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, move wall)
* 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 wall movement, 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.