

IAN SEBASTIAN BACH & CÉDRICK CAUMONT

MAP Masters


MISSIONS CO-OP



CARDS REMINDER

Starter cards



These are the Starter Cards that can be identified with the  colored icon, each deck containing 9 cards. When placing those Cards during Setup, randomly set their orientation.

Co-op Cards



These are used for Co-op version, usually they are Boss or Step Cards. They are identified by their "B-Number" footnote.

Dungeon Cards



They contain Hallways and sometimes Rooms. They are identified by their "D-Number" footnote.

RULES REMINDER

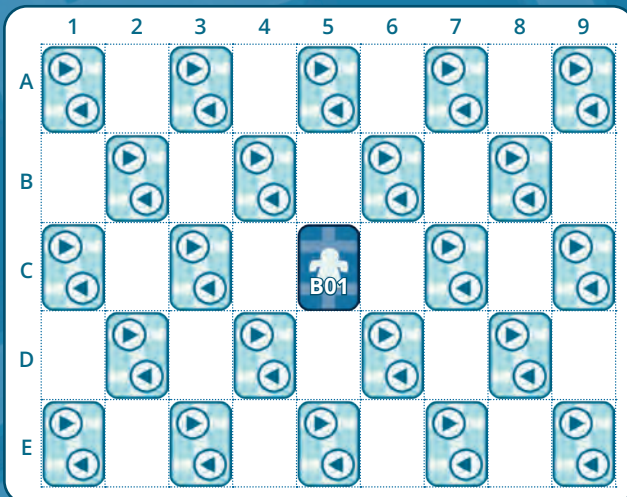
- Each Group can only fulfill an Objective requirement for 1 type of item.
- A Group Mini cannot have more than 1 Fairy Token of each type (Rope / Sword / Magic Scroll / Key) and 2 Spellbook Cards.



0

JEAN-MICHEL

Jean-Michel, the goblin, has been terrorizing the region for far too long. Hiding deep within his dungeon, he's made an entire village tremble in fear. The villagers have called upon you to put an end to his mischief. Your four adventuring groups must join forces and complete specific tasks to succeed. One group must gather gold to bribe the guards at the entrance. Another must find magical scrolls to cast a powerful sleep spell. A third group brings ropes to tie up Jean-Michel while he slumbers. Finally, the last group, armed to the teeth, finishes the job and slays him. Every step is crucial, and every decision could change everything. Can you coordinate your efforts to defeat Jean-Michel and restore peace?



SETUP

Market: You have **\$5** to spend.

3 Starter Decks are used



Shuffle and place **22 Starter Cards** to the indicated spaces above.

Boss Card



Place the **B01** (Jean-Michel) boss card in the indicated space above.

PLAYERS DECK COMPOSITION

Type	Start	\$3	\$4	\$5	\$6	total
Quantity	18	5	4	3	2	32

GROUPS

4 Group Minis are used.



The Group miniatures are placed by player choice, each on a different edge of the tableau.

MISSION RULES

Each group must bring the required amount of one icon type to ANY single entrance to Card **B01**.

Note: Remember that each group can only fulfill a requirement for 1 type of icon.

WIN CONDITION

Defeat the Boss : Jean-Michel is defeated when all 4 of the routes have been completed in any order.

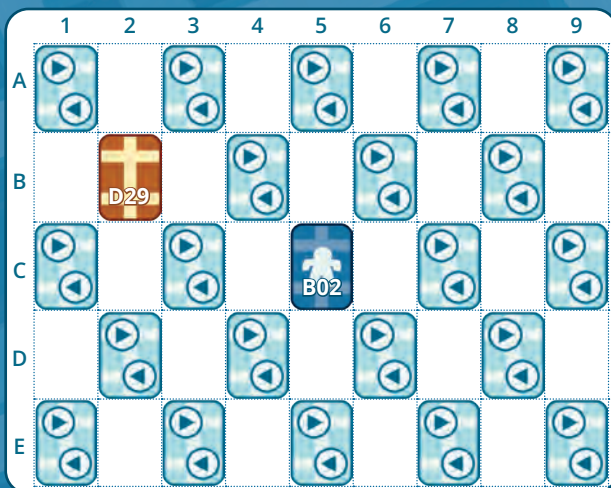
VICTORY POINTS

5 + 1 / empty space left + 1 / \$5

1

JEAN-MI IS BACK

Though Jean-Michel the goblin was defeated, peace didn't last long. Deep within the dungeon, his cursed skeleton stirred, animated by dark remnants of magic. How can that be? To lay him to rest forever, the four groups must unite once more. A prophecy etched in stone reveals the ritual: his bones must be gifted the very items used in his downfall. The group that once gathered gold must now place coins in his ribcage. The magic scrolls must be burned over his skull. Another group must bring a rare pair of flying boots, while the last delivers ancient keys—without them, his soul cannot be locked away. Time is short. If they fail, Jean-Michel's skeleton will rise... with wings. The village's fate hangs by a thread.



