

IAN SEBASTIAN BACH & CÉDRICK CAUMONT

MAP Masters

COOPERATIVE RULES

1-5 PLAYERS



GAME OVERVIEW

Attention: This game can be played in 2 different modes (Versus & Co-op). These are the Co-op rules. If you want to play in Versus mode, please use the "Versus" rulebook.

Players will jointly manage groups of adventurers. In order to accomplish a mission, players should discuss strategy both before and during the game. After the setup and the market phase, players will explore the dungeon. Clockwise, each player will place a card on an empty space of the tableau and draw a new card.

Once a group mini can be connected to an objective, players should trace its path. When the mission requirements have been fulfilled, the game is won!

GOAL OF THE GAME

Players will play cards to a dungeon to create paths for groups of adventurers to follow.

After assembling parts of the Dungeon, the players draw paths on the cards to explore the hallways and rooms, collect items and try to fulfill the objectives of the mission.



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I

GAME COMPONENTS



You can customize the Minis with stickers, it could be great for colorblind players.

Components used for this mode (cooperative) are in **blue**. Unused components are in **yellow**.

- | | |
|--|----------------------------------|
| ① Dry erase Score cards (x5) | ⑫ Active Player Token (x1) |
| ② Dry erase Markers (x5) | ⑬ Fairy Market Card (x1) |
| ③ Sponges (x5) | ⑭ Sword Fairy Tokens (x5) |
| ④ Icon Summary (x2) | ⑮ Magic Scroll Fairy Tokens (x5) |
| ⑤ Co-op Mission start/Versus End of Round (x2) | ⑯ Key Fairy Tokens (x5) |
| ⑥ Starter Cards (9 cards in 5 decks) (x45) | ⑰ Rope Fairy Tokens (x5) |
| ⑦ Dungeon Cards (x72) | ⑱ Group Minis (x8) |
| ⑧ Co-op and Boss Cards (x29) | ⑲ 1 Coin tokens (x33) |
| ⑨ Objective Cards (x27) - (only Mission 10) | ⑳ 3 Coin tokens (x14) |
| ⑩ Spellbook cards (x17) | Stickers to customize minis |
| ⑪ Artifacts tokens (x13) | This Rule Book (x1) |

II

SET UP

1. Choose one of the 14 missions to play.

Players may play the 14 missions in any order they like, but we highly recommend playing them in order, as their difficulty increases.

Note: For the following examples, we'll use mission 1, "Jean-Mi is back".

Sort Dungeon cards by cost, and Starter decks by color.

2. Follow the Setup text and the Graphic of the mission to create the Tableau.



Ⓐ Gather and shuffle the number of Starter Decks cards indicated by the mission, (here 21 cards) and then place the cards faceup as shown in the mission layout. When placing those cards, **randomly set their orientation.**

Those cards can come from different color starter decks.

All starter decks are identified with following icons , all their 9 cards are the same.

Note: The Starter cards are very basic. They do not include Pits, Ropes or Magic circles.



Ⓑ Place the **Dungeon Cards** and the **Coop Cards** as indicated in the mission layout. Use their reference numbers (here D29 and B02) to locate and position them according to the diagram. Unless anything else is mentioned in the mission setup, those are oriented faceup and right side up.

Ⓒ If required, place the **Artifacts Tokens** and/or **Group Minis** on the Tableau.

(Here, just place the Artifact "WingedBoots" on the D29 Card).

Important:

- Players should spend time discussing a global strategy. Which mini will fulfill which path? Which Mini will carry an Artifact?
- Minis may be reassigned to different objectives as the game progresses.
- To be successful, players should communicate throughout the game, discussing plans and overall strategy.
- Before play, players should discuss the placement of group minis, Fairy Tokens and Spellbooks. Once the game begins, these decisions cannot be changed.

Example with the "Jean-Mi is back" mission with 3 players



3. Following the "Groups" paragraph of the mission, place your Group Minis.

④ Place them in front of a hallway of a card (we advise that you do not place them in front of an obstacle) or in front of an empty card position that will be filled during the game. If you do so and you have a choice, choose clearly in front of which future hallway you want to put your mini when you place it.

Important:

When placing minis, you should avoid dead ends such as monsters, padlocks and lava pits.


4. To assemble the players deck, you should follow the Players Deck Composition for the mission you wish to play. Gather together the indicated Starter Cards as well as Dungeon Cards (both drawn randomly) of the appropriate cost. Shuffle these cards and placed them in easy reach for all players.

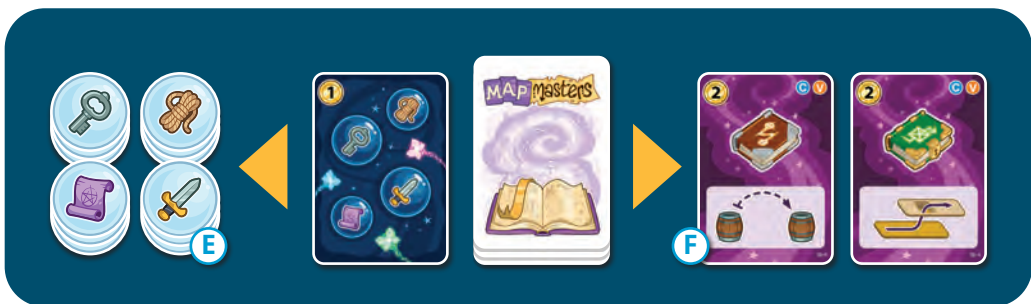
Example: Here, the mission requires 18 Starter Cards, 4x "\$3" Cards, 5x "\$4" Cards, 5x "\$5" Cards and 4x "\$6" Cards.



