

Rules Edition 2.0

Cutthroat CAVERNS™

Players: 3 - 6 / Ages: 12 & Up / Playing Time: 1 hr 30 min.

Watch Your Back!

Yesterday it was fun. Amusing even. Whoever landed the most killing blows of the day got bragging rights and the first pick of treasure...a jeweled dagger, a sack of opals, an arcane scroll. The evening's ale tasted all the sweeter for it.

But today, you've unearthed the Sacred Item of Unimaginable Marvel, an all-consuming artifact of untold power... and everything's changed. Now the first pick of treasure is the only pick that matters. Or will ever matter again. It sings to you. And you'll do *anything* to get it. But be careful. You'll still need *their* help to get out of the caverns alive.

Remember well these words –

Without teamwork, you will never survive.

Without betrayal, you'll never win.

Welcome to Cutthroat Caverns.

Game Components:

94 Action/Attack/Item Cards

25 Oversized Encounter Cards

1 Token Sheet

6 Initiative Cards

1 Monster Life Tracker

6 Character Cards (to track your health)

8 Glass Beads (2 Yellow, 6 Green)

Setting Up:

Remove the six Initiative Cards (“Player 1” through “Player 6”) from one of the two wrapped card decks. Only use Initiative Cards equal to the number of players. (so if you've got 4 players, Initiative Cards 5 & 6 should be placed back in the box)

Shuffle the Initiative Cards and fan them, face down on the table.

Drawing these cards will set the order of play each Round.

Shuffle the remaining 94 cards together thoroughly, being sure to break up clumps of similar cards. Place the stack face down within easy reach of all players. This forms the draw deck. Your skill in utilizing these Attack, Action and Item cards is the heart of the game. Each Player will receive a hand of 7 cards from the draw deck. Seven cards is the maximum hand size, although effects can modify this. If at any time you have more cards in your hand than your maximum hand size, immediately discard cards of your choice until you are down to your maximum hand size.

Give each player a Character Scorecard and a green glass bead. Place the green bead over the number 100 on the scorecard. This track represents your Life Points (LP). 100 LP is full health. Characters may never gain more than 100 LP. A character that loses all their LP is dead and eliminated from the game.

Shuffle the large Encounter Cards and deal 9 facedown onto the table. These cards form the Encounter Deck and represent the rooms and encounters that stand between you and the exit. You must deal with all of the Encounters in the stack to escape with your precious artifact and win the game. Place the remainder of the Encounters back in the box.

We recommend using RIPPER as your first Encounter when learning the game. As a basic creature, it will cover all the core concepts of game play.

Place the Monster Life Tracker in the center of the table. One yellow glass bead will track the creature's Life Points. The other will track the number of Encounters faced - and any Bonus Prestige Points associated with the encounter.

Object of the Game

Work together to **defeat all the creatures revealed in the Encounter Deck**. Without teamwork, none of you will survive and there will be no winner. Let me stress that. If you mess with each other too soon or too much, you *will* all perish.

However, to *win* you must do whatever it takes to make sure YOU land the final blow that kills the most encountered beasts. Only the player landing the killing blow will be credited with Prestige Points.

When there are no more Encounters to face, the game is over. At that time, the player with the most Prestige Points WINS and claims "The Sacred Item of Unimaginable Marvel".

One last thing, there are two conditions to winning. Prestige Points alone are not enough... you have to LIVE. Towards the end of the game, those trailing in Prestige may find themselves thrust suddenly to the top - if they can manage to have the leaders take one hit too many.

The Deck

There are three types of cards in the draw deck, Attacks, Actions and Items. Each is easily identified with a unique icon and has a different role in the game.

ATTACK Cards:

Attack Cards are identified by a red combat icon and represent attacks and tactical maneuvers in combat.

Types of Attack Cards:

There are three types of Attack Cards: *Standard*, *Enhanced* and *Tactical Maneuvers*.



Standard Attack Cards: These are the most common type of Attack Card. Most simply have Attack Values on them - the damage your attack inflicts this Turn. Attack Values range from 0 to 100 points of damage. As you will quickly discover, even 0 damage Attack Cards can play a vital role as you jockey for position to set up the final blow. A good hand is a mixed hand, not a high one.

You will notice that smaller numbers appear in ovals on the sides and bottom of the card. These numbers help show the damage 'on the stack' as the cards layer over one another, as well as track any modifications to those attacks. If your attack is modified by another card or effect, you may need to rotate it to a new side to reflect the adjusted damage value.



In game terms, "Half" or "Halving" damage means rotating your Attack Card to the next lowest damage value on the card (This is sometimes not exactly half, by the way. We've rounded some of the tricky values).

"Double" or "Doubling" damage means rotating your Attack Card to the next highest value. If there is no other higher value, it cannot be "doubled" further.