SETUP

Market: You have **\$5** to spend.

3 Starter Decks are used.



Shuffle and place **21 Starter Cards** to the indicated spaces above.

Dungeon Card, Boss & Artifact.



Place the **B02 (Jean-Michel 2)** card in the indicated space above



Place the **D29** card in the indicated space above.



Place the Artifact "**Flying boots**" on the **D29** card.

PLAYERS DECK COMPOSITION

Type	Start	\$3	\$4	\$5	\$6	total
Quantity	18	4	5	5	4	36

GROUPS

4 Group Minis are used.



The Group miniatures are placed by player choice, each on a different edge of the tableau.

MISSION RULES



When a group enters card **D29**, link the Artifact to that group wherever they entered the card.

Each group will have to bring the matching icon to a correct entrance on the boss card.

WIN CONDITION

Boss (**B02**) is defeated when all 4 of his routes have been completed.

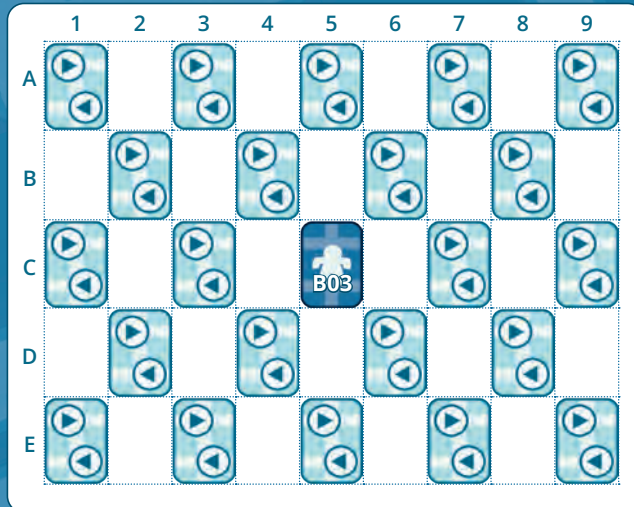
VICTORY POINTS

6 + 1 / empty space left + 1 / 2 Barrels.

2

KAREN THE FAIRY QUEEN

For ages, the Fairy Folk provided their fleeting magical items to aid adventurers. But now, a terrible secret has come to light: the Fairy Queen herself secretly supports the Forces of Darkness. Cunning and elusive, she pulls the strings from the shadows, tipping the world toward chaos. It's time to put an end to her betrayal. This time, you can't rely on the fairy magic that once aided you — it is forbidden. Your four groups must venture deep into her domain and locate the Queen in her hidden sanctuary. Only a well-coordinated assault can bring her down and place a new queen on the throne. Do you have the strength to defeat a former ally who has now become a sworn enemy?



SETUP

Market: You have \$4 to spend, but you can't buy any Fairy Tokens



3 Starter Decks are used.



Shuffle and place **22 Starter Cards** to the indicated spaces above.

Boss Card



Place the **B03 (Karen)** boss card in the indicated space above

PLAYERS DECK COMPOSITION

Type	Start	\$3	\$4	\$5	\$6	total
Quantity	18	6	5	3	2	34

GROUPS

4 Group Minis are used.



The Group miniatures are placed by player choice, each on a different edge of the tableau.

MISSION RULES

Each group will have to bring the matching icon to the proper entrance of the boss card.

The FAIRY QUEEN is immune to Fairy Tokens.

WIN CONDITION

The Fairy Queen is defeated when all 4 of her routes have been completed.

VICTORY POINTS

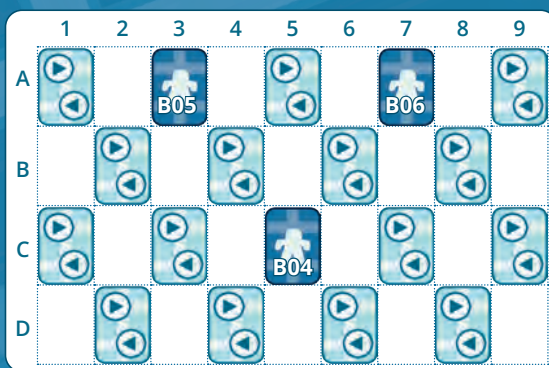
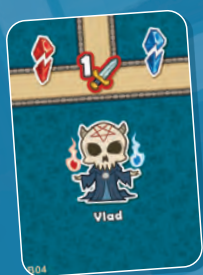
7 + 1 / empty space left + 1 / \$5.

3

VLAD THE NECROMANCER

Jean-Michel was merely a pawn: he was raised from the dead by Vlad the Necromancer. This evil creature kidnapped the village's young people to feed his insatiable appetite. It's time to eradicate this vile being who lurks in the depths of his sinister dungeon. Unfortunately, one of your groups is running late — you'll have to embark on this mission with only three groups.

The necromancer himself appears weak and vulnerable, but he is protected by two powerful magical crystals that make him invincible. You must first explore the dungeon, locate the two stones, and destroy them before you can confront the Master in his crypt! Fortunately, the new Fairy Queen reopened her market for you.



