

CLANK!™



A DECK-BUILDING ADVENTURE



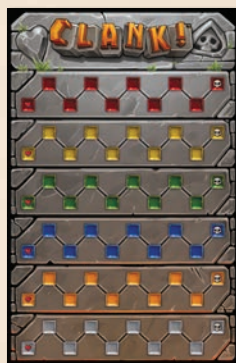
The passages beneath Dragon Keep are the most dangerous territory in the Realm. Only the greatest burglars can sneak in, steal from the dragon, and escape to tell the tale. So naturally, you and your fellow thieves have challenged each other to do just that.

Along the way, you'll recruit allies and snatch up extra loot. But one false step and—Clank! Careless noise draws the dragon's attention, and each Artifact stolen increases its rage. You'd better hope your friends are louder than you are if you want to escape the depths alive...

Components



Two-sided Game Board



Health Track

This component has spaces for a fifth and sixth player, which you can add with the Clank! Adventuring Party expansion.



Rage Track



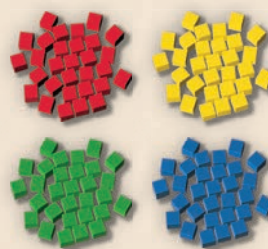
Dragon Marker



Dragon Bag



24 Dragon Cubes



120 Clank! Cubes
30 of each player color



Four Player Pawns



5 Ghost Cubes



Reserve Cards
15 Mercenary, 15 Explore,
12 Secret Tome, 1 Goblin



Four 10-card Starting Decks
Each containing:
6 Burgle, 2 Stumble, 1 Sidestep, 1 Scramble

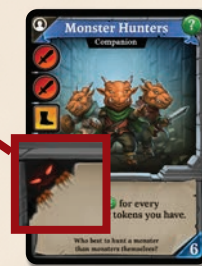


Dungeon Deck
100 cards

There are 14 additional cards marked with this symbol at the top left corner of their text box. Use these cards **only** if you are playing with the Wandering Monsters mini-expansion.

The 40 Wandering Monster tokens are used only with this mini-expansion.

See the separate rules sheet for details.





Market Board



7 Artifacts



11 Major Secrets



22 Minor Secrets



3 Crowns



2 Backpacks



2 Master Keys



Gold



3 Monkey Idols



4 Mastery Tokens



Enhance your experience with the Dire Wolf Game Room companion app for your PC, smartphone, or tablet. It includes fun variants for many games in the *Clank!* family.



So You Want to Be a Thief?

Clank! is a deck-building game. Each player starts with their own small deck containing the same cards, but they'll acquire different cards during their turns. Because cards can do many different things, each player's deck (and strategy) will become more and more different as the game unfolds. Developing your deck (and strategy) is a key to success.

During the game, you have two goals:

- Retrieve an Artifact token and escape the dragon by returning to the place you started, safely outside the dungeon.
- Accumulate enough points with your Artifact and other loot to beat out your opponents and earn the title of Greatest Thief in the Realm!

If you have played *Clank!* but are new to the Master Thief Edition, look for the rules on Ghost cubes—setting them up (page 4), moving them into the *Clank!* area (Taking an Artifact, page 8), and how they affect Dragon Attacks (page 9). Other changes to the game are highlighted in the Historian's Corner (page 14).

Setup

A Place the game board in your play area with either side face up. (The side shown is recommended for your first game.) Place the following components around the board:

1 Place the seven Artifacts (valued from 5 to 30) face up on the spaces marked with the corresponding numbers.



If playing with fewer than 4 players, before placing the Artifacts, shuffle them face down and select some at random to exclude from the game:

- With 3 players, return one Artifact to the game box.
- With 2 players, return two Artifacts.

2 Shuffle the Major Secrets face down, then place one at random on each Major Secret space. There will be extras; return them to the game box without looking at them.



3 Shuffle the Minor Secrets face down, then place **two** at random on each Minor Secret space. There will be extras; return them to the game box without looking at them.



4 Place the three Monkey Idols on the Monkey Shrine room.



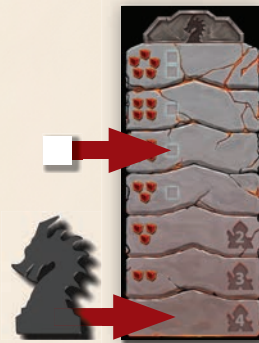
5 Place one Mastery token for each player near the top left corner of the board. Return any extras to the game box.



B Place the Health Track and Rage Track next to the game board.

Place the five white Ghost cubes on the Rage Track, one in each of the marked slots on the higher spaces. (There are two slots in the top space.)