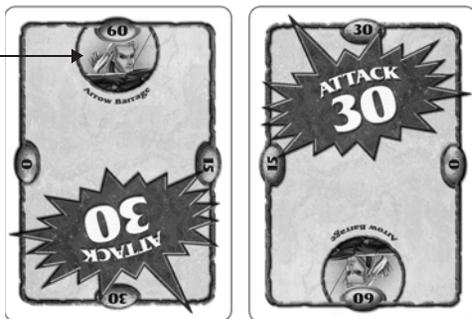
(Note: The 2X modifier on 'Slip Behind' is an exception and does not rotate the card it modifies, see "Riders".)

Special Attacks:

Generally speaking, the Attack Values in the game are generic. Whether you swing a long sword or cast a spell, it's all just damage. However, some Standard Attack cards have character portraits inverted on the bottom of the card. This is a Special Attack for the pictured character only. If an Attack Card has a picture that matches your character, you may play that character's Special Attack, doing double the damage normally assigned to that card. Using this special attack is never mandatory.

Edaiyn may play this card for 60 points of damage instead of 30.

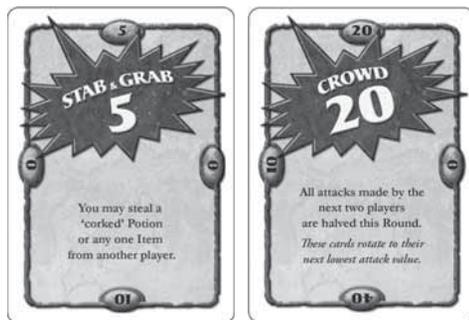
Better yet, no one can stop him.



A character's special attack has one other very important benefit. Special Attacks are Protected. Once revealed, a Protected attack cannot be the target of 'unwanted' Action Cards, making the attack effectively uncounterable. NICE.

Enhanced Attack Cards: Certain Attack Cards have additional abilities that enhance your attack, interfere with another player's attack, enhance an attack based on the creature you face or even allow you to steal an Item from another player. These rules appear on the face of the card.

Examples include Stab & Grab, Crowd, Twist the Knife, Holy Water, and I Think He Called You Ugly Too.

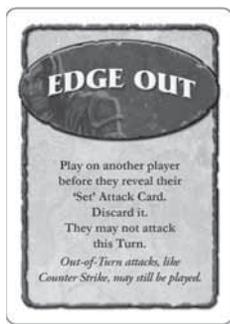


Tactical Maneuvers: These Attack Cards are 'non-combat' cards that represent other more strategic moves in a melee. As such, they do not 'hit' or 'inflict damage'. The card, Feint, is the simplest of these cards. Essentially a false attack, it does not hit nor inflict damage – nor can it be made to by other cards and effects.



Stand In: (Double Strike and Opportunity Fire) These Tactical Maneuver Attack Cards are only placeholders for the true attacks to be played this Turn. When revealed, they immediately replace themselves with new Attack Cards per the instructions on the specific card. Only the actual Attack Cards resulting from the playing of a *Stand In* Attack Card can be countered, altered or affected by Action Cards or other game effects.

Example: 'Critical Miss' (an Action Card) may not target a 'Double Strike' card, but can target the Attack Cards put into play via 'Double Strike', spoiling them both.

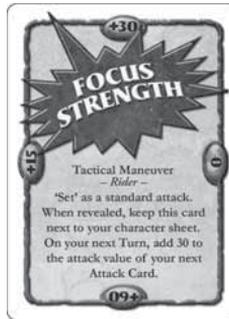


Note Regarding Interactions with 'Edge Out': While any 'Set', face down Attack Card can be targeted by an 'Edge Out' Action Card, an Attack Card that replaces a *Stand In* Attack Card cannot be. The only exception is the second Attack Card on 'Opportunity Fire', as it ends up being 'Set' face down.

Tactical Maneuvers (cont):

Riders: (Focus Strength and Slip Behind)

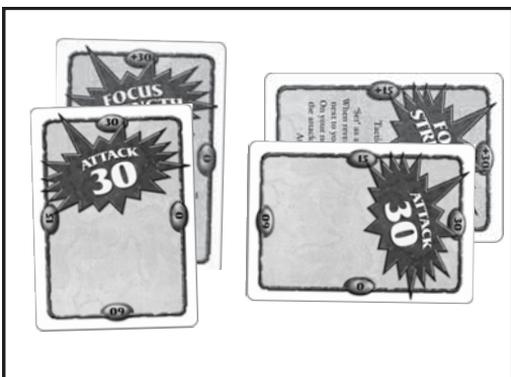
These Tactical Maneuver Attack Cards are not attacks, per se, but cause subsequent Attack Cards to be modified. When played, they 'stand-by' in front of that Player's character sheet instead of being added to the damage stack. In the case of the two Riders in the base game, 'Focus Strength' and 'Slip Behind', the effect modifies that Player's next Attack Card, in the next Round.



