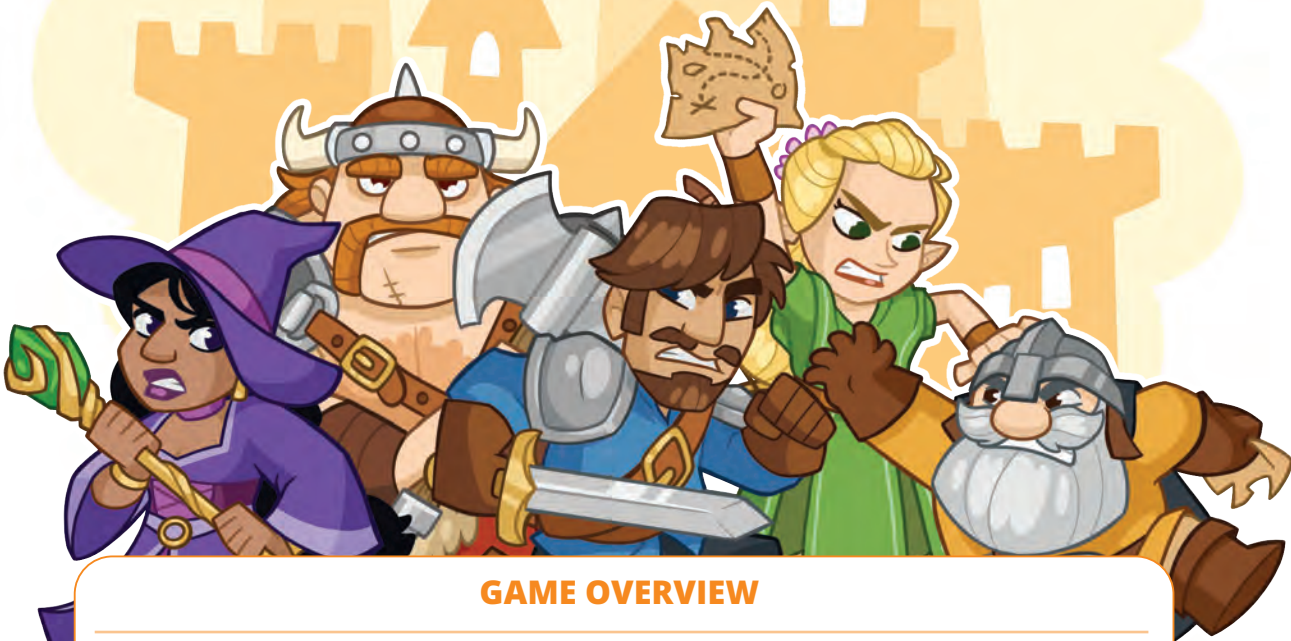


IAN SEBASTIAN BACH

MAP Masters

VERSUS RULES

2-5 PLAYERS



GAME OVERVIEW

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

In Map Masters, each player builds their own Dungeon using 5 cards.

Once their Dungeon is created, each player draws their Path to collect as many Discoveries as possible that match the round's Objective.

Next, players count the points of Discoveries along their Path that match the Primary and Secondary Objectives in order to earn Victory Points (VP).

Along the way, players also collect Coins, which they can use to purchase new Cards or Tokens from the Market.

GOAL OF THE GAME

Earn the most victory points within 6 rounds.
Victory points (VP) are mostly gained by gathering various Discoveries matching the different Objectives throughout the game.



CREDITS

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And finally, Pirat for his nose!

I

GAME COMPONENTS



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

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

- | | |
|---|---|
| ① Dry-erase Score boards (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) | ⑳ 3 Coin Tokens (x14) |
| ⑩ Spellbook Cards (x17) | Stickers to customize Minis |
| ⑪ Artifacts Tokens (x13) | This Rule Book (x1) |

II

SET UP

MARKET AREA

- ① Divide the **Fairy Tokens** into 4 supply piles by type.
Place them below the Fairy Market card.
- ② Shuffle the **Spellbook Cards** and place them facedown to the right of the Fairy Market.
Draw 2 cards from the Spellbooks deck and place them faceup below the deck.
- ③ Divide the **Dungeon Cards** by their cost to make 4 decks (3, 4, 5 and 6 Cost).
Shuffle each deck and place them facedown to the right of the Spellbook Cards.

Draw 2 cards from each deck and turn them faceup below the deck.
A total of 8 Dungeon Cards are faceup.
- ④ Create a Bank with all the coins.

PLAYERS' AREAS

Give each player:

- ⑤ 1 **Score board** in their color.
- ⑥ 1 **Erasable marker** and a **Sponge**.
- ⑦ 9 **Starter cards** in their color.
These are shuffled and placed facedown to the left of the Score board. They form the Player's Deck.
Note: The starter cards are very basic. They do not include any Pits, Ropes or Magic Circles.
- ⑧ 6 **Coins**.