Place the Dragon marker on the Rage Track, on the space that shows the numbers of players in the game.



C Create a Bank next to the board, containing:

The Gold (valued 1, 5, and 10). It is not meant to be limited; if you run out and need more, make any convenient substitution.



The Dragon bag, with the 24 black dragon cubes inside.

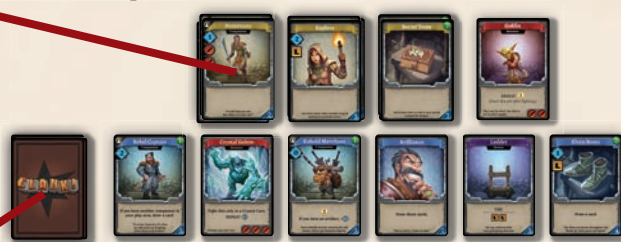


The Market Board. Stack these tokens on it: two Master Keys, two Backpacks, and three Crowns (in order of value, with the 10-point Crown on top and the 8-point Crown on the bottom).



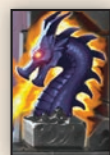
D Prepare the following cards in an area next to the game board:

Create the Reserve, containing the Goblin card and three stacks: one for Mercenary, one for Explore, and one for Secret Tome.

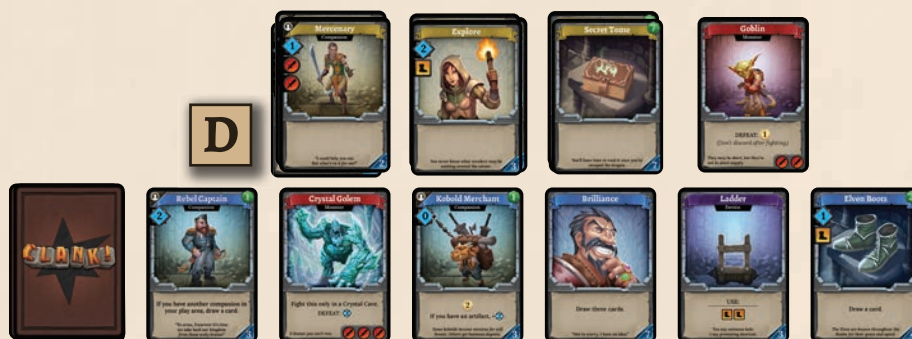


Shuffle the Dungeon Deck. From it, deal six cards face up to form the Dungeon Row.

Replace any cards that have the Dragon Attack symbol along the right edge, dealing new ones until you have six cards in the Dungeon Row that don't show the symbol. Shuffle any replaced cards back into the Dungeon Deck.



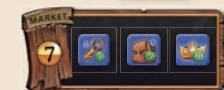
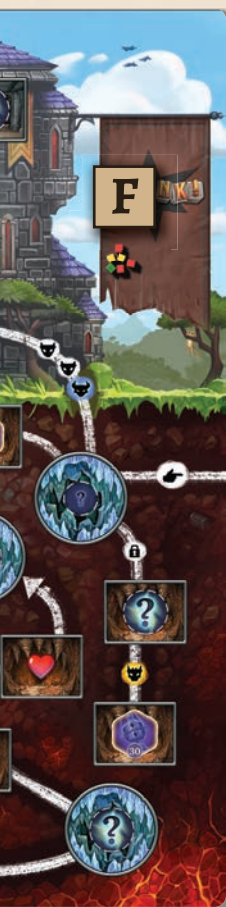
Finally, place the Dungeon Deck next to the Dungeon Row. Leave room next to it to form a Dungeon discard pile during the game.



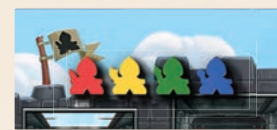
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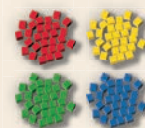
C



E Each player chooses a color. They place the pawn of that color at the dungeon entrance on the top of the game board (marked by a flag).



They take the 30 Clank! cubes of the same color, placing them in a personal supply in front of them.



They also take a 10-card deck containing the following:

- 6 Burgles
- 2 Stumbles
- 1 Sidestep
- 1 Scramble



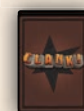
Each player shuffles their deck, then draws five cards from it.

F The sneakiest player goes first (or you may choose randomly). Play proceeds clockwise from there.

The first player places 3 Clank! cubes in the Clank! area of the game board. The second player places 2 Clank! The third and fourth players (if there are any) place 1 Clank! and 0 Clank!, respectively.



E



Each player has their own supply in front of them, with similar components.