(Note: this means that if you play a Rider card in regular combat and then play the Action Card 'Counter Strike' after being damaged at the end of the Round, the resulting Attack Cards would not qualify – as they would take place in the same combat Round. Instead the Rider would apply to that Player's 1st attack next Round)

When a Rider modifies an Attack Card, it is placed on the damage stack along with the Rider card to mark its effect. An Attack Card with a Rider is always considered a single attack, even though two cards are on the stack.

Riders modify the attack by either adding points to the base attack, as with 'Focus Strength', or by multiplying the attack value of the base attack, as with 'Slip Behind'. Should an Attack Card with a Rider be further modified, say by a 'Not So Tough', both the Attack Card and the Rider are rotated. (Newer versions of Slip Behind have 2x printed on all edges of the card)

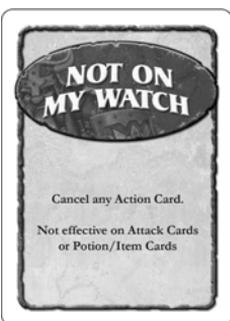


Note: a single Attack Card may have multiple additive Riders, but only one multiplicative Rider. Example: After playing 'Double Strike', a player who plays two 'Focus Strengths' can add both to next Round's attack card – but two 'Slip Behinds' would only allow one 2x modifier.

If a multiplicative Rider & an additive Rider modify the same attack, apply the effects in the order played.

- Attack 50, Slip Behind, Focus Strength = 130.
- Attack 50, Focus Strength, Slip Behind = 160

ACTION Cards:



These cards have a blue oval icon and represent special actions and underhanded tricks to help you gain the advantage. Action Cards are always played directly from your hand – they are not 'Set' face down for combat.

Many are played out of turn or at a specific time described on the card. These cards will often make the difference between you scoring a kill – or robbing an opponent of one. Use them wisely.

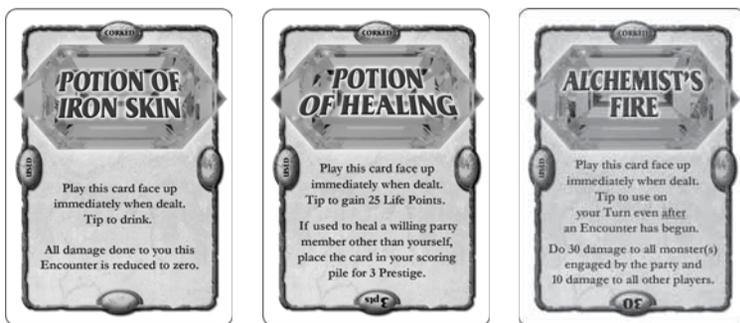
'Not so Tough / Tougher than He Looks' is special, in that it may be played for either one of its two effects. The Player simply states which they are playing.

PRIORITY:

Occasionally, more than one Player will want to act at the same time, either with an Action Card or an Attack Card like 'Counter Strike'. If this occurs and cannot be resolved otherwise, the Player with the Initiative closest to 1 takes priority.

ITEM CARDS:

Marked with a jewel shaped icon, these cards represent Potions and other Items you find in the caverns. As soon as you draw one, play it immediately face up beside your character. It does not count as a card in your hand and may stay there indefinitely, until you are ready to use it. Just don't delay too long in using an item – as there are cards that will allow them to be stolen from you.



With only two exceptions, Item Cards/Potions can only be used between encounters, not during one. Once a creature is dead, but before the first 'Set' Attack Card is revealed in the next Encounter, there is a window of opportunity to use Potions. So yes, you can die in the middle of an Encounter while holding a Healing Potion. And yes, you should wait to see what the next Encounter is before deciding to take one or not. The two exceptions are 'Alchemist's Fire', which can be used on your Turn during an Encounter, and 'Amulet of Mentalism', which has a continuous effect.

To use an Item, simply state that you are doing so. Potions, will direct you to 'tip to drink'. To do so, rotate the card 90 degrees in a clockwise direction from 'Corked' to the first oval on the side of the card. Once a Potion is tipped for use, it may not be stolen or affected by other game effects.

Potions come in two varieties, Instantaneous and Duration potions. Instantaneous effect potions are used up immediately after they are tipped, like 'Healing Potion'. Duration potions, like 'Potion of Strength', have an ongoing effect with a duration listed on the card's edge. Track the duration by rotating the Potion card another 90 degrees at the start of each subsequent Round until their duration expires and they are removed from play. Potion effects do not carry over to the next Encounter, even if the Encounter is defeated before its effect wears off.

Tipping and rotating a Duration-based Potion to track the length of its effect.



Corked & ready to use.

Used and active Round 1.

Used and active Round 2.