5. If the Mission allows you to spend money, you should create the Market and purchase Fairy Tokens and Spell Books.

Creating the Market (co-op mode)

Fairy tokens and Spellbooks can only be bought before entering the dungeon. While creating the Spellbook deck for the market, keep only the cards with the Coop  logo.



(E) Divide the Fairy Tokens by type into 4 supply piles and place within easy reach of all players below the Fairy Market Card. The Fairy Tokens have a cost of 1.



Fairy Tokens (Cost 1 coin)

A **Fairy Token** is used as one corresponding item during a path to overcome an obstacle (see. p.14) or to fulfill the requirements of a mission (if not used).

In normal difficulty mode (see p. 8), an item used during the path is crossed off (or flipped facedown if a Fairy Token is used) and does not count for the requirements of a card.

Ⓕ Shuffle the Spellbook Cards (with the Co-op icon Ⓒ) and place facedown to the right of the Fairy Tokens. Reveal the top 2 cards and place them faceup.



Spellbooks (Cost 2 coins)

A **Spellbook** assigned to group's mini may be activated only for the path of that mini.

Once used, the Spellbook is turned facedown.

All Spellbooks effects are explained on p.24

Note: Players may purchase one of the 2 faceup cards, or pay the same cost to draw the top facedown card from the Spellbook deck.

Ⓖ Every bought Spellbook or Fairy Token must be linked with a group mini. Once a Fairy Token or a spellbook is bought, place it next to the group mini's starting point to which it has been assigned. If needed add a new Spellbook card to have 2 available in the market.

Example: Here, the Setup asks you to spend 5 coins in the market. For this example, we buy 1 Spellbook, 1 Key Fairy Token and 2 Rope Fairy Tokens.

All remaining coins are returned to the Bank after set up.

Important:

- No more than 1 Fairy Token of each type (Rope, Sword, Magic Scroll or Key) nor 2 Spellbooks can be assigned to a Group Mini.

- During the Exploration Phase, Group minis CANNOT pass or exchange Fairy Tokens or Spellbooks to other Group minis.

6. Deal 3 cards from the Player Deck to each player. If playing Solo, deal 4 cards instead.






We recommend playing with your cards in hand. You can share information about your cards, but you should not show them to other players.

For easier game play, players can play with hands being public knowledge.



7. Read the Mission Rules and Win Conditions to the other players.

8. Choose the difficulty level of your exploration:



NOVICE

- Any **Optimizer icon**   allows only that group to take an available fairy token    from the market even during exploration phase.
- Any **Discovered icon**, even used during the Path, counts for the Mission requirement.



EASY

- **Optimizer icons**   do not have any effects.
- Any **Discovered icon**, even used during the Path, counts for the Mission requirement.

NORMAL (RECOMMENDED)

- **Optimizer icons**   do not have any effects.
- Any **Discovery icon used during the Path is lost**, it **CANNOT** be counted toward the Mission requirement.

HARD

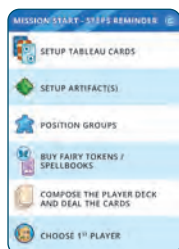
- **Optimizer icons**   do not have any effects.
- Any **Discovery icon used during the Path is lost**, it **CANNOT** be counted toward the Mission requirement.
- Any Path must bring the **EXACT number of Icons**, no more! Unused Fairy Tokens must be counted.

Note: For your first game, we recommend playing with the Normal mode.



9. Choose who will play first and give them the Active Player Token. The Active Player Token is passed clockwise as play proceeds.

The Co-op: “Mission Start” card helps players remember the following steps to start a mission:



1. **Place the cards** in the tableau as per the diagram in the Mission Setup.

2. **Place the Artifacts** Tokens as per the Mission Setup.

3. Discuss as a group where you want to **place the Group Minis** to enter the Dungeon.

4. Discuss as a group which **Fairy Tokens & Spellbooks** you would like to purchase. Decide together which Mini receives which Fairy

Tokens & Spellbooks.

5. **Assemble the Players’ Deck** as per the Mission Setup, shuffle it and deal 3 cards to each player (4 if playing solo).

6. After looking at your cards, discuss as a group **who should go first**.



EXPLORATION PHASE

The sections marked with a 🔄 are identical to those in Versus mode. If you have already read the Versus mode, you don't need to read these sections.