OBJECTIVE CARDS

- ⑨ Shuffle the **Objective Cards** and place them facedown in easy reach of the players.
Each time an Objective card is drawn, it is placed faceup next to the deck.



VERSUS: END OF ROUND CARD & ICON SUMMARY

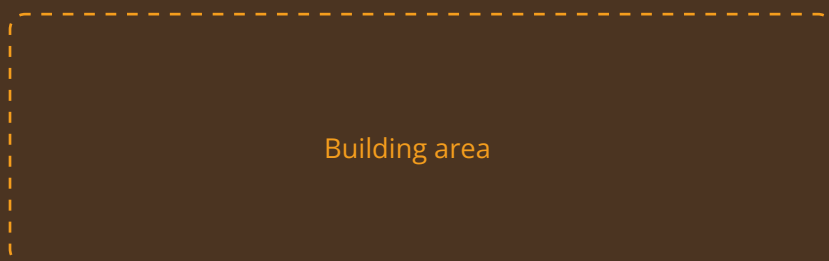
- ⑩ Place those cards between players to help them during the game.





▲ MARKET AREA

▼ PLAYERS' AREA

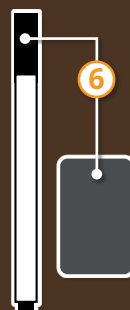


Spellbooks (max.2)

Deck



Discard



WHAT ARE THE PLAYERS GOING TO DO DURING A ROUND ?

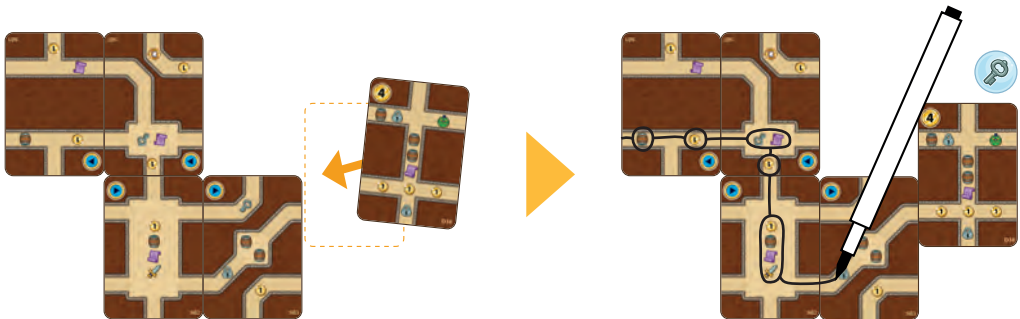
Each round, a primary objective will be drawn from the objective deck. This objective will be the main aim for all the players this round.

Then, players will go to the market. They may or may not buy Fairy Tokens, Spellbooks or Dungeon cards.



Afterwards, players will create their hands of 5 cards (dungeon cards bought in the market + cards randomly drawn from their deck) and start building their dungeons.

Once they think their dungeon is finished, players draw their Path on the 5 cards. Along the Path, players will have to circle and/or cross out many kinds of Discoveries (Items, Obstacles, Teleporters and Optimizers) they encounter. When something is circled, it is considered discovered.



Then, players receive the Coins collected along their Path (from the Bank).

Next, they will score the circled Discoveries matching the Primary Objective, then draw at random a Secondary Objective for all the players, and score Discoveries of this second one.

If the players did exit the Dungeon they can check the "Exit box"  on their Score Board.

Draw a new Objective Card and place it onto the 2 Objective Cards you just counted your points from.

Lastly, if players have circled any Optimizers, they may choose to use those.

ROUND SUMMARY

Start of the game

A. Draw the primary objective - Set up the Objective for the first round..... 7

Start of any round

B. Market Phase - Buying Cards and Tokens 8

Making a dungeon

C. Hand Creation Phase - Drawing Cards from the Player's Decks 9

D. Exploration Phase - Assembling and drawing a Path through the Dungeon 10

End of a round

E. Reward Phase - Scoring the Dungeon 18

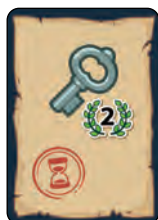
F. Refresh phase - Drawing next round Primary Objective and Cleaning up 19

START OF THE GAME

A. DRAW THE PRIMARY OBJECTIVE - Set up the Objective of the round

On the first round of the game, draw the top card from the **Objective Deck** and place it faceup next to it

OBJECTIVES - (See Objective Card details on p.24)



Objectives represent the Items or Obstacles players must collect or reach in order to earn Victory Points (VP). For rounds after the first, the Primary Objective will be drawn during the refresh phase (F).

Example: Each key collected during this round earns the player 2 Victory Points.