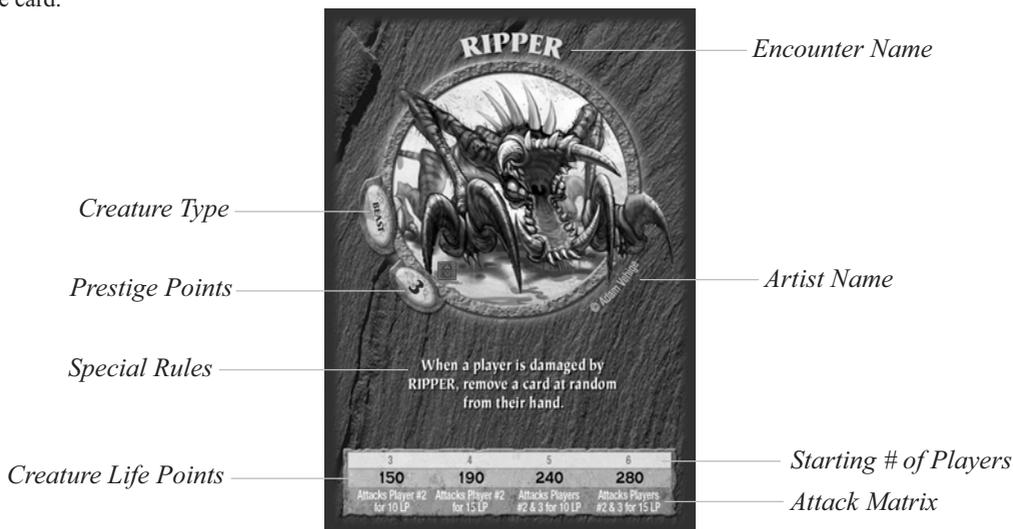
End of effect, discard as Round 3 begins.

IMPORTANT: Potions and 'Alchemist Fire' are one-use items. They are not shuffled back into the deck after use, but are instead removed from play for the rest of the game. And yes, should you wish to, these can be bartered, traded or otherwise used in negotiations between players.

Healing Potions have an added benefit. They can be used to aid other *willing* party members - and grant the owner 2 to 3 Prestige Points for their "generous" act. If you heal another party member, put the Healing Potion into your Prestige pile.

Encounter Cards

Most Encounter Cards (but not all) are creatures to face in combat. Each card has its own set of **Special Rules** that govern the Encounter. These rules make each Encounter unique and will require a different strategy, both as a group and an individual, to overcome. Where these rules contradict the base rules, follow those printed on the card.



Creature Type: A creature's type may cause it to be effected by certain Attack Cards, like 'Holy Water's' effect on Undead, Fiend and Demon Creature types. Look for more of these interactions in future editions.

Prestige Points: The points awarded for landing the final blow and killing this creature. Some cards will have more than one number to reflect additional, weaker creatures in this Encounter. The Encounter Card or creature token should be kept by the slaying player as evidence of the Prestige they have earned.

Life Point/Attack Matrix:

This chart provides a creature's stats, which scale up based on the number of players that started the game.

Starting Number of Players - It is important to note that this reflects the number of players who *started* the game. NOT how many remain. So if you lose players early, you will still be facing creatures scaled for a larger group. That is a recipe for a big 'dirt nap' for everybody.

Creature Life Points - That's how much damage it takes to kill it, folks.

Attack Matrix - Shows which player(s) the creature will attack and for how much damage.

Tokens: Some Encounter Cards will call for the use of Tokens or Counters. In this set, 'Boogens' and 'Wolf Pack' are two Encounters that have specific creature Tokens to represent multiple targets in the Encounter that an Attack Card can be played on. Other Encounters, like 'Fear' and 'Shift', add Prestige Tokens to show an increased threat level and reward for the Encounter.

When facing a token-based encounter, spread out the tokens on the table and have Players place their Attack Cards on the specific token they wish to hit. A Player may choose which token to attack as they play the Attack Card(s). Unless otherwise noted, only the last token qualifies for bonus Prestige in a Bonus Round (7-10+).

Again, when teaching the game to new players, always start with a basic Encounter like 'Ripper'. Doing so will introduce all the basic concepts of the game clearly in one shot. For that matter, even though 'officially' the Encounter Deck is chosen at random, feel free to hand pick Encounters with some heavy weights, a trap, and your favorite Encounters to highlight what you like best about the game. Just shuffle everything but the 'Ripper' (and maybe your final battle) so some mystery remains.

Gameplay Flowchart

Begin a New Encounter:

- Flip Encounter from Encounter deck
- Players wishing to take Potions must do so.
- Draw Initiative
(for 1st Round. Thereafter, draw Initiative as shown below)

Begin a Combat Round:

- All players 'Set' Attack Cards
- Player Turns Begin in Initiative Order:
 - Player #1 reveals/resolves Attack Card
 - Successful Attack(s) added to damage stack
 - Check if Encounter is dead
 - Player turn ends
- Repeat until all players complete a Turn
- Party's Combat Round ends
- Advance the damage bead on the monster tracker
- Resolve 'Specific' Creature Attacks
- Discard Attack Cards on the damage stack
- Draw Initiative for the next Round
- Resolve 'Initiative-Based' Creature Attacks
- All Players draw one card (not to exceed "max hand")

Round Ends

- Begin new combat Round - until Encounter is defeated

At End of Encounter:

- Prestige awarded
- Discard (optional) and Draw up to "max hand"
- Advance 'Round Marker' bead
- Begin a New Encounter

(All steps explained in greater detail on the following pages)

Playing the Game

At the beginning of the game and before each Encounter, each player draws cards to fill his hand up to his maximum hand size (normally 7 cards).