PLAYER'S TURN

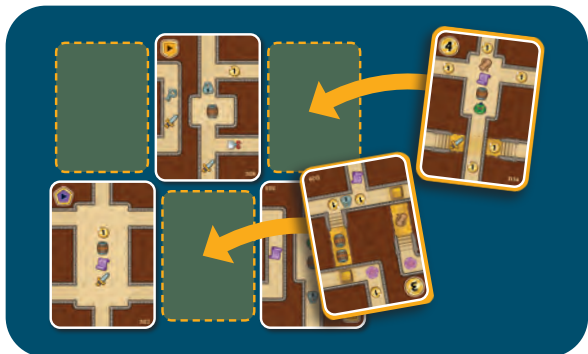
1. **Play a Dungeon Card** - After discussing with teammates, the active player chooses a card, where to place it and in which orientation to play it.
2. **Draw a path (optional)** - If a path can be created from a group to an objective, this path can be drawn.
3. **Check win** conditions (See p. 21) - If the players fulfill all the Objectives listed in the Win Condition section, the mission is won. If the players reach a losing state, the mission is lost.
4. **Draw a card** - The player draws a card from the Players' Deck (if not exhausted).
5. **Change active player** - The active player token moves clockwise to the next player.

PLAY A DUNGEON CARD



Players will manage groups of adventurers. These groups are NOT assigned specifically to one player, but are controlled by all players.

On their turn, each player places a card vertically (**either upside down or right side up per player choice**) in an empty space of the Mission Tableau to connect hallways and complete the Dungeon. Cards cannot be played unaligned, outside the Tableau, or on top of already played cards.



Players should discuss where to play their cards but the player who plays the card has the final decision.

Important:

Playing a card is free. The cost on a card is only used in the Versus mode.

WHAT IS A DUNGEON MADE OF ?



HALLWAYS AND ROOMS (SEE P.17)


Rooms (A) are different from Hallways (B). Rooms are larger and have stone floors, while Hallways have dirt floors.

LEVELS (SEE P.18)

There are two floors in the Dungeon, the Main Floor (C) and the Underground (D). The Underground is recognizable by its yellow glow.

GROUPS, STEP CARDS, BOSS CARDS AND OBJECTIVES

What is a Group?

A Group is a dungeon-exploring party and is represented by a Group Mini . Each group forms a path through the Dungeon from a start location to an Objective on a Step Card or Boss Card.

A Group Mini typically starts on the edge of the tableau as per the Mission Set-up. Once an Objective is completed (by drawing the route), the Group Mini is moved to the Step Card or Boss Card as appropriate. A Group Mini on a Step Card uses the Step Card as its new start location.

What is an Objective?



An Objective is a goal that the Group is trying to fulfill in traversing their path.

Most Objectives involve the collection and delivery of 1 or more Items or Artifacts.

Objectives are normally found on Step or Boss Cards.

The Group delivers the Objective to a specific hall(s) on the Step or Boss Card.

Important:

A Group can only fulfill one Objective on a Step or Boss Card.

If a Group can fulfill more than one Objective, the players chose which Objective to fulfill.

What is a Step card ?

A Step Card is a card that represents an intermediate step toward fulfilling the Objectives of a Boss Card(s). Typically, Groups deliver or pickup Artifacts or People, or complete a specific task.

If a path reaches a Step Card containing an Artifact, this Artifact is placed on the Step Card in the hallway where the first group entered the card. The Group is now carrying the Artifact.

If a Group mini reaches a face-down card, the players reveal it and decide together how to orient it.

Some Missions do not have Step Cards.

What is a Boss card ?

A Boss Card is a card that must be fulfilled to end a mission.

Boss Cards typically have multiple Objectives that involve the collection and delivery of certain quantities of Items, people, actions or Artifacts.

Some Missions have more than 1 Boss Card in play. All of the Objectives on all Boss Cards must be completed to successfully complete the Mission.

Not all Missions have Boss Cards but the Mission Rules and Win Condition will explain the alternative way to complete these Missions.

Important:

Some Boss Cards have Objectives that can be met by ending the path at any entrances to the card. Other Boss Cards require delivery of the Objective to a specific hallway(s).



Example: In the Mission 1 "Jean-Mi is back", each Group Mini must bring, to the B02 Card, a single type of Item: Winged boot or 5 Coins or 5 Scrolls or 2 Keys.

HOW TO DRAW A PATH ?

Multiple paths may exist simultaneously within the dungeon, but each group follows its own route.

If a valid Path can be traced from a Group's Mini position to an Objective, then players can choose to trace it immediately or wait to do it later, whenever they prefer.

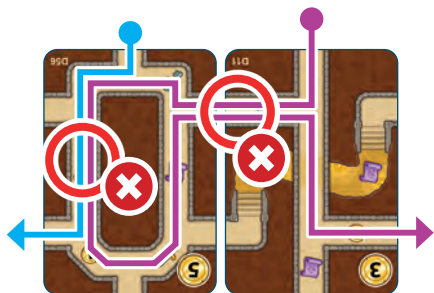
If multiple objectives can be completed by a group reaching an Objective, you have to choose which objective is completed.

Looking at Card B02 on page 11, a Group Mini might have collected 5 coins and 2 keys but would have to choose EITHER the 5 coins or the 2 keys to deliver, not BOTH.

A Group Mini may only be located on a starting position, on a Step card or on a Boss Objective. It cannot stop in the middle of the path.