If the Objective Card shows an Hourglass icon (as in this one), it's a **Time Bonus Round**. The first player to clearly complete their Path — by placing down their marker and saying "Done!" — earns the Time Bonus and circles it on their Score Board. After one player claims the bonus, the remaining players continue as normal. They must cross out the Time Bonus on their Score Board.

Important: Some Objectives may be special, such as the Rooms entered or Pits passed by.

START OF ANY ROUND

B. MARKET PHASE - Buying Cards and Tokens



During the **first round**, each player receive **6 coins**.

Players may hold over Coins from turn to turn in order to purchase higher value items.

For the first round, the youngest player goes first.

For the following rounds, the **first player** will be the player with the **lowest Coin total**. If there is a tie, it's the player with the lowest VP total from the last round.

In clockwise order, each player chooses to buy **one item at a time** or to pass.

This continues until all players have passed. Once a player has passed, they cannot buy again during this round.

A player may buy multiple items during a single Market Phase.

ITEMS AVAILABLE IN THE MARKET

Fairy Tokens - (Cost 1 Coin)



A Fairy Token is used to overcome an Obstacle that a player encounters along their Path. (See. p.14).

They **do not** count toward the fulfillment of either the Primary or Secondary Objectives at rounds end.

Used or not, the Fairy Tokens disappear at the end of the round before scoring and are put back in the Market.

Spellbook Cards - (Cost 2 Coins)



Each Spellbook Card allows the player to make one special action (only one time) during a round. Once used, the Spellbook Card is turned facedown. It can be used again in future rounds.

Players can have a maximum of 2 Spellbook Cards. They must replace a previously purchased Spellbook Card if they buy a third one.

All Spellbook Cards effects are explained on p.22-23

Dungeon Cards - (Cost 3/4/5/6 Coins)



Once bought, Dungeon cards are placed faceup in the player's **Building area**. They will be used during the current round.

When a card (Dungeon or Spellbook) is purchased from the Market, **refill the Market** with a new one immediately.

Players may purchase one of the two faceup cards of a column (Dungeon or Spellbook) or pay the same cost to draw the top facedown card from same column's deck.



This round I received **6 Coins**.

(A) First, I buy 1 **Spellbook Card for 2 Coins**. Since I already have 2 Spellbook Cards, the new one replaces one of the previous ones of my choice.

(B) When it's my turn again I buy a **3-Coin Dungeon Card**.

(C) During my next turn, I purchase a **1-Coin Fairy Token**.

My new Dungeon Card goes faceup in my Building area and my new Fairy Token and Spellbook Card go next to my Score Board.



C. HAND CREATION PHASE - Drawing Cards from Player's Decks

Each player draws additional cards from their deck until they have a total of 5 dungeon cards in their Building area (this includes the Dungeon Card(s) obtained previously).

If the Player's draw deck is exhausted, their discard pile is shuffled and placed facedown to create a new draw deck.

Drawn cards are kept facedown until the beginning of the Exploration Phase.

Note: In Map Masters, the set of 5 Cards used to build your Dungeon is called your "Hand".

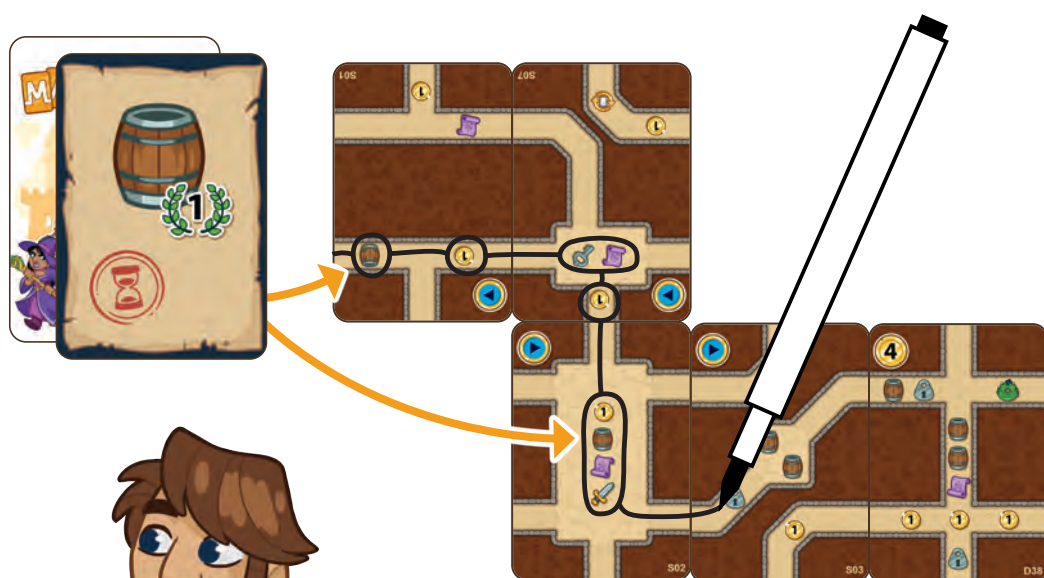
D. EXPLORATION PHASE - Assembling and drawing a path through the Dungeon

This phase is played simultaneously.