BEGIN A NEW ENCOUNTER:

Reveal the top Encounter Card from the Encounter Deck

Have one player read the Encounter Card to all players.

Check the creature's Life Point/Attack Matrix and place a yellow bead on the Monster Life Tracker to reflect its starting Life Points. Remember, the monster's stats are governed by the number of players who *started* the game.

Take any Potions you wish to use before or during this Encounter. Once an Attack is revealed, it is too late.

Draw Initiative

Each player draws an Initiative Card at random and places it face up next to their scorecard for all to see.

You will know who will strike first-through-last before having to select an Attack Card.

BEGIN A COMBAT ROUND:

'Set' Your Attack

Each player selects one Attack Card from their hand and places it *face down* in front of them. This card remains hidden (and secret) until your Turn. A 'Set' Attack Card may be rethought and switched before the first Attack Card is revealed - but never afterwards.

Because only the killing stroke will award Prestige, you must plan each attack carefully to increase the odds that your strike will kill the creature - or will set up an opportunity for you to do so on your following Turns. Swing too heavy and you may just hand the kill to another player. Swing too light, and the creature will brutalize you all. And remember, Action Cards may change things for better or worse during game play. Plan as best you can and jockey for position.

If, during the course of play, you end up without any Attack Cards in your hand, set an Action Card as a bluff. You may set an Action Card *only* if you have no Attack Cards you could play. Note that an Action Card cannot legally be played from this position and is discarded without effect when it is revealed.

Likewise, if a 'Set' Attack Card does not get played for any reason, discard it at the end of the Round.

A Player's Turn

Each player will take their Turn in order of the Initiative Card they drew, starting with Player 1 and ending with Player 6.

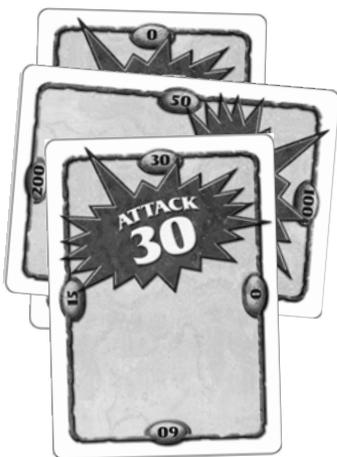
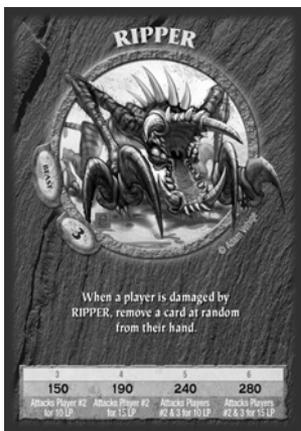
On a player's Turn, he/she flips over their 'Set' Attack Card and assesses the damage on the creature - or otherwise follows the rules on the Attack Card.

'Successful' vs 'Unsuccessful' Attacks. A successful attack occurs when a player reveals his attack and plays it normally. An unsuccessful attack is one that is either prevented from being played by 'Edge Out' or cancelled (a miss) by cards like 'Critical Miss' or 'Trip'. The Attack Cards affected by these Action Cards are discarded immediately. Such unsuccessful attacks are effectively ignored by creatures. They neither 'Hit' nor do damage and are not considered '0' damage attacks.

Remember, certain Attack Cards, *Riders* like 'Focus Strength' and 'Slip Behind', add bonuses to your next attack but are non-combat maneuvers for this attack. These cards should be kept in front of the player and added to the damage stack when their abilities activate next Turn.

Place *successfully* played Attack Cards in a line beside the Encounter Card (*the damage stack*) so that the top most damage number of previously played cards are still visible. (see example next page)

Check to see if the player has killed the creature or otherwise completed the Encounter after each Attack Card is played. If not, the player with the next highest Initiative now takes their Turn. Continue until all players have completed their Turn - or the creature is killed.



As you reveal cards, they are placed on the Damage Stack, overlapped so that the damage of previous cards shows. In this example, 80 damage has been done to the creature. Stacking the cards is important because some cards and creatures can effect and modify Attacks on the damage stack.

When all players have had a Turn, the party's combat Round is over.

Total the damage of all the Attack Cards on the damage stack and adjust the life points on the Monster Life Tracker. The Attack Cards on the stack are only discarded after resolving any *Specific Creature attacks*. (because some creatures may base their attacks on who damaged the most or least in a Round and you will need to remember who did what).