Taking Your Turn

Stealing from the dragon is far from a simple job. You'll have to navigate through the ruins, deal with monsters, and acquire valuable treasures. Escaping with your life is technically optional, although vastly preferable.

You start each of your turns with five cards in your hand. The one requirement of your turn is that **you must play all your cards** before ending it, but you may play them in any order you choose. Cards you play go to a “play area” in front of you, where they remain until the end of your turn for easy reference.

Most cards produce the resources you need to take actions. There are a variety of actions you can take during your turn, described in “Actions” on the next two pages. **You may take each action as many times as you like**, so long as you have the resources required to do so. You can wait to take actions until after you've played all your cards, or take actions between your card plays if you prefer.

Most cards produce one or more of the following resources:



SKILL, used for the Acquire a Card and Use a Device actions.



SWORDS, used for the Fight a Monster action (and sometimes as part of the Movement action).



BOOTS, used for the Movement action.

Skill, Swords, and Boots pool as you generate them, so you may play multiple cards to gather the resources for one action. You may also split the resources made by one card to take multiple actions. Any Skill, Swords, or Boots you don't use during your turn are wasted, so try to make them count!

Cards also often generate gold, *Clank!*, and card draws:



GOLD. Whenever you gain Gold, take it from the Bank and put it in your personal supply. Each Gold is worth 1 point when the game ends, but you can also use it during the game, such as for the Buy From the Market action.

CLANK! Whenever you make *Clank!* (for example: “+1 *Clank!*”), add that many cubes from your personal supply to the *Clank!* area on the game board. (If your supply is empty, you skip this.) It's also possible to remove *Clank!* For each negative *Clank!* you get, remove one of your *Clank!* cubes from the *Clank!* area. If you don't have enough there, you can still remove *Clank!* later if you add any later on in the turn. Any leftover negative *Clank!* is lost when your turn ends.

CARD DRAWS. Whenever you get to draw one or more cards, draw from your own deck, not the Dungeon Deck. Whenever you need to draw a card and have none remaining in your deck, shuffle your discard pile (without adding any cards currently in your play area) to form a new deck.

Some cards have effects that depend on tokens you have, other cards in your play area, or things you have done during your turn. You get a card's effects regardless of the order in which you play your cards.

Rebel Scout says “If you have another companion in your play area, draw a card.” You draw the card whether you play the other companion before or after the *Rebel Scout*.

The *Mountain King* says “If you have a crown, + and +.

 If you play him and later buy a crown from the Market, you still get the additional Sword and Boot.

Swagger says “For each *Clank!* you make this turn, +.

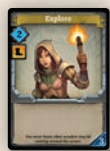
 You gain Skill even for *Clank!* you made prior to playing *Swagger*.

Once you've played all of your cards and taken all the actions you wish, declare the end of your turn. (See “Ending Your Turn and Dragon Attacks” on page 9 for details.)

Acquire a Card

You can use Skill to acquire cards with blue banners from the Dungeon Row.

The Skill Cost of a card is found in its lower right corner. Once you pay the cost, place the card in your discard pile. It does nothing now, but you'll have the chance to draw and play it later once you reshuffle your discard pile to form a new deck. **Do not immediately replace** a card taken from the Dungeon Row with a new one from the Dungeon Deck.



You may also acquire cards with yellow banners from the Reserve. These cards are the same in every game. The supply is limited, and can be depleted if players acquire enough cards from the Reserve.

Use a Device

Skill is also how you use Devices—cards with purple banners—in the Dungeon Row. You pay the cost in the lower right corner of the card. However, you **perform the USE text listed on the card immediately**. Then the card is placed in the Dungeon discard pile (not your own discard pile). **Do not immediately replace it** with a card from the Dungeon Deck.

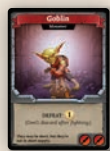


Fight a Monster

Monsters are the cards with red banners in the Dungeon Row. Instead of acquiring them with Skill, you fight them using Swords.

The Swords required to defeat a monster are found in its lower right corner.

When you fight a monster in the Dungeon Row, you gain the reward listed in its DEFEAT text. Then the card is placed in the Dungeon discard pile (not your own discard pile). **Do not immediately replace it** with a card from the Dungeon Deck.



You may also fight the Goblin in the Reserve. It is not discarded when defeated; each player may fight it multiple times each turn, earning its reward each time.

Movement



Boots are how you traverse the tunnels of the dungeon, moving from room to room. (Many rooms have special properties, described in “Room Features” on the next page.)

