continue until either the Boss or your Hero is defeated.

If you win, You've conquered the Labyrinth. Calculate your score based on 1 point for every 5 gold coins (rounded down), defeated foes, and face-up Hero & Ally cards.

If you die before reaching the Boss, score points only for defeated Foes.

If you fail, you can restart with the same cards or start a new game.

LABYRINTH OF FATE

LABYRINTHCARDGAME.COM

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Stay up-to-date on new developments

New booster packs coming soon!

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