Note: However, drawing a partial path may help some players keep track of a Group Mini's proposed path.

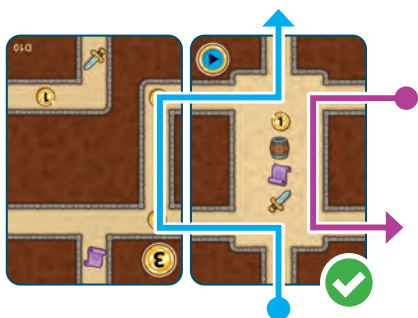
Paths must follow these rules:



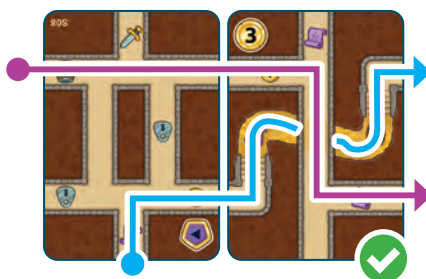
There can be only one path line in a hallway.



Path cannot cross itself or another path.

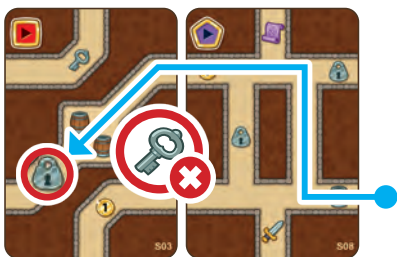


Paths can enter or leave a room more than once but by different hallways.

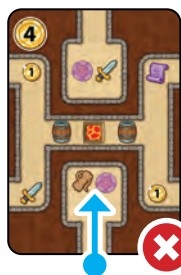


A path can go over / under itself or another path but on different levels.

A DEAD END MEANS THE END OF A PATH. THERE'S 5 TYPES OF DEAD ENDS:



Meet an Obstacle (see “obstacles” p. 14) without any way to pass through it.



Meet an actual dead end with no way out (here no magic scroll to teleport).



Taking a hallway more than once.



Crossing itself or another path on the same level.

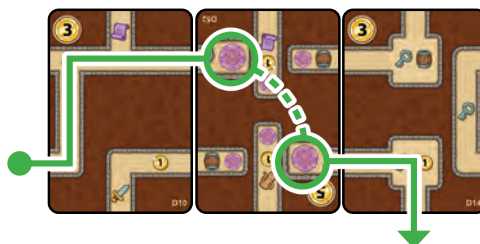


Reach the edge of the tableau (except if the mission asks you to do so).

Important:

If a Group Mini cannot continue its Path and has to stop because of a dead end, the mission is lost.

Note: The path cannot be interrupted except using teleportation, unless the Mission Special Rules say otherwise.



DISCOVERIES – WHAT WILL A GROUP ENCOUNTER IN A DUNGEON?

Along the path, Groups make many Discoveries. A Discovery can be of 4 types: an **Item**, an **Obstacle**, a **Teleporter** or an **Optimizer**.

ITEMS

The items are **Coins**, **Barrels**, **Swords**, **Ropes**, **Keys** and **Scrolls**.



When a path reaches an item, it is collected. This is represented by circling the item.

A Group can use an Item they collected to overcome a future obstacle, activate an effect or to fulfill a Mission or Step/Boss Objective requirements.



Example:
3 Coins, 1 Sword, 1 Rope and
1 Barrel are collected.

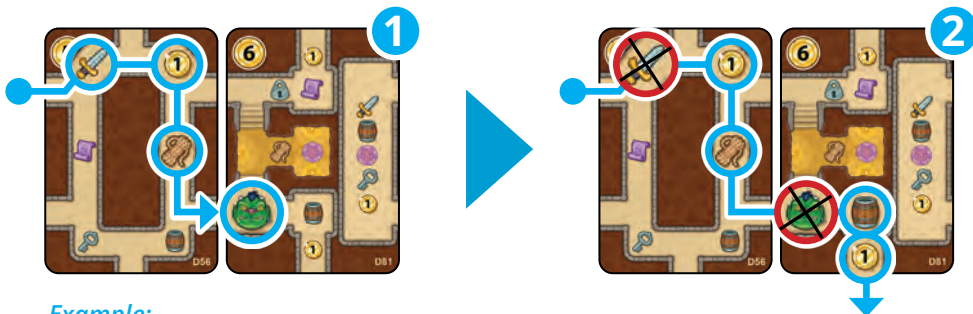
OBSTACLES

The Obstacles are **Monsters**, **Pits** (Pitfall/Lava pit) and **Padlocks**.



When a path reaches an obstacle, it must be circled. The Obstacle prevents the Group from pursuing their path, but... The group may use a collected item from their path, a matching Fairy Token or an appropriate Spellbook to defeat the obstacle:

Only when an Obstacle is overcome, can it be crossed out.



Example:
The Monster is defeated with the Sword collected earlier along the path. Both the Monster and the Sword are crossed out.