If the monster is not killed after all the players have had their Turn, the monster is entitled to its own attack and/or otherwise acts per the rules on the Encounter Card. *Monsters don't miss*.

Creature Attacks:

When a monster attacks the party, consult both the special rules on the Encounter Card and the Attack Matrix at the bottom of the card. This information will outline who will be attacked and how much damage will be inflicted.

Some creatures will attack a *random player* (or players). Other monsters strike a *specific player* (or players) as named on the card. These attacks differ slightly with regards to how players are targeted - and *when* damage is assigned to the players. *Specific* attacks happen earlier in a Round, while *Random* attacks happen only after you draw Initiative for the next Round. (See the Game Flowchart)

Specific Player: For example, the special rules say, "the creature strikes the player who damaged it the most this Round." The specific player to be hit is clearly identified in the encounter and therefore the damage may be assigned immediately. NOTE: be sure to check the Attack Matrix under the number of players who started the game carefully. The attack may actually strike the 2 players who damaged it the most or tied for that honor. NOTE: In determining which player the creature will attack, all damage comparisons (who did the most damage, least, first, last, etc.) refer to damage done THIS ROUND rather than any previous rounds. For example, 'The first character to damage it' means 'the first character to damage the monster this round'.

Random Player: For example, the Attack Matrix reads "Attacks Player #1 for 20 damage". 'Player #1' refers to the player who draws the number 1 on the *NEXT* Initiative Draw, not the current Player #1. For this reason, two additional steps take place before dealing that damage, discarding the Attack Cards on the damage stack and drawing Initiative for Next Round. Once the new Initiative order is set, resolve the attack.

Draw a Card:

Before the next Round, all players draw *one* card from the draw deck.

Depending on how many they have played, they may not have a full hand of 7 cards.

Do not draw your card until after all creature attacks (random and/or specific). This is important because a card like 'Counter Strike' may allow a player to immediately get a second attack in before the Round concludes - and they should not have the benefit of the extra card at that time.

Begin a New ROUND

ENDING AN ENCOUNTER:

Rounds continue in this fashion until the monster is dead or the Encounter Card conditions are met. At that point, the Encounter is over.

The player who killed the creature is awarded the Prestige Points listed on the card. Have the player place the Encounter Card or creature token in a scoring pile alongside their scorecard - plus any additional Prestige tokens placed on the creature due to special rules or Prestige Bonuses (for Encounters #7 and higher. See below).

In preparation for the next Encounter, players may discard any number of cards from their hand, keeping only the cards they want. Then they may draw back up to their maximum hand size (normally 7).

Advance the glass bead to the next Encounter on the Monster tracker and begin the new Encounter.

Always track how many encounters you have faced on the Monster Life Tracker card using the second yellow bead. Tension will mount as the party becomes weaker and the exit draws closer... so the kills become more meaningful. Therefore, the later encounters award a Prestige Bonus. And yes, there are ways to end up with more encounters than you started with. 'Necromancer' and 'Blood Mage' are examples of Encounters that will raise the total number of encounters higher than the nine original cards in the Encounter Deck.

ENDING THE GAME:

When the last Encounter in the Encounter Deck is defeated, the game is over. The player with the highest number of Prestige Points wins the game.

If two or more players are tied for the lead, a creature lurking at the cavern exit suddenly waylays the party. Draw an Encounter Card at random from the unused cards set aside at the beginning of the game and begin a new Encounter.

Continue until, at the end of an Encounter, one player has broken the tie and possesses the most Prestige Points. That player is declared the winner and walks away with untold power and glory in the palm of his or her hand... leaving the rest of you in a smoldering heap.

Dealing with Dead Players:

If a Player dies, they are out of the game. All their Prestige is for naught, as dead men have little to brag about. Remove the highest Initiative Card from the game to reflect the new number of Players (in a five player game, remove Player #5 from the Initiative deck)

If the Player died while holding an Item, their body may be looted. At the end of the Encounter, draw Initiative. In Initiative order, Players may choose an Item from the dead Player's collection.

Remember, Encounters are still based on the number of Players who started the game. They do not get weaker if Players die.

A Note on Strategy:

A good hand is a mixed hand - and low cards can be just as good as high cards. Don't hold on to 'good' cards or items *too* long. There are ways to force your hand to be discarded and your items to be stolen.

Table talk, goading, and the formation of loose alliances (the very stuff of good role-playing) can be every bit as important as skillful card play and jockeying for position. Play smart. When table talk does start up, Players should not discuss specific cards they either have or don't have, nor do we allow people to flash their hands to others. Table talk should be handled in more general terms. So if you are facing the Arc Mages, you can say that (as Player #1) you are doing the best possible to be a good party member (we assume a 0 attack). The next player may say something like "I wish I could do better, but it isn't horrible" (we assume a 20-30).