Once all players have 5 cards in their Building Area (cards bought in the Market & cards randomly drawn from the player's deck), the phase begins with players flipping over any facedown cards.

If playing a Time Bonus Round, one player should say "Start" to signal the start of the Phase, only then can players turn their facedown cards faceup.

Each player creates their own personal Dungeon with their 5 cards. The goal is to create a Dungeon in which a Path can be drawn that maximizes the Discovery on this round's Objective Card. Additionally, the Path should also maximize Coins.

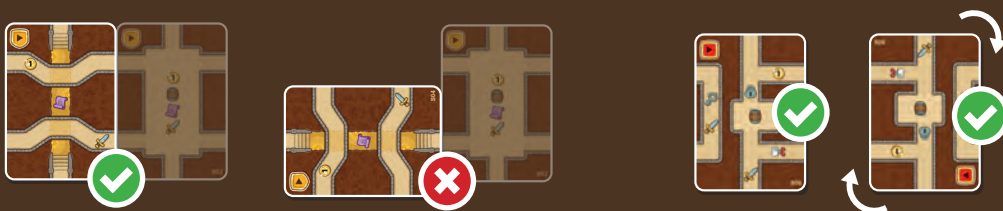


Note: A player does not have to use all 5 Cards, but they may be leaving VP and/or money left uncollected.

To prevent an overly long Exploration Phase, we recommend using a **5-minute timer** to keep rounds dynamic and engaging. Using a timer is optional and depends upon your group's play style.



RULES TO BUILD A DUNGEON



Cards must be played **vertically only** (not horizontally) but in either orientation (right side up or upside down).



Adjacent Cards must have their Hallways aligned, but can be played offset from each other.

Cards cannot overlap and must be directly adjacent to each other.

Note: If time is not up, you may change or correct your path and card positions, except in a Time Bonus Round where you finished first and said "Done". If you say "Done", you cannot change or correct your path and card positions.

WHAT IS A DUNGEON MADE OF ?



HALLWAYS AND ROOMS (SEE P.16)

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

LEVELS (SEE P.17)

There are two floors in the Dungeon, the Main Floor (C) and the Underground (D).

The Underground is recognizable by its yellow glow and the absence of walls.

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

HOW TO DRAW A PATH?

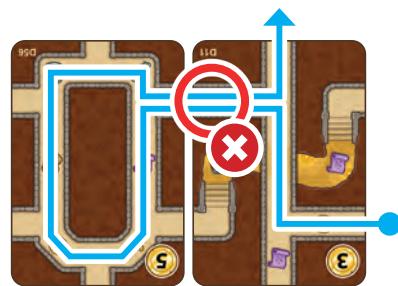


Players **start** their path through the Dungeon at a free external edge of a Card.

Using the dry-erase marker, each player draws a path on their tableau of Cards, subject to the following:



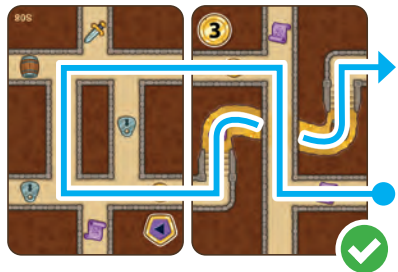
Players cannot cross their Path.



Players cannot travel a Hallway more than once. (A 4-way intersection is a Hallway).




Players can enter a Room more than once.



A player's Path can go over / under itself on different levels.

A path can end in 2 different ways: an **Exit** or a **Dead end**.

-If the path reaches a free external edge of a Dungeon Cards, the player **Exits**. They check the Exit Box for this round on their Score board. Their path ends on the edge.

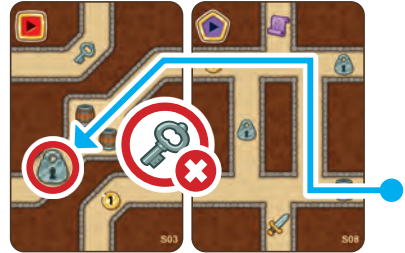
- If the path reaches a **Dead end**, it is considered to have stopped there and not reached the exit. The player cannot check the Exit Box  for this Round. The path ends here.



A DEAD END MEANS THE END OF A PATH. THERE ARE 4 TYPES OF DEAD ENDS:



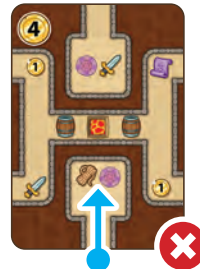
Taking a hallway more than once.