- If a collected item has been used, it is crossed out.
- If a Fairy Token has been used, it is flipped facedown.
- If a Spellbook card has been used, it is turned facedown.
- **Monster** is defeated by a **Sword**.
- **Pit** is overcome by a **Rope**.
- **Padlock** is opened by a **Key**.

Then the path of the group can continue.



A **Pitfall** encountered on the Main Floor makes the group pursue its path to the Underground. It is a one-way down to the Underground level. (See p.18) The group **may** use a Rope to cross the Pit and not drop to the Underground.



A **Pitfall** encountered in the underground cannot be climbed up.

TELEPORTERS



The teleporters are Magic Circles.



When a path reaches a Magic Circle, it must be circled, even if it's not used.

Groups may use a collected Scroll from their path, a matching Fairy Token or an appropriate Spellbook to activate a Magic Circle and teleport to another one. Teleportation allows you to interrupt the path at a Magic Circle and continue it from another uncrossed one. The receiving Magic Circle can be on the same card or on another card of the tableau, and can be on the Main Floor or the Underground.



*Example:
The Scroll is used to activate the Magic Circle and teleport to another one. Both are crossed out, and then the path continues from the second Magic Circle.*

OPTIMIZERS



Optimizers are unused in the Co-op Mode, except if you play in the Novice Difficulty level (see. p.8)

In Novice Mode, each Group that encounters an Optimizer may chose a Fairy Token for free. The Fairy Token is then assigned to the Group that encountered the Optimizer.

Bear in mind that a Group Mini cannot have more than one Fairy Token of each type (Rope, Sword, Scroll or Key) previously used Fairy Tokens do not count toward this limit.

In all other difficulty levels, Optimizers have no effect (except if mission states otherways).

Important:

A Group may only use collected Items from their path or Tokens/Spellbooks they own.

USE OF THE ITEMS



Coins can be required on some steps or objectives, sometimes they also increase your scoring depending on the mission.



A **Barrel** is simply an Item to collect



A **Sword** can defeat a **Monster**



A **Key** can open a **Padlock**

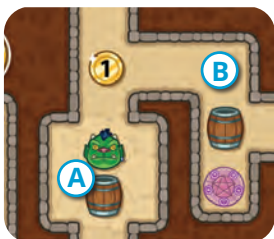


A **Rope** can be used to cross over a **Lava Pit** or a **Pitfall**.
Note: a Rope cannot be used to climb a Pitfall from the Underground to the Main Floor.



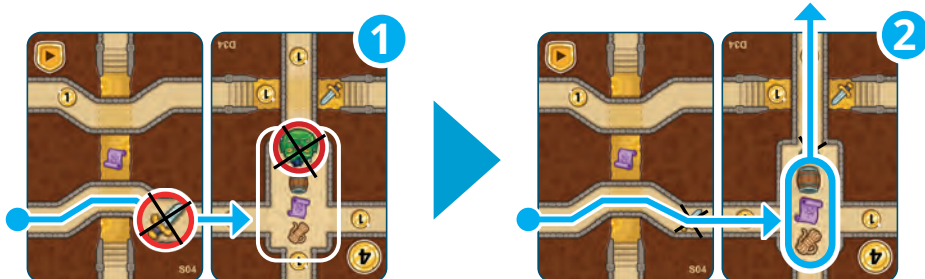
A **Scroll** can activate a **Magic Circle** to reach another one

ROOMS

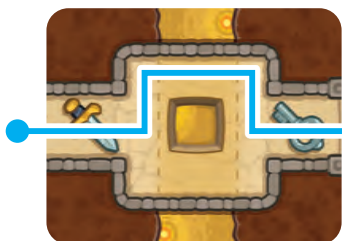
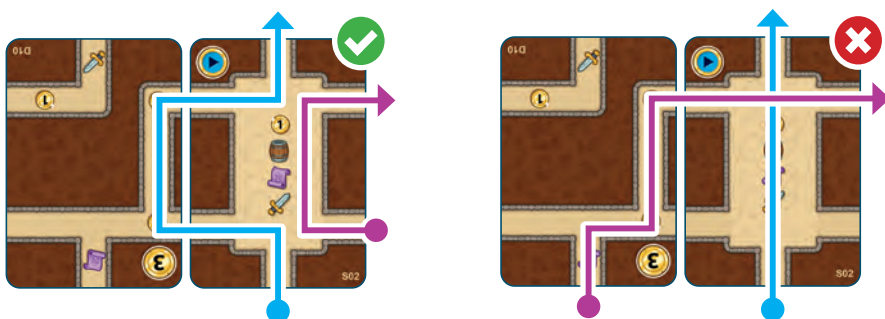


Rooms (A) are different from Hallways (B). Rooms are larger and have stone floors, while Hallways have dirt floors. A Room may be entered more than once only by using different entrances and exits and as long as paths do not cross.

Once a Room is entered, the Group must overcome all Monsters within the Room. None of the items within a Room are considered collected or usable unless all Monsters are defeated. A path cannot be continued until all the Monsters in the Room are defeated.



Items are only collected by the first group entering that room, no matter how many times a room is entered.



Pitfalls located inside Rooms are optional:

a path can go around them. You move to the Underground only if you choose to move directly over the pit.

