

Dungeon Lords - Rules for EveryGame

Now you can show off your dungeon-keeping skills on-the-go! Now with more evilness! Extra-scary paladins! Think the Witch is cute? Now you can tap that! No, seriously, you can, and you will in this adaptation of Dungeon Lords for the iPad. This is a complete implementation of Dungeon Lords that can accommodate all official rules for the 2-player variant. 3 or 4 players on this surface size would just be unbearable. If you are creative, it will even work with some solo variants on the Geek. This document will go over the tips and tricks of working with EveryGame while playing the game.

One general tip about tapping pieces to flip them over, change sides, etc. is that this game has a lot of different orientations for pieces, so if you **single tap** a piece to flip it over and **single tap** again, you might see it flip around to a weird angle or get bigger or whatever. This is because some pieces require 6 or 7 different "sides". If you ever get into one of those weird states, just do the opposite of what you did to get into it. If you accidentally **single tapped** twice, just **double tap** until you get back into your proper orientation. Throughout the game, these two types of taps generally offset each other with flipping. Also, **triple tapping** (except with orders cards) cycles through a stack of pieces. Just play around with it and becomes second nature.

Oh, and please, please, please, for the love of the demon, turn your brightness all the way up. We're dealing with underground locations, people! It gets hard to see without adequate lighting!

The Player Areas of the Main Board

In the 2-player rules of the game, each player controls their main board plus one non-player board. Here, we have Blue and Red being the main players with Green and Yellow being their corresponding non-player boards, respectively. Most pieces in these areas work as expected with dragging and dropping, but some additional instructions are needed:

- a. Tunnel and room pieces: Their default state upon placing on the player grid is to be unconquered. **Single tap** to flip to conquered side, **double tap** to flip to unconquered. If replacing a tunnel with a room, be sure to move the tunnel up to the draw pile first.
- b. Imps: **Single tap** to put the imp on its side to indicate use for mining or whatnot. **Double tap** to make them vertical again.
- c. Food/Gold/Adventurers/Paladins/Minions/First Player Marker: These behave normally, no tapping required!
- d. Damage tokens: No tapping here, but one note. If applying to an adventurer, place it in the slot over his head where the counters are.
- e. Trap cards: No tapping to flip. The player stock and combat piles are just drag and drop, and they will always display the card face up. It is unreadable at that size though, so if you want to look at it, drag it over top of the non-player board and drag it back when you are done. To cycle through a pile, **triple tap**.
- f. Monster tiles: Drag-and-drop as usual into combat or lair positions. Will stack in both places. To cycle through a pile, **triple tap**. To flip the tile (for knocked-out), **single tap**. To flip back

over, **double tap**.

- g. Orders cards: The most complicated for last. Flipping is the same as with everything else. **Single tap** to show the back, **double tap** to show the front. Drag and drop into slots. The board has two extra positions for the main player and one extra position for the non-player. These are labeled as “Orders holder”. These are for convenience sake only; having cards in those slots lets you have all your orders cards visible at once for optimal play. Sort of like having them fanned out in your hand. To speed up the orders phase, here are some more tricks. **Quad tap** to shuffle the draw pile AND turn all the cards face up. **Triple tap** to distribute the cards into the active slots and the placeholder slots. Play around with it to get a feel for how it works. If you drop one card into another cards slot, they will swap. Only the draw pile may stack. Here is an example:
 - a. To start the game, I **quad tap** the main player’s order cards to shuffle the cards and turn them face up in the same pile. I drag the top two cards to the inaccessible slots, then **triple tap** the draw pile (with the remaining six cards), to have it automatically distribute them all for viewing (three in active slots, two in placeholder slots, and the remaining left in the draw slot). I drag and drop these face-up cards until I have the ones I want in the active slots. I drag the cards in the place holder slots back to the draw pile. Finally, I **single tap** the top card of the draw pile as well as each active slot to hide it from the other player. You can use the honor system to trust the other player isn’t watching you; or use a screen. When ready to reveal the orders, I **double tap** each active slot.

The Main Area of the Main Board

This part really is the simplest. Everything is drag and drop and shouldn’t cause any issues. NO TAPPING! The only weirdness is that, due to size constraints, the food, gold and tunnels are placed in the same area as the imps. No biggie.

Distant Lands Board

On the same side of the screen as the Options menu, you will see a tab labeled “Distant”. This holds the cards/tiles/tokens found on the Distant Lands board. It is laid out identically to the physical board with the exception, due to size constraints again, of the addition of the Paladins and troll tokens. The square red tokens are damage tokens. Like on the physical board, the draw piles are the ones on the innermost edge (they are brighter than the discard piles).

Progress/Combat Board

Exactly opposite the “Options” menu are tabs labeled “Progress” and “Combat”. These open the progress and combat boards. You can drag the purple token just like the physical game to indicate your progress. On the progress board, everything works normally. No tapping! On the combat board, things are a little different.

The progress indicator still moves around the same. Minions can be placed on the score track for game-end scoring. Combat cards are the stickler. When the game starts, it automatically reduces both years’ combat cards to 4 each, puts the first year cards on the combat board and leaves the 4 second year

cards on the Distant Lands board. You can drag them from the distant lands board to the combat board. Their default state is to show the back of the cards. Just like everything else, **double tap** to flip it to the front, and **single tap** to flip it to the back. Once the second year starts, just discard the first year cards by **triple** tapping them and drag the second year cards from Distant Lands.

Conclusion

I hope you like this adaptation. It's probably my favorite (and most playable) so far. Have fun! Just don't forget this one thing: Witches be crazy!