Meeting an Obstacle (Monster, Padlock or Lava Pit) without any way to pass it.



Encountering their own Path.



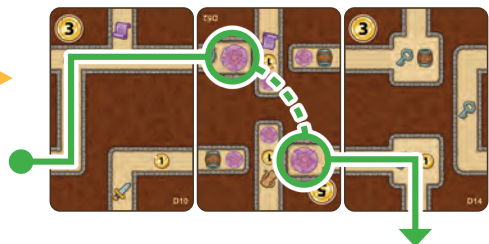
Meet an actual dead end with no way out.

Important:

- The Path must remain uninterrupted, unless using teleportation.

- If a player's Path ends at a dead end, they still keep all previously encountered Discoveries. In the case of a dead-end Room, all Discoveries within that Room are considered collected (unless there is an undefeated Monster blocking them).

- As long as time has not run out (if playing with a timer), players may freely adjust their Path (including repositioning cards and modifying drawings). Exception: During a Time Bonus Round, the first player who finishes and announces "Done" may not alter their Path afterward.



WHAT WILL YOU FIND IN A DUNGEON?

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

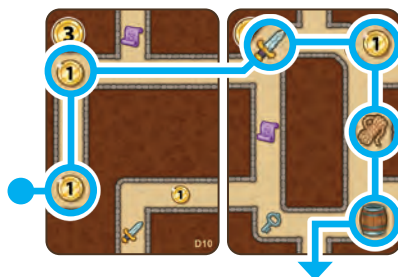
ITEMS

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 collected item can be used to overcome a future Obstacle, activate an effect and/or to score Objective VP.



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 is circled only if it can be overcome.

The player may use a collected item from their path, a matching Fairy Token or an appropriate Spellbook Card to defeat the Obstacle (a Key to open a Padlock, a Sword to defeat a Monster, a Rope to cross a Pit).

- When a collected item is used, it is crossed out.
- When a Fairy Token is used, it is turned facedown.
- When a Spellbook Card is used, it is turned facedown.

Only when an Obstacle is overcome, can it be crossed out so that the player's path can continue.



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



The **Lava Pit** is a Dead End and prevents the player from continuing their Path beyond it (unless they cross out a previously collected Rope).



The **Pitfall** encountered on the Main Floor drops the player to the Underground level, unless they choose to use a Rope to cross it and continue their Path on the Main Floor. A Pitfall does not keep a player from continuing their Path, it's just a one-way trip down to the Underground level.

Note: Upon encountering a Pitfall on the Main Floor, the player may choose not to use a Rope to avoid it.

TELEPORTERS



The teleporters are Magic Circles.

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

Players may use a collected Scroll from their path, a matching Fairy Token or an appropriate Spellbook Card to activate a Magic Circle and teleport to another one.



Teleportation allows the player to pause their path at a Magic Circle and resume it again at another Magic Circle that has not yet been used (not crossed out). The connected Magic Circle can be on the same card or on another one in the tableau and can be either on the Main Floor or the Underground.

Teleportation can occur with some Spellbook Cards and can occur without using Magic Circles.

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 will help you improve your Dungeon Card deck.



When a path reaches an Optimizer. It is circled.

The optimizers will be used during the Refresh Phase (p.19)

USING ITEMS



Coins are the currency used to buy during the Market Phase.



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



A **Sword** defeats a **Monster**



A **Key** opens a **Padlock**



A **Rope** may be used to traverse a **Lava Pit** or a **Pitfall**
Note: A Rope cannot be used to climb from the Underground upward through a Pitfall to the Main Floor.



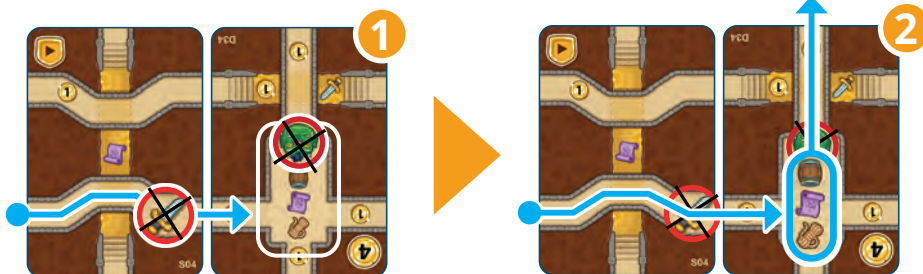
A **Scroll** may activate a **Magic Circle** to teleport to another unused Magic Circle (not crossed out).

ROOMS



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

Once a Room is entered, the player must overcome all monsters within the Room. None of the Discoveries within a room are considered collected or usable unless all Monsters are defeated. Additionally, Monsters in a Room must be defeated to continue the path via one of the exits of the room.