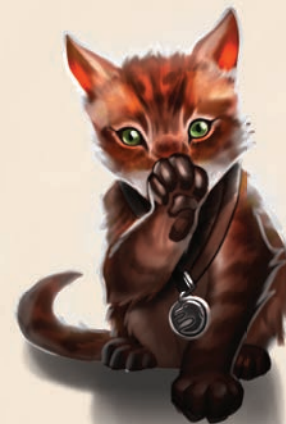
All tunnels require at least one Boot. Some tunnels have *additional* requirements and rules:

- A tunnel with Footprint icons requires two Boots to traverse instead of one. 
- A tunnel with Monster icons deals one damage to you for each icon when you move through it. (See “Health and Damage” on page 9 for details.) For each Sword you spend, you prevent damage from one icon. You don't *have* to use Swords to move through a Monster icon. 

There are also monster icons in four colors. They work the same as the regular white version shown above. (They have additional meaning if you are playing with the Wandering Monsters mini-expansion, described on the separate rules sheet.)



- You cannot use a tunnel with a lock icon unless you have a Master Key token (purchased from the Market) in your possession. 
- A one-way tunnel is shaped like an arrow, and can only be used in the direction of that arrow. You can't normally move through it in the opposite direction.
- A tunnel that goes off the edge of the game board “wraps around,” connecting to the opposite side of the board. (It only requires one Boot.)



Actions — Continued

The queen of Dragon Keep is Nictotraxian—but we just call her “Nicki.” She’s not going to like us sneaking around her lair and taking her things.

Buy From the Market

If you’re in a Market room, you may buy a token from the Market Board in the Bank.

All items on the Market Board are available in each Market room, each for a cost of 7 Gold (which you spend by returning the Gold to the Bank). Place each item you buy in your personal supply. As with all actions, you may take the Buy action more than once in a turn. You may also buy more than one of the same kind of item (on the same or different turns).



Items available at the Market are described on the back of this rulebook.

Take an Artifact



If you’re in a room with an Artifact token, you may pick it up and place it in your personal supply. You do not have to pick up an Artifact when you first enter the room.

You can’t take an Artifact token if you already have one. Once you’ve picked one up, you’re stuck with it. Choose carefully! You might want to pass up one Artifact to go after a more valuable one elsewhere.

When you take an Artifact token, **move the Dragon Marker up one space along the Rage Track**. If it moves into a space with a Ghost cube (or cubes), place the cube(s) in the Clank! area. (See “Ending Your Turn and Dragon Attacks” on the next page for more information.)



Once you have an Artifact, you will probably want to make your way back to the dungeon entrance (where you begin the game).

Room Features

Crystal Cave



When you enter a Crystal Cave, you become exhausted while wandering its maze-like passages. You cannot spend any more Boots for the rest of the turn. You can still move via Teleport (described in “Card Effects” on page 12). However, even if you do, you remain exhausted and can’t spend Boots this turn.

Market

While you’re in a Market room, you may take the Buy From the Market action described above.

Rewards

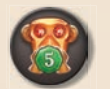
Some rooms give you a reward immediately when you enter them. You don’t have to end your turn there to take the reward. The things you can receive include:



Major Secret – If the room has a major secret in it, take it and reveal it. The effects are described on the back of the rulebook.



Minor Secret – If the room has any minor secrets in it, take one and reveal it. (To take another, you must exit the room and re-enter it.) The effects are described on the back of the rulebook.



Monkey Idol – If the monkey shrine has any monkey idols in it, take one and put it in your personal supply. (To take another, you must exit the room and re-enter it.) It is worth 5 points at the end of the game. It is not an Artifact.



Healing – If the room has this symbol, heal 1 damage. (See “Health and Damage” on the next page for details.)

Ending Your Turn and Dragon Attacks

Once you've played all of your cards and taken all the actions you wish for your turn, you simply declare the end of your turn. You then do the following, in order:

1) Clear Your Play Area and Draw a New Hand

Put all of the cards from your play area into your discard pile. Keep this discard pile face up, to easily distinguish it from your deck.

Draw five new cards from your deck in preparation for your next turn.

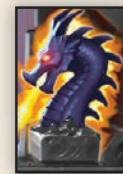
2) Refill the Dungeon Row

If there are fewer than six cards in the Dungeon Row, refill the empty spaces with new cards from the Dungeon Deck. (The Dungeon Row should have no empty spaces at the start of the next player's turn.)

In the rare case that there aren't enough cards in the Dungeon Deck to fill the Row, the game ends immediately—all remaining players are knocked out. (See "Game End and Scoring" on page 11.)

3) Check for a Dragon Attack

If any of the new cards just added to the Dungeon Row has a Dragon Attack symbol, the dragon attacks! It attacks only once, no matter how many Dragon Attack symbols were revealed. Only *new* Dragon attack symbols cause an attack. Cards that remain in the Dungeon Row for multiple turns do not repeatedly trigger attacks.