The most important end-game strategy to keep in mind is that the 'Prestige Leader' can't win if he or she is *dead*. Losing players in Round 5 may spell death for everyone. Losing the leader in Round 8 or 9 just means there is a new prestige leader. Maybe it's you. Maybe it's time to swing a lot lighter and let the creature hang around a bit longer.

Glossary and FAQ

“Least Amount of Damage” – Some creatures and effects look for the Player who did the least amount of damage to a creature in a Round. To qualify, a Player must successfully play an Attack Card that “hits” and “inflicts damage”. Therefore, a ‘Feint’ would not qualify, but a ‘Poke with Stick’ (doing 0 damage) would.

“Most amount of damage” – Other creatures and effects look for the Player who did the most amount of damage to a creature in a Round. Ties for most damage dealt, unless otherwise stated, draws an attack for both Players. If no one damages the creature this Round, all Players take a flat 5 points of damage - in place of the creature’s normal attack/effects. Note: it’s possible for a Player to have attacked for the “most” and “least” if theirs was the only successful attack. For some creatures, this could cause a player to be hit more than once.

“Engaged” – A player is engaged with a creature when that Player has played an Attack Card (other than a Rider) on the creature in question, even if the Attack Card was rendered unsuccessful. This is important in Encounters like ‘The Boogens’, where the Chieftain will not attack a Player until the Player can fight their way to him and attack.

“Separate Attacks” - Anytime you can play multiple attacks at one time that are said to be separate attacks, they are treated individually in all respects. This means in a token Encounter, you may select different targets.

“Creature Attack” - A creature attack refers to all effects of that attack, damage and otherwise. ‘Ripper’, for example, removes a card from the damaged player’s hand at random. These are not two separate events but aspects of one event. The effect is always connected to the damage. This means if you avoid the damage and send it to someone else, they take the damage and the effect. It also means that there is no ‘timing’ or ‘stacking’ of effects. So if you are hit with ‘Ripper’ and hold a ‘Counter Strike’, you take damage and lose a card - then you may respond with ‘Counter Strike’ (if you still have it).

Creatures always get the full number of attacks they are due. If for some reason a creature with a Random Attack tries to strike a Player (say Player #3 in a 3 Player game) and that Player is dead, the attack does not just miss. All attacks due a creature will happen. Assign that damage to the next logical Player (Player #2 would be the next in line for our example). It also means that if you are the ‘last man standing’ and the creature strike Player 1 and 2, you get hit twice!

“Turn, Out-of-Turn, Lose a Turn, Can’t Attack this Turn” - It is your Turn when it becomes your Initiative during the Player’s Combat Round. In a Turn you reveal ‘set’ attacks and can perform any actions that specifically indicate they are to be played on your Turn (Alchemist’s Fire being one of them). Most Action Cards and certain Attack Cards like ‘Counter Strike’ are considered Out-of-Turn because they do not need to be played when it is your Initiative. All Out-of-Turn cards can therefore still be played if you “Lose a Turn” or “Can’t attack this Turn”.

Token Creatures: As a clarification, there is no ‘spill over damage’ to other tokens or creatures when you kill a token. The excess damage does nothing. However, if you have two attacks in a Round, you can kill one target and move onto another. And yes, ‘Alchemist’s Fire’ will hit all creature tokens, but will ignore any creature that is not currently engaged. Note: when an Encounter that generates tokens ends, any remaining undefeated tokens are simply discarded.

Double Strike: When you play your two attack cards, if one is another ‘Double Strike’, you get a total of three attacks that could land and do damage this turn. Note that if one of the attack cards is ‘Focus Strength’ or ‘Slip Behind’, the attack bonus of the Rider resolves on your next turn, not on one of your two remaining attacks.

Edge Out + Mixed Signals Combo:

Player A plays an ‘Edge Out’ card on Player B. Player B immediately plays a ‘Mixed Signals’ card...

Player B must discard his attack card immediately and then play his ‘Mixed Signals’ card. Player A now gives his card to Player B. Neither can attack this round because Player A has no card and Player B forfeits his turn this round.

PLAN ‘B’: No, you can’t avoid a creature’s Initiative-based attack with this card. You can switch Initiative Cards only AFTER any random attacks are assigned and before the first Attack Card is revealed that Round. This is a card meant to aid you in positioning your attack, not as a ‘defensive’ card to keep you from being hit.

I THINK HE CALLED YOU UGLY TOO!: ‘Replaced’ means replaced. So, if a monster would have attacked player #1 and #2, it instead attacks the ‘named player’ and player #2. This can lead to the same player getting hit twice if he is targeted by this effect and also happens to be player #2. For specific targeted players - if a monster would have attacked the 2 players that damaged it most, treat the top damager as the first player. So it would be the named player and the player who did the second most damage. If players are tied for the most damage done, one may be chosen by the player who played ‘I think he called you ugly’.

Visit www.SmirkandDagger.com for updates, game FAQs, new products, FREE pdf promotional Encounters, Cutthroat Art Gallery and More!