SETUP

Market: You have \$4 to spend.

2 Starter Decks are used



Shuffle and place **15 Starter Cards** to the indicated spaces above.

Boss Card



Place the **B05**, **B06** and **B04** cards in the indicated spaces above.

PLAYERS DECK COMPOSITION

Type	Start	\$3	\$4	\$5	\$6	total
Quantity	14	5	5	0	0	24

GROUPS

3 Group Minis are used.



The Group miniatures are placed by player choice, each on a different edge of the tableau.

MISSION RULES



1 group will have to bring 7 swords to one of the RED Crystal card entrances,



1 group will have to bring 7 scrolls to one of the BLUE Crystal card entrances,



Then the third Group will have to bring 1 sword to one of the entrances to the Vlad card.

WIN CONDITION



Defeat the Boss: Vlad is defeated by a single sword brought to one of the entrances on his card. However, this can only be accomplished if both Crystals have been destroyed first.

VICTORY POINTS

7 + 1 / empty space left + 1 / \$5.

4

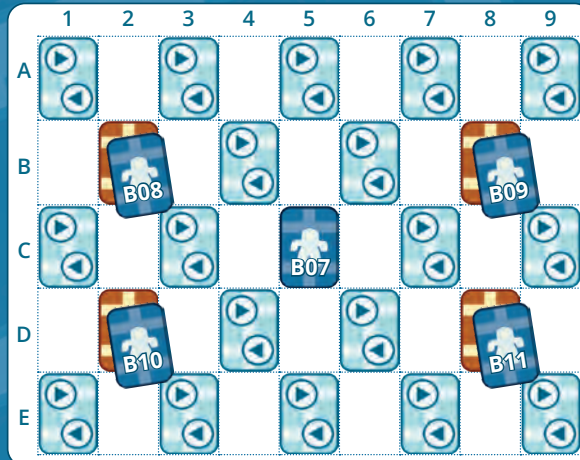
MARKUS
THE COLLECTOR

The Collector, a cursed being, draws his power from four minions, each hiding in a remote part of his labyrinth. To lift his curse, you must first confront these servants one by one.

Each encounter takes the form of a specific mission—complete it, and the minion will flee, allowing you to search their lair for a precious power gem.

Long ago, the Collector himself received these very gems from Vlad, binding them with dark purpose.

Now, bringing all four gems back to the Collector is the only way to break his hold and defeat him once and for all. Will your Groups be able to cooperate, overcome the trials, and triumph over the shadow of the Collector?



SETUP

Market: You have \$4 to spend.

2 Starter Decks are used



Shuffle and place **18 Starter Cards** to the indicated spaces above.

Dungeon Cards, Minions, Boss & Artifacts

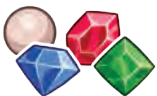


Shuffle and place randomly facedown **D11, D56, D64, D65** cards in the 4 positions **2B, 8B, 2D** and **8D**.



Minions: Place the **B08 (Darius)**, **B09 (Mattis)**, **B10 (Patrick)** and **B11 (Sam)** cards on top of the facedown cards.

Boss: Place **B07 (Markus)** in the indicated position above **(5C)**.



Create a reserve with the 4 artifacts: **Pearl, Diamond, Ruby and Emerald**.

PLAYERS DECK COMPOSITION

Type	Start	\$3	\$4	\$5	\$6	total
Quantity	18	6	5	3	2	34

GROUPS

4 Group Minis are used.



The Group miniatures are placed by player choice, each on a different edge of the tableau.

MISSION RULES

When a route is completed to 1 of the 4 minions with the matching requirement, this minion step card is removed:

- The dungeon card underneath is revealed and players can decide if they want to orient the card right side up or upside down.
- Randomly select one of the Jewel Tokens from the reserve, it is placed on the revealed Dungeon Card from where the group entered. This artifact is now linked to that group which is carrying it.

WIN CONDITION

Defeat the Boss : Collector is defeated when all 4 of his routes have been completed.

