

CLANK!

THE FORGOTTEN VAULT



It's time to swing back into action! Venture inside a crumbling library, where Secret Tomes are more valuable than ever. Take shortcuts by climbing ropes or swinging on the pendulum of the library's giant clock. Acquire powerful new cards whose effects echo onto a future turn.

But beware the living Gargoyles who guard against intruders. And as always, beware of careless noise that could bring your heist to an early end. Test your skill in *The Forgotten Vault*!



Components



Two-sided Game Board

The game board includes monster icons in four colors. They work the same as the regular white version of the monster icon. (They have additional meaning if you are playing with the Wandering Monsters mini-expansion in *Clank! Master Thief Edition*.)



Boss Marker

For added ambience, you may choose to replace the original Dragon Marker with this piece.



18 Study tokens

6 Skill, 6 Swords, 6 Boot

There is one of each type for each player. There are enough for a fifth and sixth player, which you can add with the *Clank! Adventuring Party* expansion.



6 Gargoyles



3 Grappling Hooks



2 Major Secrets



2 Minor Secrets



6 Clang! cards

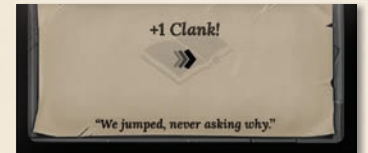
Each player uses one.

There are enough for a fifth and sixth player, which you can add with the *Clank! Adventuring Party* expansion.



44 Dungeon Deck cards

The cards from this expansion can be identified by the book watermark in the game text box. You may use the watermarks to sort and remove cards when you wish to play without this expansion (or to remove them while you play, as they're revealed from the Dungeon Deck).



Setup

When playing with *Clank! The Forgotten Vault*, these steps modify and add to the setup of the original game.

- 1 Place *The Forgotten Vault* game board in your play area with either side face up. (The side shown on the previous page is recommended for your first game.) As you place the usual components around the board:

Shuffle the *Forgotten Vault* major secrets and minor secrets with the existing tokens of the same types. When you place secrets on the board, there will be extras; return them to the game box without looking at them.

Shuffle the Gargoyle tokens face down, then place one at random on each of the marked spaces. Depending on which side of the board you play, there may be extras; return them to the game box without looking at them.



Separate the study tokens into their three types (Skill, Swords, and Boot), then:

Place the tokens in their matching study rooms on the board, one token of each type for each player. Return any extras to the game box.

No tokens are placed in the “wild” study room.

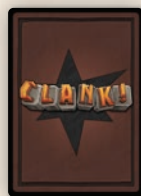


- 2 When stocking the Bank, add the grappling hooks (with the side shown face up) to the previously existing market items on the market board.



- 3 Shuffle the new *The Forgotten Vault* Dungeon Deck cards into the Dungeon Deck, before dealing cards to form the Dungeon Row as usual.

(There are 44 cards, but you may wish to exclude 8 of them if you are using a classic printing of *Clank! A Deck-Building Adventure*. See below for details.)



- 4 When each player takes their starting deck, they remove one Stumble card, returning it to the game box. They replace it with one Clang! card, then shuffle their 10-card deck and draw five cards from it as usual.



If you are expanding a classic printing of *Clank! A Deck-Building Adventure* (rather than the Master Thief Edition of the game), there are 8 cards you may wish to exclude from your Dungeon Deck.

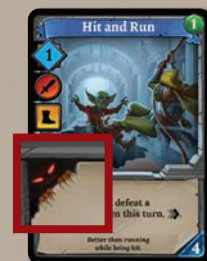
7 cards are marked at the top left corner of their text box with the symbol shown at the right. Each of them interacts with “monster tokens,” like the Gargoyles in this expansion. However, they become easier to use if you also have the wandering monster tokens in the Master Thief Edition.

One other card—Exorcist—refers to “Ghosts,” which do not appear in the classic version of *Clank!*



You will also need a Health Track and Rage Track, since *The Forgotten Vault* board doesn't have these features. You can find printable files online. Scan the QR code, or point your browser to direwolfdigital.com/clank/resources/clanktracks

Instead, you can place *The Forgotten Vault* board on top of your original board, with the tracks you need peeking out at the edges (as shown at the right).



This Move Is Something Special

» This symbol, which appears on some new Dungeon Deck cards and the starting card Clang!, allows you to make a special move during your turn – one such move for each of these symbols.

This is not a Boot! That means it can *never* be used to move along one of the regular tunnels between rooms. But it *also* means you can use it even if you've entered a Crystal Cave during your turn (and can no longer spend Boots).

Rope Climb

On one side of the game board, the special move is a “climb,” allowing you to move along one of the ropes connecting two different rooms.

A Boot can't be used to move along a rope (though a teleport *can*).



The blue player has 2 Boots and 1 » icon during his turn. He uses 1 Boot to move down and enter the Crystal Cave. He can't spend his other Boot this turn, but he does then spend his » to climb the rope to the “wild” study room.

Pendulum Swing

On the other side of the board, the special move is a “swing,” using the giant clock to travel. The clock's arcing pendulum marks four different sections on the board. From any room in one section, you “swing” to any other room **in the same section**. (A room is part of a section even if only part of it touches the pendulum's arc.)

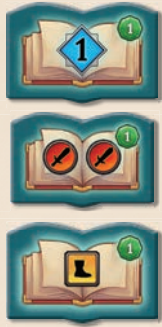
You cannot use a teleport to travel between rooms in this way.



The red player is in the market, which partially touches the third section (from the top of the board) in the pendulum's arc. She uses a » icon to travel to the monkey shrine room, where she picks up a monkey idol. From there, she may continue moving (using Boots and/or cards that teleport) along the tunnels out of the monkey shrine. Or, if she had a second » icon, she could move to any other room in the third section of the pendulum's arc—even back to the market she was just in.