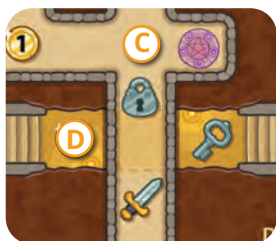
A Room may be entered more than once during a Path as long as the Path is not crossed, nor the same exit or entrance is used. **Items are only collected the first time that the Room is entered** no matter how many times a Room is entered.



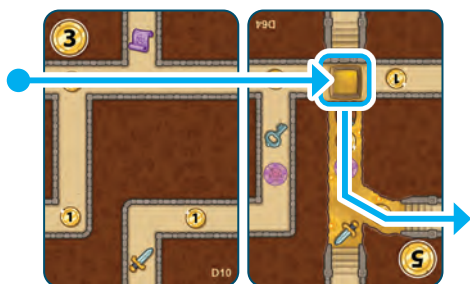
Pitfalls located inside Rooms are optional:

Your Path can go around them. You only drop to the Underground floor if you choose to move directly over the Pitfall.

LEVELS



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



Entering a Pitfall from the Main Floor without using a Rope takes you down to the Underground where your path continues.



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



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

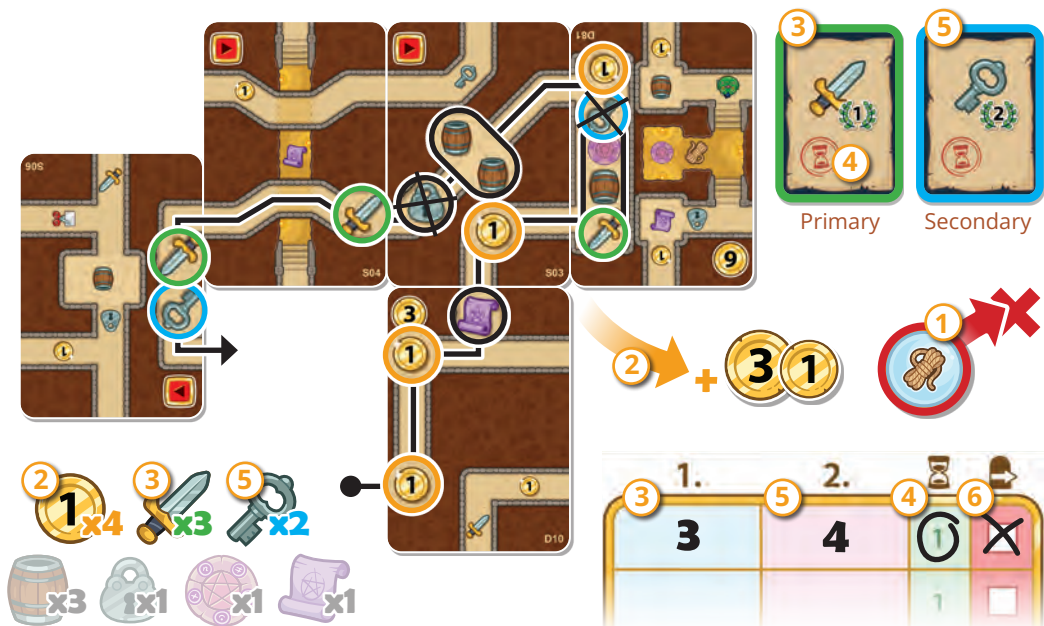


It's not considered crossing a Path if the Path crosses on two different levels.

END OF A ROUND

E. REWARD PHASE - Scoring the Dungeon

- ① Discard all Fairy tokens.
- ② Players follow their paths a first time, summing the **number of Coins** encountered. Each Player receives that amount of Coins from the Bank.
- ③ Players follow their Path a second time, scoring Objective point(s) for each **Discovery** that matches the icon on the **Objective Card**. Only circled Discoveries count (even if they are crossed out). If the Path ends at an unresolved Obstacle, this Obstacle does not count.
Any encountered Objective counts, whether used or not.
This total is placed in the First Score box (blue column) of the present Round on their score board. If the path ends in a Room, all Discoveries that match the icon on the Objective card in that room also count, but only if all monsters are defeated.
- ④ (Conditional) If there is an **Hourglass** on the Objective Card, the first player to finish their Path can circle the bonus in the third column (green Column).
- ⑤ The second Objective Card is drawn from the Objective Card draw deck.
The path is checked again, now scoring Objective's point(s) for each **Discovery** that match the icon on the **second Objective Card** following the same scoring rules as above. On the Scorecard, this score is placed in the Second Score box (pink column) for the current round.
- ⑥ If players exited the dungeon (reach a free edge of a card), they can check the "exit box" in the last column (red).



