Actors:

* Game Master (GM)
* Dungeon Master (DM)
* 2 Crawlers (C) (melee, ranged)

Playboard (Map):

* 60x40 square tiles, either wall or floor (walls are small square cards on the board)
* Floor tiles can either be empty, contain an enemy, collectibles or a crawler (cards)

Setup:

* Crawlers only have a 5x5 cutout of the map (Crawler in center, GM updates)
* Master has full map, ability cards (buff, debuff, fire ball, healing)
* Players can’t see each other’s maps
* Dice
* Two darts

Loop:

1. Crawlers start:
   * GM updates local map
   * Crawler can attack enemy if nearby (distance 1 for melee, distance 2 for ranged), throw dice (melee x2, ranged x1)
   * GM inflicts potential damage of surrounding enemies
   * Crawler can move one (empty or collectible) field in one direction
2. Dungeon Master
   * GM updates global map
   * Master can use one ability if card available: direct selection of target for buff and debuff, throws dart on board for fire ball and healing orb, area effect applied to surrounding tiles depending on manhattan distance

End conditions:

1. If the boss is defeated, the game is won.
2. If both C are dead, the game is lost.