To execute a Dragon Attack, take all of the cubes in the *Clank!* area and put them in the Dragon Bag. Shake up the bag and draw a number of cubes equal to the number shown in the Dragon Marker's current space of the Rage Track. Each black cube drawn is set aside in the Bank, but each colored cube represents damage dealt to that player. (Undrawn cubes remain in the bag—they might still be drawn later.) The more *Clank!* you make, the more likely the dragon is to attack you. Managing your noise level is key to survival!

The dragon's rage level increases throughout the game. Every time an Artifact is picked up (but also, whenever a Dragon Egg minor secret is found), advance the Dragon Marker one space along the Rage Track. This may cause more cubes to be drawn in the next attack. The more cubes being drawn, the deadlier the game becomes. Tread carefully!

In the rare case that the Dragon Bag is empty after an attack, the game ends immediately—all remaining players are knocked out.

Ghosts – Whenever a white Ghost cube is pulled from the bag during an attack, *every* player takes one damage. Once the attack is over, return any Ghost cubes that were pulled to the *Clank!* area. (Ghosts will go into the bag again during the next attack.)

If a Ghost cube is pulled from the Dragon Bag and you have no cubes in your personal supply to mark the damage, use a black cube that has been set aside in the Bank instead.

Health and Damage

Dungeon delving is not without its risks. A master thief must carefully manage their physical state to maximize both profit and survivability. Remember, the two greatest obstacles to spending money are being broke and being dead.

Each player's health is tracked on a meter on the Health Track. When you take damage during the game, place your cubes on the health meter of your color, starting on the leftmost space.



- If the damage came from a Dragon Attack, use the cubes that were pulled from the Dragon Bag.
- If the damage came by some other means, take the cubes from your personal supply. You can't voluntarily take damage this way (for example, moving along a Monster path without a Sword) if you have no cubes in your supply, or if doing so would completely fill your Health Meter!



Some effects can heal damage you've taken. When you heal, take back a cube of your color from your health meter and put it in your personal supply. You can use it again later for more *Clank!*

If your health meter is ever completely filled, you are knocked out. (See "Game End and Scoring" on page 11.)

Example Turn

The green player takes her turn by playing the following cards:



She carries out the text on her cards as she plays them, adding 1 Clank! to the Clank! area for her Stumble, then removing it when she plays Move Silently. (She has another -1 Clank! left over from Move Silently, which she could use later in the turn if she were to make more Clank!)

She has a total of two Boots. She uses one of them to move along a tunnel with a monster icon, using one of her Swords to prevent being damaged by it. But she enters a Crystal Cave. She can't spend any more Boots to move this turn, so she ignores her second Boot.

She now uses her remaining Sword to defeat a Kobold in the Dungeon Row, gaining 1 Skill (from the Kobold's DEFEAT text). She then places the monster in the Dungeon discard pile.

She now has a total of 4 skill (3 from the cards she played, and 1 more from the monster she defeated). She uses her 4 Skill to acquire Gem Collector from the Dungeon Row, placing the card in her own discard pile. (She has just acquired the card; she won't get Skill from it or do anything it says until she reshuffles her discard pile, draws the card, and plays it.)

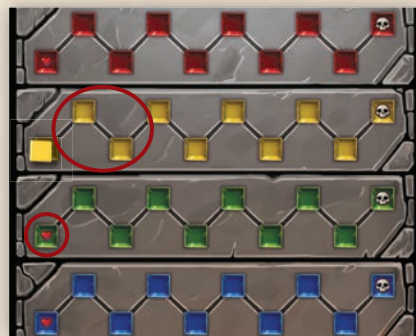
Having played all cards in her hand and used all the resources she can, the green player announces the end of her turn. She puts all the cards she played in her discard pile, then draws five new cards for her next turn.



Next, it's time to refill the Dungeon Row. There are only four cards there after the green player's turn, so two cards are now revealed from the top of the Dungeon Deck to fill the empty spaces. One has a Dragon Attack symbol, triggering an attack this turn.



All the cubes in the Clank! area are placed in the Dragon Bag. The Dragon Marker is currently on the fifth space of the Rage Track, so four cubes are drawn from the bag.



One cube is black; it is set aside, affecting no one. The second is green, so the green player takes 1 damage. The last two cubes are both yellow, so the yellow player takes 2 damage.

Game End and Scoring

Good timing is crucial in this heist—getting caught by a dragon is far worse than being pinched by the authorities! But as in all heists, there's nothing wrong with throwing your rivals under the proverbial carriage once you've made your escape.