Reminder:

- Any Obstacle that halts a player's Path is not circled and does not count toward scoring.
- If there is a Hourglass on the Objective Card, the first player to finish their path (Closes their pen, places it on the table and says "Done") circles the Time Bonus on their Score board.

F. REFRESH PHASE - Drawing next round Primary Objective and Cleaning up

Unless it's the final round, **draw the top card from the Objective Deck** and place it faceup on top of the previously played Objectives. This card becomes the Primary Objective for the next round.

For each circled Optimizer icon, a player **may** choose to use it or not:



A circled **Recycling** icon allows the player to choose 1 of the 5 cards from their current Dungeon, wipe it clean, and replace it in their Building Area. This card will be part of their next Round.



A circled **Scissors** icon allows the player to choose 1 of their 5 cards from the current Dungeon, wipe it clean and remove it permanently from their cards. This speeds up the appearance of the best cards in the player's deck. Note: A card with the Scissors icon can eliminate itself.

Multiple Recycling and Scissors icons can be used to recycle or eliminate multiple cards.

Each player wipes the dry erase marks from their remaining cards and places them in their discard pile.

Players flip their used Spellbook Cards faceup to make them available for the next Round.



At the end of Round 3, discard all cards remaining in the Market (Spellbooks and Dungeon Cards) and refresh with new ones.

The Versus Card: "End of Round" helps players remember the steps to follow once their path has been mapped out (see below).

VERSUS - END OF ROUND - STEPS SUMMARY



1. Discard the Fairy Tokens.

2. Receive from the Bank the amount of Coins encountered along your path.

3. Sum the Primary objective Discoveries you encountered along your path.

4. Reveal the Secondary Objective and sum the number of this Objective's Discoveries.

5. Reveal the Primary Objective for the upcoming round.

6. Optionally, use Optimizer icons encountered during your path.

7. Wipe your cards clean.

8. Discard the used Dungeon and Starter Cards.

9. Flip faceup the used Spellbook Cards.

IV

END OF THE GAME

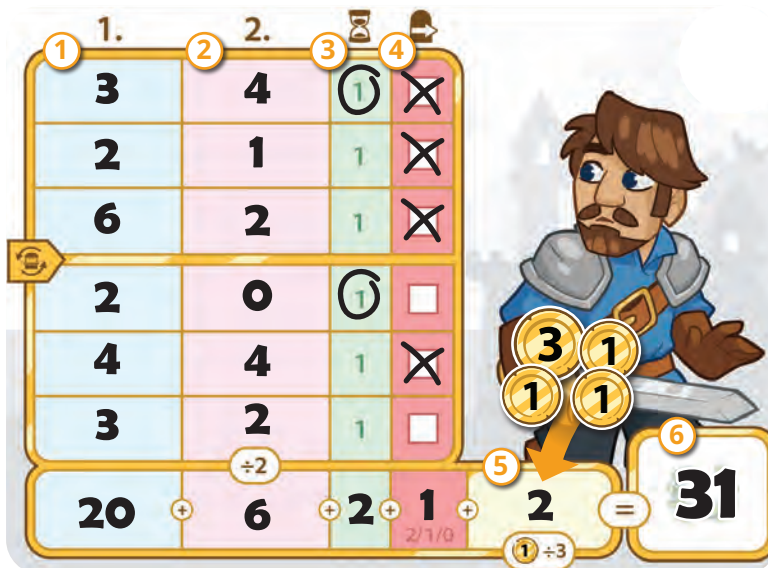
After the sixth Reward Phase, the game ends.

Each player reviews their Score Card and proceeds with final scoring.

- ① The primary column (blue) is summed.
- ② The secondary column (pink) is summed and divided by 2 (rounded down).
- ③ Time bonus column (green) is summed.
- ④ Each player counts their checked Exit Boxes (red column):
 - 2 VPs are awarded to the player(s) with the most checked boxes.
 - 1 VP is awarded to the player(s) with the second most checked boxes.
 - If there's a tie, all tied players receive the corresponding bonus.
- ⑤ Remaining coins total is divided by 3 (rounded down).
- ⑥ Each player sums the victory points from : Primary score, Secondary score, Time Bonus score, Exit Bonus score and Coin score to get their Final score.

The Player with the highest final score wins the game.

In the case of a tie, the highest Secondary Score wins. If the tie persists, players share the victory.



FAQ

Can I change my path? As long as you haven't closed and placed your marker on the table, you can modify your Path. (Drawing and card positioning).
Exception: In a Time Bonus Round, if you were the first player to finish and said "Done", you can no longer change your path.

Do I need to hurry once someone finishes their Dungeon in an Hourglass round? No, all other players may continue at their own pace (unless the players have agreed to use a 5-minute timer).