THE ART OF CUTTHROAT CAVERNS

This game simply would not have been possible without the amazing contributions of these very talented artists. Many of these folks take commissions or sell art prints of the illustrations featured in this game. We encourage you to follow the links below to see more of their work.

Tim Wollweber - Talon, Orn Hammerfist, Nyx, Vasha the Red, Nepheidra, Edain Bloodthorn

Southern California. Tim is a graphic designer, concept artist, and sculptor for Disney Entertainment, and also is a member of Dunce Cap Studios, makers of art sketchbooks, prints, and sculptures. For more of Tim's art, check out timw-art.com or www.gryphonswing.com

Adam Vehige - Axe, Battle Troll, Minotaur, Trolgg, Iron Skin Gargoyle, Ripper

Washington, MO. Adam is a 30 year old freelance artist who loves to draw monsters and creature designs from deep within his 2 year old, in-house studio. Visit his gallery at: <http://vegasmike.deviantart.com/gallery/>

Chad Savage – Fear, Boogens

Chicago. Chad draws, paints and creates dark, scary things. He always has. He always will. His company Sinister Visions is a full service design studio for the horror, Halloween and haunted attraction industries. Visit: <http://www.sinistervisions.com>

Eric R. Martin – Riddle Room, Medusa

Southern California. Eric specializes in American/anime fusion and does commission work. Prints available at <http://ghostwolf82.deviantart.com/>. Email: ghostwolf@elfwood.zzn.com.

William Teo – Blood Mage

Singapore. William is a game addict who doodles on the train and dabbles in various crafts such as sculpting and game programming. His major inspirations include Yoshitaka Amano, Brian Froud, Zdzislaw Bekinski, Tim Burton, H.R. Giger, and Alan Lee. <http://www.Eterna2.net>

Steve Messenger – Anti-Paladin

Steve specializes in medieval/fantasy pen & ink and can be contacted at clearharm@yahoo.com. See his full gallery at <http://clearharm.deviantart.com/>

Bruno Krippahl – Shift, Hate

Lisbon, Portugal. Bruno is a graphic designer and illustrator with a passion for gaming, currently working as concept artist, modeler and animator in the video games industry. For commissions contact by e-mail: krippa@clix.pt
More info <http://krippa.planetaclix.pt/>

Uraga – Gasbag

Lithuania. "Every day studying life with purpose to understand IT. There is so much around us, more with in us. Lets share it and make use of it." Visit me at: www.mu2abu2.deviantart.com

Mats Holmgren – Necromancer, Clockwork Golem

Mats Holmgren is a freelance artist working out of Sweden. He's also a computer graphics teacher and is open for commissions. Visit his website at www.matsholmgren.com.

Morgan Rashand - Wolf Pack

Southampton, UK. Morgan specializes in Wildlife, Character, and Concept Art. Commission details and full gallery at <http://dunewolf.deviantart.com>
Email: makeshiftwings@hotmail.co.uk

Henri Härkönen – Bugaboo

Finland. Henri Härkönen is a freelance artist, working his magic through many different mediums including drawing horrors and tragedies by pencil and living them out by sculpting tiny metal men in his vastly limited spare time. Open for commissions: razzy@kolumbus.fi
<http://elfwood.lysator.liu.se/art/h/e/henrih/henrih.html>

Ian Field-Richards –Arc Mages

UK. Ian is a Graphic Designer and self taught illustrator - and is completely addicted to creating art. And cake. Mostly art though. Prints available at my gallery - <http://zilla774.deviantart.com/>

Noel Hill – Lurker, Mind Grub, Basilicanth

Portland, Maine. Noel is a conceptual designer and illustrator. Tools of the trade: Corel Painter, Gel ink, Guouche, and Prismacolor Markers. To see more of his work visit: <http://www.blackwash-studio.com>

Mark Jernstrom – Trap Room

Connecticut. Mark is a graphic artist in the marketing world and 3-D modeler in his 'own' world.
markj@bestweb.net

Paul Adam – Spite

Austin, TX. Paul is a concept illustrator with a background in comics, film and video game design. Find him at: Untameduniverse.net

Cutthroat Caverns Item # S&D 0040

Second Printing

GAME CREDITS:

Game Design by Curt Covert

Development by Justin Brunetto & Curt Covert

Cover Design by Justin Brunetto

Cover Illustrations by Tim Wollweber

Spine Art by Chad Savage, Mats Holmgren

2.0 Rules contributions by Lee Valentine and Claus Jensen. Playtesting and other contributions by the enthusiastic attendees of The Gama Trade Show, GenCon, Dexcon, family, friends and way too many others to mention by name. Many thanks to you all.

Printed in China by ToyTech Industrial, Ltd.

© 2007 Smirk & Dagger games. All Rights Reserved. Cutthroat Caverns is a trademark of Smirk & Dagger Games. This work is protected by international copyright law and may not be reproduced in whole or in part without the written consent of the publisher.