A game ends when **all** players have either escaped or have been knocked out.

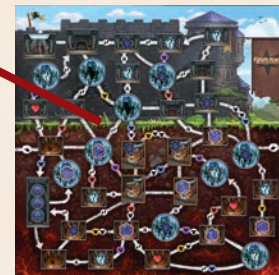
You voluntarily end your dragon heist when you **escape**. This happens when you return to the flag at the dungeon entrance *with an Artifact*. (You can't return without one.)

Take one of the Mastery tokens near the entrance; it is worth an additional 20 points! Then finish taking the rest of your turn, before refilling the Dungeon Row.



Your heist ends involuntarily when you're **knocked out**. This happens when your health meter is full (as detailed in "Health and Damage" on page 9). Lay your pawn on its side.

If you don't have an Artifact, or if your pawn is in the Depths (that is, below the line near the middle of the board), well... that's bad for you. Instead of counting your score as described below, **you score 0 points**.



Once a player has escaped or has been knocked out, they stop taking regular game turns. From then on, they add no more *Clank!* to the *Clank!* area. Cards that affect all players don't affect them. They take no damage from cubes drawn from the Dragon Bag. They neither draw nor play cards, and they take no regular game actions.

Instead, each time a turn comes for an escaped or knocked out player, they take all the cubes in the *Clank!* area and put them in the Dragon Bag. Ignoring the Dragon Marker's current space on the Rage Track and any additional Danger in the Dungeon Row, they draw exactly four cubes (or, in a 2-player game, six cubes). Damage is taken just like in a Dragon Attack.

Once all players have escaped or have been knocked out, each player (who retrieved an Artifact and wasn't knocked out in the Depths) counts their score by adding up the following:



The value of their Artifact.
(You can't score any points without one!)



Points equal to the amount of Gold they accumulated.



Points from any other tokens they acquired (including their Mastery token, if they escaped).



Points awarded by cards in their deck, including their hand and discard pile.
(The top right corner of each card shows the amount it's worth.)

The player with the most points is the winner and is declared the Greatest Thief in the Realm! In the case of a tie, the tied player with the most valuable Artifact is the winner.

Card Effects

Acquire – A card's Acquire text is carried out one time, the moment you acquire it from the Dungeon Row (not when you play it later from your hand).

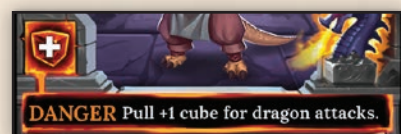


Arrive – A card's Arrive text is carried out immediately when the card is revealed in the Dungeon Row (before any Dragon Attack that may also have been triggered by refilling the Row).



If any cards with Arrive text are in the Dungeon Row at the start of a game, carry out that text before the first player takes their turn. (Though for a card like Shrine, which returns dragon cubes to the bag, there will be no cubes to return, so the text will do nothing.)

Danger – For each Danger card in the Dungeon Row, you pull an additional cube from the Dragon Bag during each Dragon Attack.



Discard – Some cards allow you to discard a card. You can only discard cards in your hand that you haven't played yet. The card does not have its normal effect, which means discarding can be a useful way to get around cards that generate Clank!

Discarding is not generally optional, but you can avoid it by waiting to play a discarding card after you play other cards. However, if you're asked to discard a card to get something, you must actually discard a card to get it.

Sleight of Hand says "Discard a card to draw two cards." If you play every other card from your hand first, then play Sleight of Hand, your hand will be empty. But since you then have no remaining cards to discard, you don't draw two cards.

"If you have..." – When a card provides an effect "if you have" something, it does not provide that effect more than once if you have more than one of that thing.

Archaeologist says: "If you have a monkey idol, +2." You do not get 4 Skill if you have two monkey idols.

+ Plus – Some cards have a plus sign attached to the Skill, Swords, or Boots they provide. This is meant to point you to the card's text, which may give more of the same resource that the card has already given.

The Mountain King always gives you one Sword and one Boot when you play him. In addition, if you have a Crown, his text gives you a second Sword and Boot.



Secret Tome – When you acquire a Secret Tome, place it in your discard pile, just like all other cards you acquire. It does nothing when you draw and play it (though it's a great card to discard when you need to, such as for Sleight of Hand).

Teleport – Teleportation is a special form of movement that takes you directly from one room to another. No Boots are required for this move (though you remain exhausted if you entered a Crystal Cave this turn).

Often, teleporting takes you to an "adjacent room": one connected by a tunnel to your current room. You ignore any icons along that tunnel, and can even teleport against the arrow of a one-way tunnel.