What's the disadvantage of ending at a Dead End instead of an Exit? The only difference is that you cannot check the Exit box of the Round.

Do I have to use a Rope to avoid a Pitfall? No, you can intentionally drop down to the Underground.

Can I use a rope to climb up a Pitfall? No, Ropes are only used to cross a Pit on the Main Floor.

If I enter a Room with a Pitfall, must I fall underground? No — Pitfalls inside Rooms are optional. You may bypass them unless you choose to move directly over the Pitfall icon. In Hallways, however, falling is mandatory unless you use a Rope or Spellbook Card. However, you circle it when entering the Room.

With the Spellbook Card number SB-4, can I fall in a Pitfall and immediately climb back up? No, you may only climb up an unused Pitfall

Can I fall into the same Pitfall more than once? No — that would involve crossing your own Path or revisiting the same Hallway.

How to score Rooms Objective Card? A Room is scored when you enter it and defeat all Monsters inside (if any). A Room counts only once, even if you enter it multiple times.

Do unused Magic Circles count for the Magic Circle Objective? Yes — even if not activated, a circled Magic Circle counts.

With the Pit Objective, does a Pitfall count if crossed with a Rope? Yes, it counts. Just as if it had taken you to the Underground.

Can I use a previously discovered Magic Circle in a Room? Yes, a path can enter a room, defeat any Monsters, collect any Items, leave the Room then later re-enter a Room and then use a Magic Circle or even use this Magic circle as teleportation arrival assuming there is an unused Hallway to leave the Room, or it will be a Dead end.

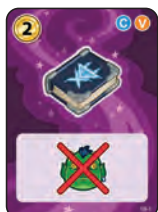
Is it possible to buy a Fairy Token sold out at the Market? No, there are only 5 of each type.

At a 4-way intersection, can I enter and exit it more than once? No, the 4-way intersection is a Hallway, not a Room, and can only be entered once.

V

COMPENDIUM

Spellbook Cards: Each Spellbook Card can only be used once per Round.



You can defeat 1 Monster without using a Sword.



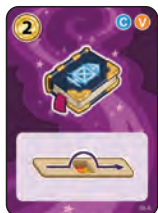
During the Exploration Phase, you can permanently remove this Card to obtain a Fairy Token of your choice, even if it's out of stock. This Spellbook can only be used once per game.



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



You can open a Padlock without using a Key.



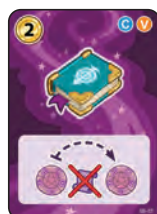
You can cross a Pit (Pitfall or Lava) without falling.



Your Path can cross itself, but cannot travel through the same Hallway more than once



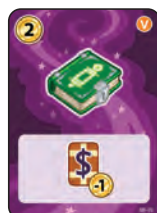
You can climb up through an unused Pitfall.



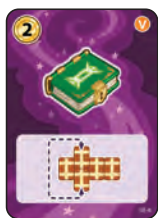
You can activate a Magic Circle teleportation without using a Scroll.



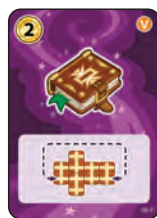
You can teleport from one barrel to another.



During the Market phase, you can buy 1 Dungeon Card at a 1 Coin discount.



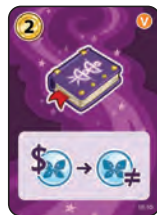
You can teleport from a top or bottom external edge of the Dungeon to re-enter it at the exact opposite entrance point on the other side of the tableau.



You can teleport from a right or left external edge of the Dungeon to re-enter it at the exact opposite entrance point on the other side of the tableau.



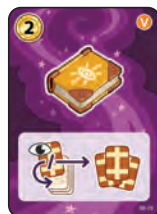
During the refresh phase, you can choose 1 of your 5 cards from the current Dungeon, wipe it and permanently remove it from your collection of cards.



During the Market Phase, if you buy a Fairy Token, you can gain 1 additional Fairy Token of a different type for free.



During the Refresh Phase, you may pay 2 Coins to select 1 of the 5 Cards from your current Dungeon, wipe it, and place it in your Building Area. This Card will be 1 of your 5 cards for the next Round.



At the start of the Hand Creation Phase, when you draw your first card, you may choose to either keep it for this round or place it in your discard pile. Whatever you choose, continue drawing cards face-down as usual until your hand contains five cards.



After revealing the next Primary objective during the end of round phase, you can permanently remove one of your played Dungeon Cards and replace it with a new card from the Market of equal or lower value.

Objectives:



1 VP / Barrel



2 VP / Key



3 VP / Pit encountered



1 VP / Scroll



3 VP / Monster defeated



3 VP / Rope



3 VP / Padlock opened



1 VP / Sword



1 VP / Room visited



1 VP / Coin



2 VP / Magic Circle encountered



1 VP / Stairway encountered