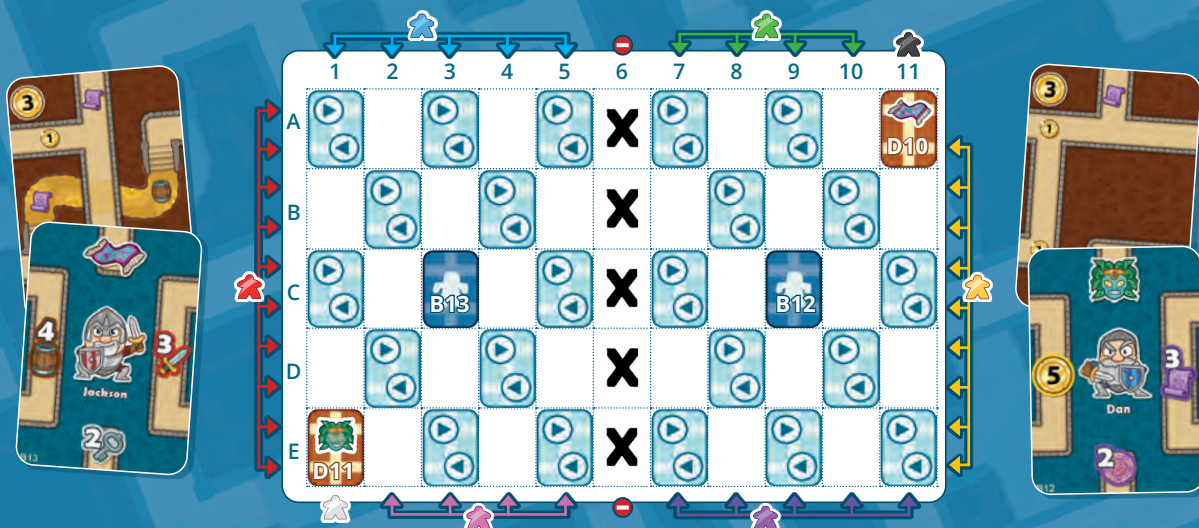
VICTORY POINTS

8 + 1 / empty space left + 1 / 2 Barrels.

5

TWIN KNIGHTS

Your goal is to gather crucial Items to defeat the twin Boss Knights, but the maze is split by a vast, deadly canyon. The only way across is through Magic Circles. At the center of each side await the twin Boss Knights: Dan, clever and elusive, rules the eastern half with traps and illusion. Jackson, strong and relentless, defends the west with brute force. Only by gathering the sacred items will you uncover the secret power hidden deep within the labyrinth's core.



SETUP

Market: You have \$4 to spend.

3 Starter Decks are used.



Shuffle and place **22 Starter Cards** to the indicated spaces above.

Dungeon Cards, Bosses & Artifacts



Place the **D10** and **D11** cards in the indicated spaces above.



Place the **B12 (Dan)** and **B13 (Jackson)** cards in the indicated spaces above.



Place the Artifact "Flying carpet" on the **D10** card.



Place the Artifact "Medusa head" on the **D11** card.

PLAYERS DECK COMPOSITION

Type	Start	\$3	\$4	\$5	\$6	total
Quantity	18	5	5	3	2	33

GROUPS

8 Group Minis are used.



The group miniatures are placed by player choice:

- 3 on the Right part of the map (1 on each edge but not on column 6),
 - 3 on the Left part of the map (1 on each edge but not on column 6),
 - 1 on card D10 top entrance,
 - 1 on card D11 bottom entrance.
- Both Groups on cards receive the corresponding Artifact.

MISSION RULES

No cards may be placed in the spaces marked with an "X" (you can use facedown Objective Cards as a reminder).

WIN CONDITION

Defeat both Boss, a Boss Knight is defeated when all 4 of their routes have been completed

VICTORY POINTS

6 + 1 / empty space left (ignore column 6) + 1 / \$5.

6

SPIDER & RIVER

With Jackson defeated and his tokens secured, two groups stand at the edge of a dark river winding through the western maze. A crude raft waits. Their task: cross the waters and reach the lair of Kankra the Spider Boss. They know that they cannot face the Spider alone. Two more groups are making their way through separate paths, one Group carrying a fatal poison crafted from the Medusa Head's venom found in Dan's domain. Only united can the four groups poison the beast and destroy it.



	1	2	3	4	5	6	7	8	9	10
A										
B										
C										
D										
E										

SETUP

Market: You have \$4 to spend.

3 Starter Decks are used.



Shuffle and place **19 Starter Cards** to the indicated spaces above.



Be sure that a **Starter Card with number 2** is in location **6C**.

Dungeon Cards, Raft, Boss & Artifact



Place the **D56** card in the indicated space above.



Place the Artifact « **Poison** » on the **D56** card.



Place the **Raft (B15)** card and the Spider **Kankra (B16)** card in the indicated spaces above.

GROUPS

4 Group Minis are used.



The Group Minis are placed by player choice:

- 1 on an edge on Right part of the map,
- 2 on different edges on Left part of the map
- 1 on top entrance of card D56, this one receives the Poison Artifact.

PLAYERS DECK COMPOSITION

Type	Start	\$3	\$4	\$5	\$6	total
Quantity	18	6	5	4	3	36

MISSION RULES

- The Barrier : No cards may be played in the spaces marked with an "X".
- When a route is completed to the **Raft (B15)**, the raft moves 1 space to the right (any Minis on the Raft move too).
Once both routes are completed, the associated Group Minis are placed on the **Starter Card 2 (6C)** on the left top and left bottom entrances.
- When the Raft has moved, cards can be played on previous locations.

IMPORTANT : Magic Circles (and any teleporter) will not teleport the Path from left-to-right or right-to-left across the line of the barrier (column 5).

WIN CONDITION

The Raft must be moved 2 spaces to carry 2 Groups. The Spider Boss is defeated once all 4 routes have been completed.