If you have an Artifact and you're next to the dungeon entrance, you can "teleport to an adjacent room" to leave.

Trash – Some cards and tokens can cause you to trash a card. This removes the card from the game entirely, which is a great thing to do to the relatively weak cards that make up your starting deck. When you trash a card, place it in the game box.



Your Adventure Is Just Beginning!

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 **Discord**



Clank! A Deck-Building Adventure was originally released in 2016. This Master Thief Edition was first released for the 10th anniversary in 2026, and incorporates several changes:

- **Adjustments to cards and secret tokens.** Drawing upon a decade of *Clank!* experience, the designers made changes to improve gameplay, with updates to the skill costs of some cards and other small tweaks. The mix of secret tokens was also slightly changed.
- **Updates to the game board art.** These include enlarging all the rooms by moving the Health Track, Rage Track, and market to separate components. It also includes new icons for...
- **The Wandering Monsters mini-expansion.** The separate rules sheet explains how to use the new cards and tokens.
- **Rules changes.** If you are familiar with prior versions of *Clank!*, you might wonder: “what rules changes?” If so, this page is for you!

To be clear:

The rules below are NO LONGER THE RULES for *Clank! A Deck-Building Adventure!*

They are presented purely for reference.

You know how you could have sworn some rule was in here somewhere, because your friend Michelle taught you the game that way? Maybe Michelle was thinking of how it used to work. That's so Michelle.

Take an Artifact



Originally, you had to choose to pick up an artifact at the moment you entered a room. To change your mind later, you had to exit the room and then re-enter.

Buy From the Market

It's actually always been the rule in *Clank!* that you can buy more than one of the same item from the market. But other versions of the game, like *Clank! In! Space!* and *Clank! Legacy: Acquisitions Incorporated!*, have had different rules for market items.

Magic Spring



Originally, when you found this secret, you waited until the end of your turn and *then* trashed a card. Now, you can use it at any point during that turn. (You still can't save it for a later turn.)

Replacing the Countdown Track With Ghost Cubes

Ghost cubes weren't originally part of *Clank!* Look for their rules throughout this book—setting them up (page 4), moving them into the *Clank!* area (Taking an Artifact, page 8), and how they affect Dragon Attacks (page 9).

Previously, after leaving the dungeon or being knocked out, a player would not pull cubes from the bag in place of their turn (as explained on page 11). Instead, the first player to leave the dungeon or be knocked out would place their pawn on the first space of a countdown track.



Each time that player's turn would come, instead of taking a normal turn, they would move their pawn forward one space on the Countdown Track and execute that space's effects.

- The second through fourth spaces would cause a Dragon Attack, with additional cubes drawn from the Dragon Bag each time: 1 extra for the second space, 2 extra for the third, and 3 extra for the fourth.
- On the fifth space, the dragon would instantly knock out all players, ending the game.

In addition, the game would not end immediately if the Dragon Bag was empty after a Dragon Attack.

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Executive Producer

Scott Martins

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Special thanks to:

All of the awesome Dire Wolf Digital team members,
and their friends and families, who helped to playtest *Clank!*

The Wizard's Chest in Denver (wizardschest.com)

MASTER THIEF EDITION

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Token Reference Guide

Major Secrets



Chalice

Keep this token—it is worth 7 points at the end of the game. It is not an Artifact.



Greater Skill Boost

Immediately gain 5 Skill, then return the token to the box.



Greater Treasure

This token counts as 5 Gold. You may keep it until the end of the game or spend it normally.



Potion of Greater Healing

Use during your turn to heal 2 damage.
(Keep until you use it, then return it to the box.)



Potion of Greater Wisdom

Use during your turn to draw two cards.
(Keep until you use it, then return it to the box.)

Market Items



Backpack

Allows you to carry an additional Artifact.
(Also worth 5 points at the end of the game.)



Crown

Worth the number of points shown.
(Each player takes the most valuable Crown available when they buy one.)



Master Key

Allows you to use tunnels with a lock icon.
(Also worth 5 points at the end of the game.)

Minor Secrets



Dragon Egg

Keep this token—it is worth 3 points at the end of the game. Advance the Dragon marker one space along the Rage Track. A Dragon Egg is not an Artifact.



Ghost Lantern

Use when one or more ghost cubes are pulled during a Dragon Attack. Prevent the damage they would deal to you. (Other players still take damage, and cubes of your own color still damage you.)
(Keep until you use it, then return it to the box.)



Magic Spring

At some time before the end of this turn, trash a card from your discard pile or play area. Return the card and this token to the box.



Potion of Healing

Use during your turn to heal 1 damage.
(Keep until you use it, then return it to the box.)