Study, For You Will Be Tested

Study Token



On each side of the game board, there are four study rooms. Three of these contain three different types of study tokens. Whenever you enter a study room containing a study token **you don't already have**, take one and place it in your personal supply. Whenever you enter the fourth ("wild") study room, you may take a study token from any of the other three study rooms—though it must be a token you do not already have. **(You may only have one of each.)**

During your turn, if you play a Secret Tome, it activates all your study tokens, giving you the resources they show: Skill, Swords, or Boots. This happens only once each turn, no matter how many Secret Tomes you play. If you've already played a Secret Tome during your turn before you take a new study token, that token activates immediately.

Each study token is also worth 1 point at the end of the game.

The yellow player already has the Skill study token. He plays two Secret Tome cards on his turn, so the token gives him 1 Skill.

He then enters the "wild" study room and gets to take a token from one of the other study rooms. He can't choose a Skill study token, because he already has one. He chooses the Boot token, taking it and placing it in his personal supply. He immediately gains 1 Boot from it, since he has already played a Secret Tome this turn.



Gargoyle



In specific rooms on the board, you will encounter a gargoyle. When you enter a room with a gargoyle token, you must immediately either fight it or take 1 damage. To fight it, you must spend 3 swords to defeat it.

When you defeat a gargoyle, turn the token face up and place it in your personal supply. You gain the reward shown. (Also, the gargoyle is a monster token, which some cards may take advantage of.)



Worth 6 points at the end of the game.



Immediately take 4 Gold from the Bank.



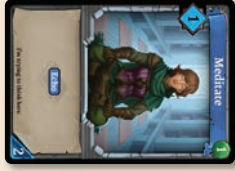
Choose immediately: either heal 1 damage; or, at some time before the end of this turn, trash a card from your discard pile or play area. Also worth 3 points at the end of the game.

You do not take additional damage if you remain in a room with a gargoyle token, but you may choose to fight it on the same turn or a later one (even if you did not fight the gargoyle when you first entered).

Remember that you can't voluntarily take damage if you have no cubes in your supply, or if doing so would completely fill your health meter. In these situations, you can't enter a room with a gargoyle token unless you have the Swords to defeat it.

Echo! (Echo)

Some new Dungeon Deck cards are marked with a special ability called Echo. Like any other card, it gives you all of its resources and text on the turn you play it. But the card also remains in play for a **second** turn, where it gives you all of its resources and text again.



When you play a card with Echo, turn it sideways to indicate that you played it this turn. Then, when you clean up your play area at the end of your turn and put your other cards into your discard pile, straighten the card to its normal orientation. At the end of your second turn after playing the Echo card, put it into your discard pile as normal.

The green player plays Precision Running, turning it sideways in his play area and gaining a Boot for the turn. At the end of his turn, he discards the other cards in his play area and straightens Precision Running. On his next turn, he will play the five new cards from his hand, adding them to Precision Running, which will give him another Boot on that turn. At the end of that turn, he discards all six cards from his play area.



Some cards are able to gain Echo, or give Echo to another card. This lasts only for one turn. No matter how many times the same card gains Echo, it only stays in your play area at the end of your turn if you played it on *that* turn.



The yellow player plays Cleave. During the turn, she defeats a Gargoyle token, which gives Cleave Echo. Because she played it this turn, she now turns it sideways. At the end of her turn, she discards the other cards in her play area and straightens Cleave. On her next turn, she gets the Sword and Boot from Cleave again. But even if she defeats another Gargoyle token this turn (or wandering monster, from Clank! Master Thief Edition), Cleave cannot gain Echo again because she did not play it on that turn.



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.



Credits

Game Design

Phil Amylon, Corey Burkhart

Original Concept and Additional Design

Paul Dennen

Executive Producer

Scott Martins

Art and Graphic Design

Anika Burrell, Leah Falin, Joshua Marin, Julianne Stone, Raul Ramos

Card Illustration

Derek Herring, Kenan Jackson, Rastislav Le

Production

Evan Lorentz

Additional Game Development

Andy Clautice, Justin Cohen, Andrew Pichot

Special thanks to:

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



www.direwolfdigital.com

[f/direwolfdigital](https://www.facebook.com/direwolfdigital)
[@direwolfdigital.bsky.social](https://www.bsky.social/direwolfdigital)

Published by: Dire Wolf Digital.

© 2026 Dire Wolf Digital, Inc. All Rights Reserved.

Dire Wolf and the Dire Wolf logo are registered trademarks of Dire Wolf Digital, Inc.

Token Reference Guide

Major Secret



Potion of Heroism

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

Minor Secret



Potion of Wisdom

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

Market Item



Grappling Hook

Once per game, use during your turn to gain a » icon.
(Flip it face down when used.)
(Also worth 7 points at the end of the game, regardless of which side is face up.)

Gargoyle

When this monster token is encountered, you must immediately fight it with 3 Swords or take 1 damage. When you defeat it, turn the token face up and place it in your personal supply. You gain the reward shown:



Worth 6 points at the end of the game.



Immediately take 4 Gold from the Bank.



Immediately choose: heal 1 damage, or at some time before the end of this turn, trash a card from your discard pile or play area.
(Also worth 3 points at the end of the game.)

Study Token



You may have only one of each type of study token. When you play one or more Secret Tomes during your turn, each of your study tokens provides the resource it shows.
(Also worth 1 point at the end of the game.)



Delve the dungeon on your phone or PC!
Climb the Leaderboards in Heist mode.
Tackle unique Challenges and Achievements.
Test your wits against AI and human opponents!