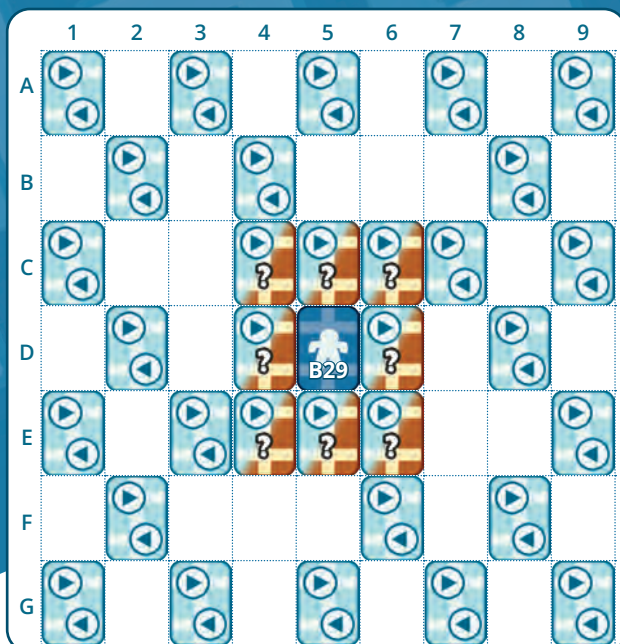
VICTORY POINTS

8 + 1 / empty space left (ignore column 5).

7

THE FOGGY KNIGHT

The four Groups are now venturing deeper into the maze. A thick, unnatural fog clings to the ground as walls shift silently around them. Somewhere ahead waits the next guardian, hidden behind layers of illusion and mist. To defeat Houdini, the adventurers must locate and deliver different items. Only by communicating well and solving the shifting paths can you help the Groups reach the guardian and survive what follows.



SETUP

Market: Too much fog, you cannot find the market, sorry...

3 Starter Decks are used.



Shuffle and place **24 Starter Cards** to Starter locations, 3 leftover cards will be used as Fog Cards (see below).

FOG Cards



Shuffle and place randomly facedown **5 Dungeon Cards** (values: **1 of \$3**, **1 of \$4**, **1 of \$5**, **2 of \$6**) and **3 Starter Cards** (from above) in the 8 indicated spaces above (**4C-5C-6C-4D-6D-4E-5E-6E**).

The Foggy Knight



Place the Boss **Houdini (B29)** card in the indicated space above

PLAYERS DECK COMPOSITION

Type	Start	\$3	\$4	\$5	\$6	total
Quantity	18	5	4	2	1	30



GROUPS

4 Group Minis are used.



The Group miniatures are placed by player choice, each on a different edge of the tableau.

MISSION RULES

Flip the neighboring Fog card when a Card is played in the adjacent empty space (**5B,6B,3C,3D,7D,7E,4F,5F**).

The revealed card can be rotated 180 degrees or swapped with another already revealed Fog card. The previous Fog card you're swapping with cannot be rotated.

IMPORTANT: Cards with a Path traced on it cannot be swapped anymore.

WIN CONDITION

Houdini, the Foggy Knight, is defeated when all 4 of their routes have been completed.

VICTORY POINTS

3 + Number of Empty Spaces + 3 / Rope (unused).

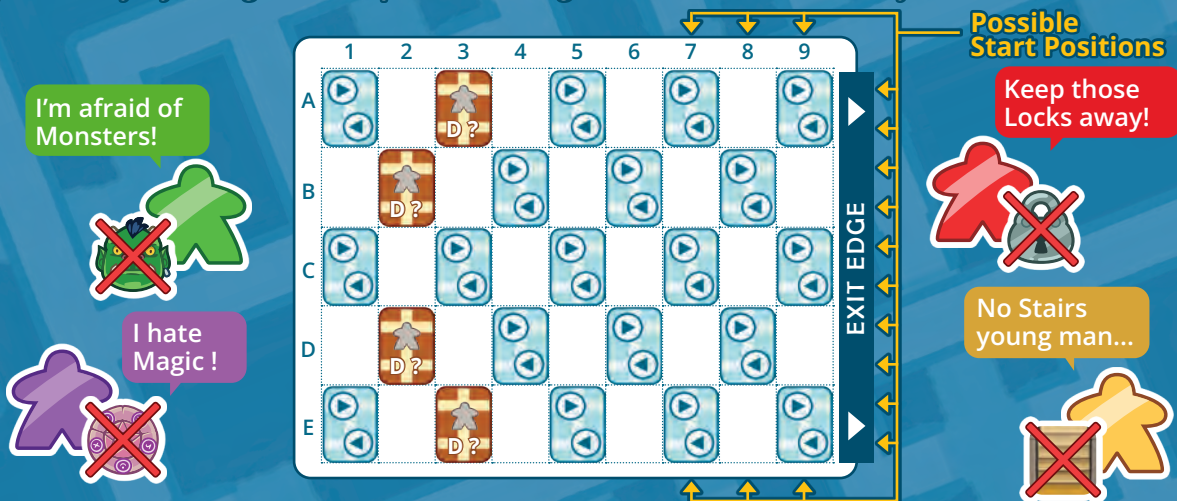
THE KNIGHT OF DESTRUCTION

9 + Number of Empty Spaces + 1/ Barrel (they are full of milk !)