Potion of Strength

Use during your turn to gain 2 Swords.
(Keep until you use it, then return it to the box.)



Potion of Swiftiness

Use during your turn to gain 1 Boot.
(Keep until you use it, then return it to the box.)



Skill Boost

Immediately gain 2 Skill, then return the token to the box.



Treasure

This token counts as 2 Gold. You may keep it until the end of the game or spend it normally.

Monkey Idol



When you enter the Monkey Shrine room, immediately take one Monkey Idol and put it in your personal supply. It is worth 5 points at the end of the game. A Monkey Idol is not an Artifact.

CLANK!

A DECK-BUILDING ADVENTURE



Wandering Monsters

This Master Thief Edition of *Clank! A Deck-Building Adventure* comes with a mini-expansion: Wandering Monsters. We recommend that you play without it at least once to familiarize yourself with the game. When you feel comfortable, you can add Wandering Monsters for new strategic depth.

Components



40 Wandering Monsters



14 additional Dungeon Deck cards
with this symbol at the top
left of their text box



Setup

These steps of game setup are modified:

C When stocking the Bank:

Shuffle the wandering monster tokens face down. From them, turn three tokens face up to form the wandering monsters row.

If all three have the same wandering monster icon (in the top right corner), set them aside and reveal three new tokens. Repeat as necessary until at least two different icons appear in the row, then shuffle any tokens you set aside back into the face down tokens.



D Shuffle the 14 additional cards into the Dungeon Deck, before dealing cards to form the Dungeon Row as usual.

Encountering Wandering Monsters

When playing with the Wandering Monsters module, the four color-coded monster icons now indicate specific “wandering monsters” that are traveling throughout the dungeon.

As usual, each monster icon deals one damage to you when you move through it—damage you can prevent by spending a Sword. But now, when you do spend a Sword, check the wandering monster row in the Bank. If one of the tokens has the same icon as the one whose damage you just prevented, you may defeat that token (If there are two available tokens with the matching icon, choose one of them.)

Take each wandering monster token you defeat and place it in your personal supply. Their rewards are described on the other side of this sheet, where you will also find an example of defeating a wandering monster during a turn.

If you *avoid* a monster icon (by teleporting through it, or using a card that lets you “ignore” tunnel monsters), you do not get to take a wandering monster token.

Restocking the Wandering Monsters

Whenever a player takes a wandering monster token, immediately replace it in the wandering monster row by revealing a new face down token from the Bank.

If the three tokens in the row ever have the same icon in the top right, set them aside and reveal three new ones.

In the rare event that no face-down tokens remain in the Bank, take any tokens you have set aside this game and reshuffle them face down to refresh the Bank.

Example of Defeating a Wandering Monster



The green player has several tunnels out of her room. Two of them show a monster icon, and she does have a Sword this turn. The wandering monster row has a purple token in it right now (but not a red one), so she decides to move up. She defeats the monster with her Sword, takes the purple token from the row, and puts it in her personal supply. It is a Goblin, so she immediately takes 1 Gold from the Bank.



Then a new wandering monster token is revealed. It is blue, like the other two tokens already in the row—so all three tokens are set aside, and three new tokens are revealed for the wandering monster row.

Elite Monsters

Some wandering monster tokens depict elite monsters, which show that you must spend 1 *additional* sword to defeat them and take the token.

You are never *required* to face an elite monster. Even if an elite monster is in the wandering monster row, you may spend just 1 Sword to move through a wandering monster icon on the board without taking damage. You simply take no token (although if a regular monster token of the same icon as the elite monster is also in the row, you could take it instead).



Wandering Monster Reference Guide



Goblin

Immediately take 1 Gold from the Bank.



Orc

Worth points at the end of the game: 1 if you have one Orc, 4 if you have two (of any colors); 9 if you have three (of any colors). You may score for more than three Orcs (starting a new “set” with the fourth, and seventh).



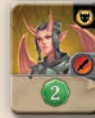
Skeleton

Immediately make +1 Clank! and take 2 Gold from the Bank.



Skeletal Sorcerer

Immediately take 2 Gold from the Bank, and take the topmost Ghost cube from the Rage Track and place it in the Clank! area.



Demon

Worth 2 points at the end of the game.



Witch

Each other player immediately makes +1 Clank!



Fungus

Immediately heal 1 damage.

These **elite monsters** require 1 additional Sword (2 Swords total) if you want to defeat them:



Warlock

Immediately take 3 Gold from the Bank.



Floating Skull

Worth 4 points at the end of the game.



Banshee

Each other player immediately makes +2 Clank!



Treant

Immediately heal 1 damage and take 1 Gold from the Bank.