LEVELS



There are two floors in the Dungeon, the Main Floor ③ and the Underground ④.
The Underground is recognizable by its yellow glow.



Entering a Pitfall from the Main Floor without using a rope takes you down to the Underground.



Taking the stairs takes you down into the Underground or back up to the Main Floor level.



Group Minis can travel from the Main Floor to the Underground or vice versa using teleportation (Magic Circle and/or Spellbook).



It is not considered crossing a path if it is on two different levels.

ARTIFACTS



Artifacts are special Items unique to the chosen Mission.

They are represented by specific tokens.

When a path enters a card with an Artifact Token, the Token is assigned to the Group Mini at the start of the Path. Once assigned, the Artifact Token is not reassigned to a new Group Mini even if a second path enters the same card.

Some Steps and Boss Objectives require delivering Artifacts.

Artifacts must always be delivered through the correct hallway on Step or Boss Cards.



Example with the "Jean-Mi is back" mission with 3 players

1/2



Gwen, **Eva** and **François** have completed the tableau and placed their Group Minis according to the Mission Set Up. They assign the Group Minis:

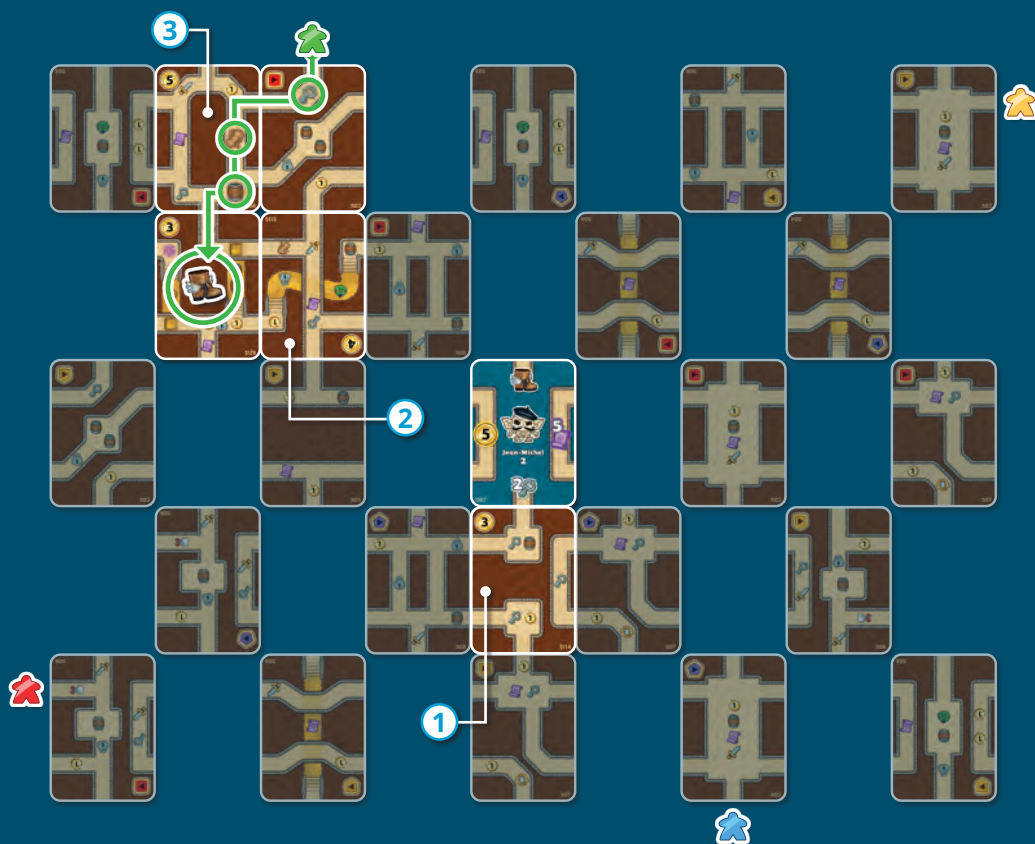
Green Group will carry the "Winged boot", Yellow Group will bring Magic Scrolls, Blue Group will bring Keys and Red Group will bring the Coins.

Note: Players can change their mind during the mission if a Group can fulfill a different Objective better.

① **Eva** places her first card to help the Blue Group bring Keys to the Boss Objective. Then she draws a new card from the player's deck.

② **François** places a card to help the Green Group carry the Artifact from the D29 Card to the Boss Objective. He draws a new card from the player's deck.

③ **Gwen** has a card that allows the Green Group to reach the Artifact so she places it in the tableau. Because it is now possible to make a path to the Step Card for the Green Group, she draws the path on the cards from the starting position of the Green Group to the Step card, then she places the Green Group Mini on the D29 Card, where the path enters the card. The Artifact Token is now linked to the Green Group. Also, en route, the Green Group has collected a Key, a Rope and a Barrel. Gwen completed the first Step of the Mission, collecting the "Winged Boots". She draws a new card from the players deck. The Green Group will continue its path from the D29 Card to the Boss Objective card (specifically the top entrance).