9

THE JAILBREAK

The Groups are tasked with a new mission: rescue four prisoners. But each prisoner comes with a peculiar challenge. One despises magic. Another has spent so long in chains that even the sound of a lock sends her into panic. The third is an elderly woman with rickety knees. The last one trembles at the idea of nearby monsters. To succeed, the adventurers must split up, choose their paths carefully, and guide each prisoner through a route sensitive to their fears.



SETUP

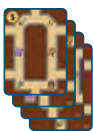
Market: The market is back! You have \$4 to spend.

3 Starter Decks are used.



Shuffle and place **19 Starter Cards** to the indicated spaces above.

Dungeon Cards (Cells) & Prisoners



Shuffle and place randomly faceup the **D10, D14, D24, D56** cards in the 4 indicated spaces above, those are the cells. For this Mission, these Cards function as Step Cards.



Randomly place Minis (Purple, Red, Yellow and Green) on each of those 4 cards (the cells). These Minis represent the Prisoners.



Take card **B17** (backside) as a reminder.

GROUPS

4 Group Minis are used.



The Group Minis are placed by player choice, on different positions **on Top or Bottom of Columns 7 / 8 / 9, or on the Right of Column 9.**

PLAYERS DECK COMPOSITION

Type	Start	\$3	\$4	\$5	\$6	total
Quantity	18	4	3	2	2	29

MISSION RULES

Each Group will have to escort a prisoner to the exit edge on the RIGHT of the Tableau. When entering a cell, place the prisoner at the place you've entered the card. Now that group is escorting them. Each prisoner has certain restrictions in their movement:



Terrified Man: Cannot encounter any Monsters.



Old Woman: Cannot go to the Underground (Yellow) level.



Lock-fearing Elf Woman: Is afraid of Padlocks & cannot pass thru them.



Halfling Monk: Is afraid of magic. Cannot use any kind of Teleportation.

WIN CONDITION

Release each prisoner from their cell and escort each of them to the exit edge of the tableau.

VICTORY POINTS

9 + 1 / empty space left + 1 / \$5.

Though once defeated and laid to rest with tribute, Jean-Michel's skeleton stirs again—this time, not with rage, but with aimless motion. No longer driven by malice, Jean-Michel seems lost, as if searching for something he cannot name. Ancient texts speak of a final relic—a compass that once belonged to Jean-Michel in life, pointing not north, but home. Only by placing it in his skeletal hand can his restless soul find peace. But the moving bones are unpredictable, and time is short. If the groups fail to find him and offer the compass, his wandering may never end...



SETUP

Market: You have \$4 to spend.

3 Starter Decks are used.

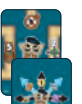


Shuffle and place **21 Starter Cards** to the indicated spaces above.

Dungeon Cards, Boss & Artifact



Take the Versus Objectives Cards and create a deck.



Place the **B14 (Jean-Michel 3)** card in the indicated space above.



Use the card **B17** for reference.



Place the **D81** card in the indicated space above.



Place the Artifact **Compass** on card **D81**. The first Group entering this card finds the Artifact Compass, linking it to this group.

GROUPS

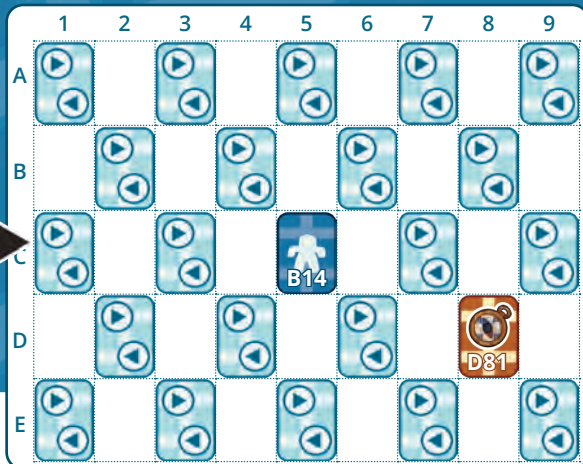
4 Group Minis are used.



The Group miniatures are placed by player choice, each on a different edge of the tableau.

PLAYERS DECK COMPOSITION

Type	Start	\$3	\$4	\$5	\$6	total
Quantity	18	4	4	4	2	32



MISSION RULES

Each turn BEFORE the active player plays their card, they draw a card from the VERSUS Objectives Deck to determine which way the Wandering Jean-Michel moves (see chart above).

Then Jean-Michel moves 1 space in the corresponding direction (may cover an already-played card).

Players choose movement direction with Objective icon not on the chart above.

If a move would lead to Jean-Michel leaving the tableau or covering card D81 then it moves in the exact opposite direction.

Once 1 of his routes is completed The Wandering Jean-Michel will not wander anymore.



