Actors:

* Game Master (GM)
* Dungeon Master (DM)
* Crawlers (C)

Parts:

two identical sets of:

* x number of Individual rooms with individual “bridges” to connect rooms
* 1 visual divider between the master and crawler space
* 4 crawler figurines
* x monster figurines, y boss figurines
* x loot items
* x ability tokens for the master (e.g. heal, area dmg, speed buff)
* dice

Board setup:

1. The visual divider is placed between the DM and Cs.
2. One set of the rooms and bridges are used by the GM to set up a full dungeon on the DM’s side, but only the starting room(s) and their corresponding bridges on the Cs side.
3. The crawler figurines are put into starting positions on both sides.
4. The DM gets his ability tokens.

Loop:

1. It is the GM’s task to keep all figurines synchronized on both sides throughout the game.
2. Each turn every C gets to roll the dice once and move their figurine by the corresponding number of steps. The GM moves the corresponding figurine the same way on the DM side.
3. If a C encounters loot and collects it while the DM has “used up” tokens, one token will be restored for each piece of loot.
4. If a C encounters an enemy, they can choose attack (how to handle attacking?).
5. Each turn the DM can give one direction gesture to each C.
6. Each turn the DM can use one of their ability tokens if they’re still unused. If a token is used, it is turned over and can’t be used again until it is restored.

End conditions:

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