IV

WIN AND LOSE

VICTORY

If the players fulfill all the objectives listed in the Win Condition section, the mission is won.

Players calculate their final score following Mission instructions and can record it in the Hall of Fame (Missions booklet P.16), along with the difficulty level and the names of the team members.

While calculating the score, values are rounded down if needed.

DEFEAT

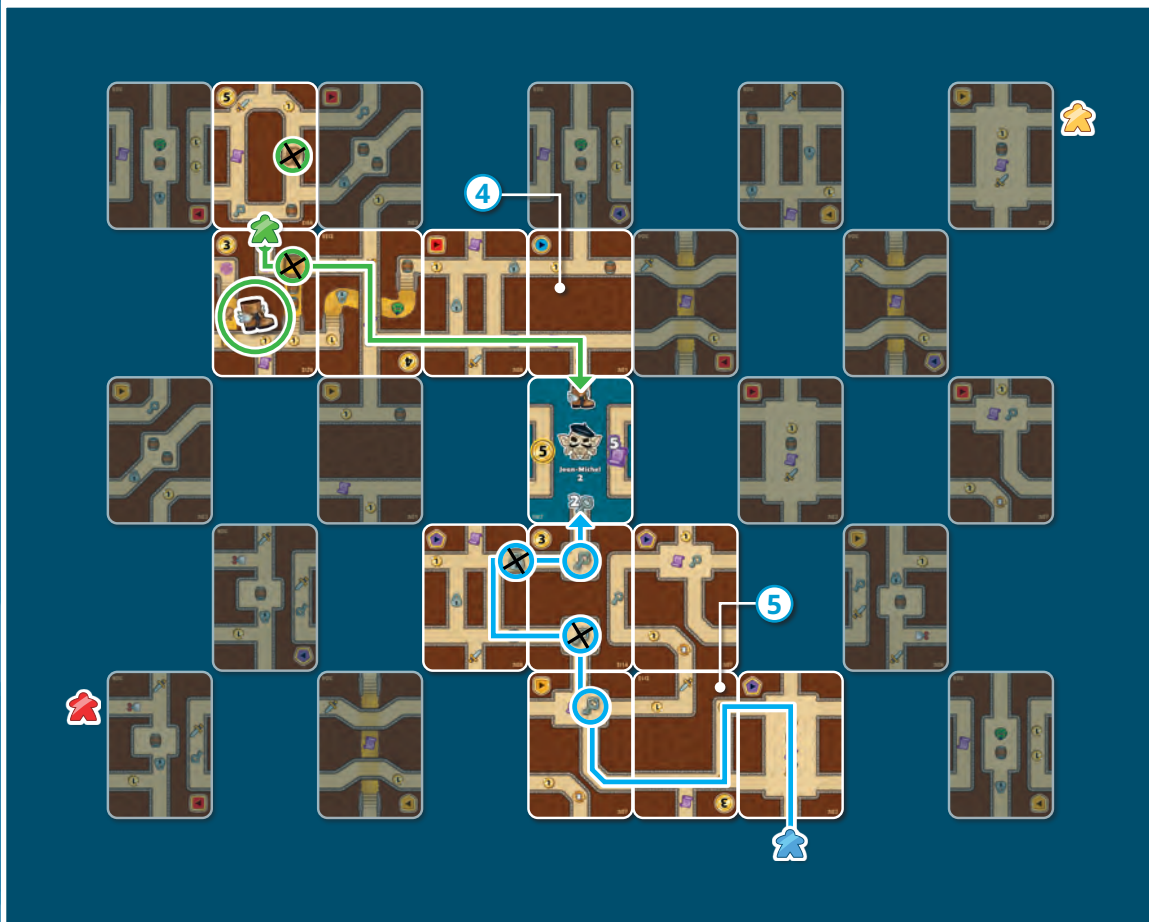
Players lose the game if:

- A Group reaches a Dead End without any solution to overcome it.
- A player is unable to play a card (because there are no more available spaces in the Dungeon or they have no cards left in hand).
- A group cannot fulfill a requirement when reaching a Step or a Boss Objective.
- Some Missions may have specific loss conditions.

Advice: Remember to use Teleportation, as most of the missions cannot be won without teleporting.



*Note: In this example, we circle only the items used to make it more clear.
But in reality, a Group collects ALL the items on its path, even if they aren't used.*