The Cross Path route requires that the path crosses itself twice in order to complete the route.

Only the Group completing this objective can ignore the "no crossing" rule twice.

Spellbook SB-06 cannot be used in this Mission.

WIN CONDITION

Jean-Michel is defeated when all 4 of his routes have been completed.

VICTORY POINTS

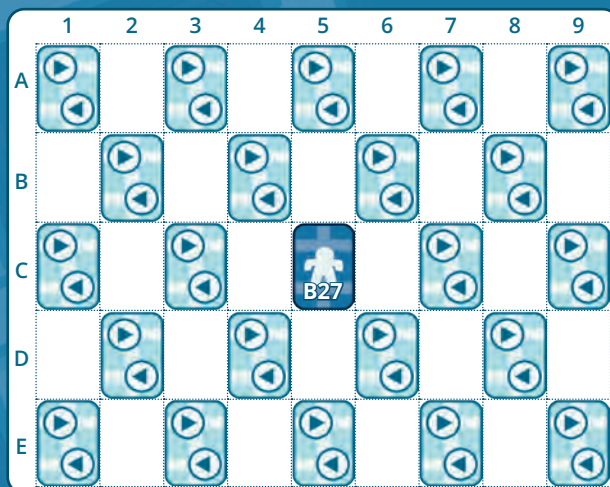
10 + 2 / empty space left.

11

OWEN THE DRAGON

At the heart of the dungeon, flames flicker and smoke coils through broken stone. A dragon has awoken—massive, ancient, and enraged. Its presence warps the very air, and its fire threatens to consume the very rock.

Four adventurers step forward, each with a vital role in this battle. One must deliver eight ancient barrels filled with dragon-luring incense. Another must carry eight coins of gold, once used by kings to tame fire spirits. A third hauls eight enchanted swords, each forged to pierce draconic scales. The last must activate 4 distant Magic Circles to weaken the dragon's wings mid-flight. Their timing must be perfect, their paths precise. Only if all four complete their tasks can the Dragon be defeated and the maze finally calmed.



SETUP

Sorry, the market was incinerated by Owen the Dragon!

3 Starter Decks are used.



Shuffle and place **22 Starter Cards** to the indicated spaces above.

Boss Card



Place the B27 (Owen) card in the indicated space above.

GROUPS

4 Group Minis are used.



The Group miniatures are placed by player choice, each on a different edge of the tableau.

PLAYERS DECK COMPOSITION

Type	Start	\$3	\$4	\$5	\$6	total
Quantity	18	5	4	3	2	32

MISSION RULES



The Magic Circles route requires that the path encounters Magic Circles 4 times in order to complete the route. The Group completing this Objective does not have to use the Magic Circles.

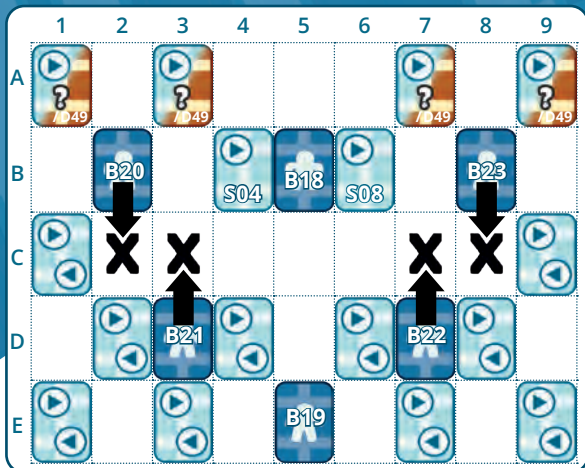
WIN CONDITION

Owen the Dragon is defeated when all 4 of his routes have been completed.

VICTORY POINTS

1 / 1 coin (unused).

In this scenario, every move is crucial. Players must complete the 4 objectives of Olivia the Enchantress in an ever-changing labyrinth. With each completed path, a piece of the dungeon moves, redefining paths and revealing new strategies to adopt. Once all 4 objectives of Olivia the Enchantress have been completed, players can finally face Hannah the Baroness's challenges. The ultimate goal: to restore Hannah the Baroness's power by handing over her crown, but only those who can adapt and work together will triumph.



SETUP

Market: You have \$5 to spend.

2 Starter Decks are used.



Be sure that **Starter Card with number 4** is in location 4B and **Starter Card with number 8** is in location 6B.



Shuffle and place **10 Starter Cards** to the indicated spaces above.



Shuffle **3 Starter Cards** with D49 and place randomly faceup in the indicated spaces in **row A**.

Boss Cards and Artifacts



Place the **B19 (Olivia)**, **B20, B21, B22, B23** and **B18 (Hannah)** cards in the indicated spaces above.



Place the artifact **Crown** on card **D49**, the first Group entering this card, gets the Artifact Crown linked, wherever it entered the card.

GROUPS

8 Group Minis are used.



The Group Minis are placed by player choice, 2 on each different edge of the tableau.