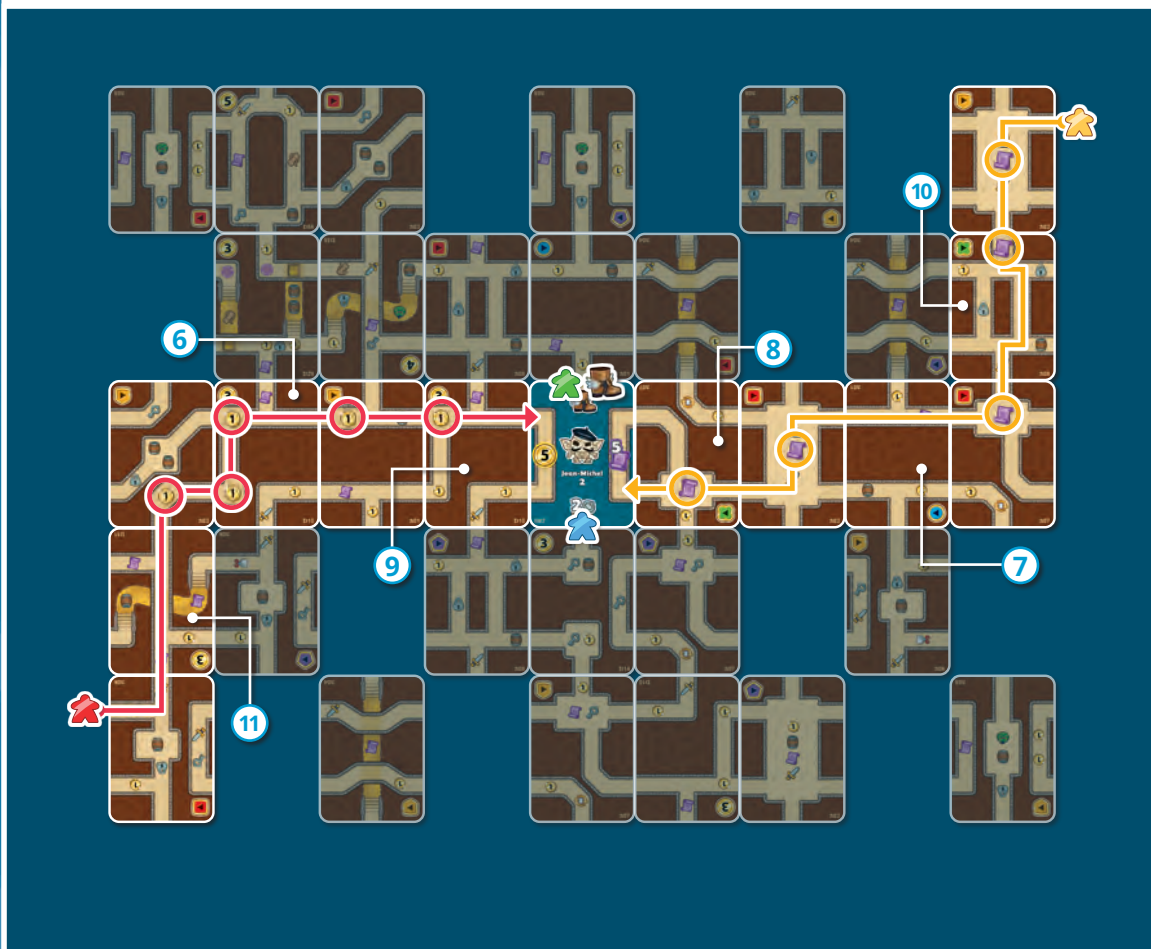


④ **Eva** places her second card to help the Green Group to reach the Boss Objective. She uses the Rope already collected to traverse the Pitfall and crosses off both on the cards to show they are used / resolved. She draws the path from D29 to B02. The first Objective is fulfilled. She moves the Green Group Mini to the top of the Boss Card. Finally, she draws a new card from the player's deck.

⑤ **François** places a card to help Blue. This part of the Dungeon is done, so he draws the path on the cards. Blue collects 3 Keys on its way and uses 1 Key to open a Padlock (the used key might not count for the objective - it depends on the difficulty level). The second Objective is fulfilled. He moves the Blue Group Mini to the bottom of the Boss Card. Finally, he draws a new card from the player's deck.

⑥⑦⑧⑨ Everybody keeps placing cards one by one to complete the mission requirements.


⑩ When done, **Eva** places a card and draws the path of Yellow to the Boss Objective, collecting 5 Magic Scrolls during its path. The Third Objective is fulfilled. She moves the Yellow Group Mini to the right side of the Boss Card. Finally, she draws a new card from the player's deck.

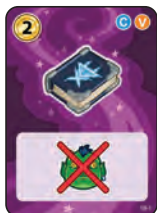


⑪ Then **François** plays the last card and completes the path for the Red group. He draws its path and collects 5 Coins. He moves the Red Group Mini to the left side of the Boss Card. The last Objective is fulfilled, and the Mission is won!

V

COMPENDIUM

Spellbooks: Each Spellbook card can only be used once per mission. In Co-op Mode, only use Spellbook with the  icon.



During the Exploration Phase, you can defeat 1 Monster without a Sword.



You can teleport from a Barrel to another Barrel.



You can teleport from anywhere to a Monster. You must defeat the Monster to which you teleport as usual.



During the Exploration Phase, you can permanently remove this Spellbook to obtain a Fairy Token of your choice, even if it's out of stock. This Spellbook can only be used once per game.



You can climb up through an unused Pitfall.



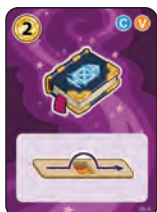
During the Exploration Phase, open 1 Padlock without a Key.



Your path can cross itself. This card does not allow the path to travel a Hallway more than once.



During the Exploration Phase, activate a Magic Circle teleportation without a Scroll.



You can cross a Pit (Pitfall or Lava) without falling into it.