PLAYERS DECK COMPOSITION

Type	Start	\$3	\$4	\$5	\$6	total
Quantity	18	4	4	2	1	29

MISSION RULES

No cards may be played in the spaces marked with an "X".



Immediately when a route is completed to Olivia the Enchantress (B19), the player chooses which sliding card (B20 / B21 / B22 / B23) to slide up/down to its final position. Cards can now be played in the space previously occupied by the Sliding card.

When both sliding cards of a pair have matched up, the entire pair and its Discoveries can now be used to complete routes to **Hannah the Baroness (B18)** card.

A path cannot be drawn on a Sliding Card until it has been slid into position.

WIN CONDITION

Complete all 4 paths to Olivia **the Enchantress (B19)** to slide all 4 Sliding Room Cards. Only then, help Hannah **the Baroness** (B18) by completing all 4 of her routes.

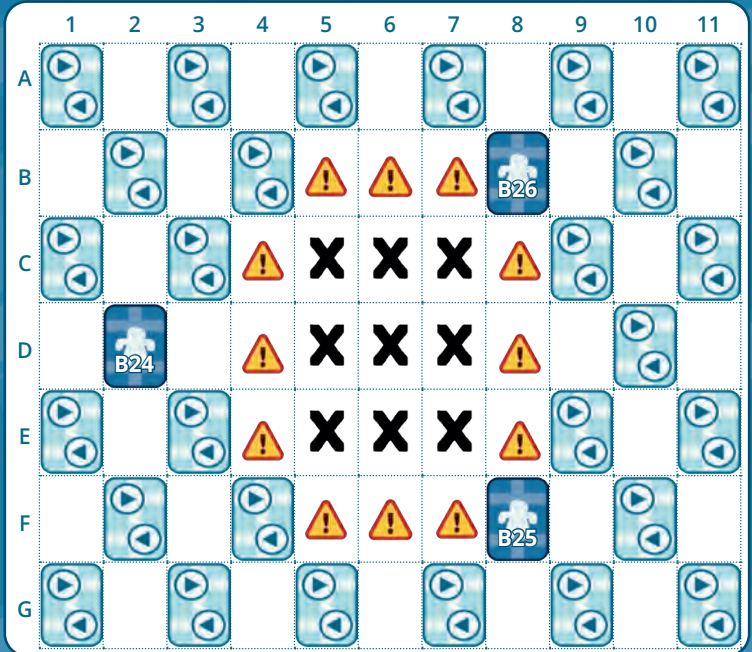
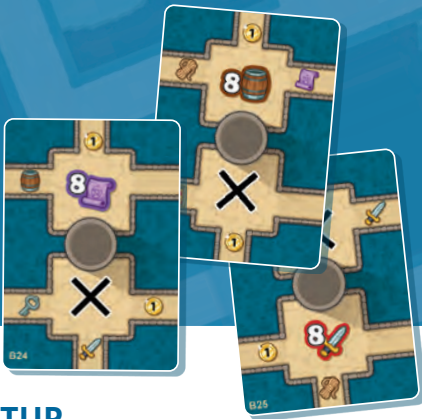
VICTORY POINTS

12 + 2/ empty space left

13

THE ABYSS

At the center of the final maze lies the Abyss, a vast, bottomless pit. If left unsealed, it will consume the whole world. Three adventurers are chosen to complete a ritual: trace a circle around the Abyss by carrying ancient Artifacts from one Pillar to the next moving clockwise. Once a Group is carrying an Artifact, teleportation is forbidden! A single misstep, and the darkness at the center will awaken.



SETUP

Market: The Market was swallowed by the abyss, sorry...

3 Starter Decks are used.



Shuffle and place **27 Starter Cards** to the indicated spaces above.

Boss Cards (the Pillars) & Artifacts



Place the **B24**, **B25** and **B26** cards in the indicated spaces above (top of cards towards top of tableau).



Place the 3 Artifacts, **Duck**, **Flower & Compass**, one on each Pillar card on the black "X".

GROUPS

3 Group Minis are used.



The Group miniatures are placed by player choice, each on a different edge of the tableau.

PLAYERS DECK COMPOSITION

Type	Start	\$3	\$4	\$5	\$6	total
Quantity	18	4	3	2	1	28

MISSION RULES

No cards may be played in the spaces marked with an "X" (you can use facedown Objectives cards to avoid playing there).

IMPORTANT: Starting on the 3rd turn & every 3rd turn thereafter, after playing a card, the active player removes 1 card on a space with (if there is one). If such a card has a path traced on it, the mission is lost!

WIN CONDITION

Create an unbroken path from each Pillar to the next Pillar to form a rough circle around the Abyss **using no teleportation**.

In the process, each Artifact must be moved from its starting Pillar to the next Pillar in a clockwise direction, the pillar's route requirement must be completed too.

IMPORTANT : Once a Group Mini takes an Artifact, this group cannot use any type of teleportation.

VICTORY POINTS

13 + 2 / card left in the Players Deck.

HALL OF FAME

[illegible][illegible]