



Rules Updates and Frequently Asked Questions

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(Entries new and revised since December 14, 2022 are marked with a *)

Rules Updates

*** Magic Spring** – The rules for this minor secret (from both CLANK! and CLANK! Catacombs) have long stated that you should trash a card “at the end of this turn.” The timing has been revised: when you find the secret, you must trash a card **by** the end of this turn. This allows some flexibility to trash a card you haven’t drawn yet at the time you find the secret.

Taking an Artifact – In the original rules for CLANK!, artifacts are acquired as you would any other token in a room: you choose to pick one up when you first enter. That rule has been revised: you choose to take an artifact as an action during your turn, even if you didn’t just enter the artifact’s room.

Examples: You may enter a room with an artifact on one turn, then (as long as you’re still in that room) choose to take that artifact on a later turn. Also, if you’re already carrying an artifact, then enter a Market room that contains another one, you may first buy a Backpack, then pick up the artifact.

Frequently Asked Questions

Acrobat – You may use this card to defeat a monster in a tunnel. (Only one monster, if the tunnel has more than one.)

Actions – You may take an action more than once during your turn, unless otherwise specified by the rules.

See also **Dungeon Row**, **Market**, **Secrets**.

Arrive – During Setup, if any of the six cards on the Dungeon Row have Arrive text, carry it out immediately, before the first player takes a turn. (In the case of a card like Shrine, which returns dragon cubes to the bag, there will be no cubes to return, and the Arrive text will do nothing.)

Artifact – See **Market**. See **Taking an Artifact** (in the Rules Updates section).

Boots – See **Movement**, **Playing Cards**, **Plus**.

Bronze Guardian – Printed on one side of the CLANK! Expeditions: Temple of the Ape Lords board, this is treated as a monster (and a monster card) by other effects.

Example: The Garignar character from CLANK! Adventuring Party gains a reward “The first time you defeat a monster card each turn.” The Bronze Guardian can be that monster.

Clank! – See **Playing Cards**, **Swagger**.

collapsed tiles – When you collapse tiles (during the Solo Campaign for CLANK! Catacombs), it may become impossible to return to the Crypt on the starting tile. You will not be able to escape and earn a Mastery token in this game. If there is no possible way to at least escape the Depths, you lose the game.

Contract – You may find it helpful to mark the card you choose with a cube from your supply (taking the cube back when the Contract no longer applies).

If there are two or more copies of the same card in the Dungeon Row, the Contract applies only to the specific copy chosen by the Omin Dran player.

Countdown Track – The extra cubes marked on the countdown track apply only to *those* attacks, as the player on the Countdown Track advances. Dragon Attacks triggered by cards in the Dungeon Row aren't affected by the Countdown Track.

Device – A Device card must be used immediately, when you acquire it. It is then placed in the Dungeon discard pile, not your own.

Discarding – You can avoid discarding by waiting to play a discarding card after you play other cards. When you do this, you don't get the benefits of discarding.

Example: You play four of the five cards in your hand, then play Sleight of Hand last ("Discard a card to draw two cards."). You have no remaining cards to discard, so you don't draw two cards.

Many *Sunken Treasures* cards provide an effect "when you discard this." You trigger these effects by discarding the card during your turn. You do NOT receive these effects at the end of your turn when you place the card in your discard pile (from your play area), or when you first acquire the card using skill.

Example: You play Sleight of Hand ("Discard a card to draw two cards.") You discard a Coin Purse. ("When you discard this, 5.") You draw the two cards from Sleight of Hand, and gain 5 from Coin Purse.

Discovering a New Tile – You may place a new tile so the one-way tunnels on two different tiles have arrows pointing to each other. However, you can't do this to the tunnel you are currently moving in unless you are teleporting (as it would not be possible to complete your move).

You may place a new tile so that the tunnel you're traveling continues off another edge of the new tile without reaching a room. If you do this, you then discovering another new tile to continue your move. (Though you can't do this if there are no more tiles remaining in the stack.)

Dragon Attack – If a Dragon Attack happens early in the game, players still outside the dungeon can be damaged if cubes of their color are pulled from the bag.

See also **Countdown Track, Dungeon Row**.

Dragon Egg – This minor secret token is not an artifact.

Drawing Cards – Whenever you draw a card, you do so from your own deck, never from the Dungeon Deck.

Dungeon Deck – In the rare case that you exhaust the Dungeon Deck, the game ends immediately. Players who have not escaped are knocked out, as though their Health Meter has been filled (scoring points if they are not in the Depths).

See also **Expansions**.

Dungeon Row – You may acquire and defeat any number of cards in the Dungeon Row each turn, provided you have enough Skill or Swords.

Do not replace cards in the Dungeon Row as a player acquires or defeats them. Instead, at the end of every player's turn, replace all empty spaces in the Dungeon Row. This can trigger only one dragon attack, no matter how many Dragon Attack symbols are revealed.

Cards with Dragon Attack symbols only trigger an attack on the turn they're placed in the Dungeon Row. If the card remains there for multiple turns, it does not trigger any additional attacks.

Dwarven Peddler – You must have two different items to collect the 4 point bonus for this card. For example: if you have two dragon eggs, but no chalice or monkey idol, you do not get the points.

*** Expansions** – We recommend that you do not mix cards from more than one expansion in your Dungeon Deck at the same time. (The bigger deck will make it less likely you draw cards related to the board/expansion you're playing.) In particular, you may want to exclude cards that reference features of a game board (or tiles, as in *CLANK! Catacombs*) that you aren't using – features like flooded rooms, Curses, wayshrines, etc. However, you are free to mix as you like (for example, when using *Adventuring Party* to play the *Sunken Treasures* expansion with 5 or 6 players).

Each card from a *CLANK!* expansion can be identified by a watermark in its game text box. You may use these to sort and remove cards when you wish to play without an expansion, or to remove them *while* you play as they're revealed.

Sunken Treasures – A pair of waves. (It's literally a watermark!)

The Mummy's Curse – A pyramid.

Adventuring Party – The number “VI.”

Catacombs – A crypt.


Lairs & Lost Chambers – A broken column.

Underworld – The three-headed underworld guardian.

Fountain of Healing – See **Treasure Room**.

Health Meter – Each player's health meter has spaces to mark 10 damage. The first damage cube should be placed on the space with the heart icon, not next to it.

“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.


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

Leaving the Dungeon – Any card that can teleport you to an “adjacent room” can be used to leave the dungeon.

Any *Clank!* you have in the *Clank!* area remains there when you leave the dungeon.

You complete your entire turn when you leave the dungeon; leaving doesn't have to be the final thing you do.

*** Magic Spring** – See the entry with the same name, in the **Rules Updates** section.

Marble Guardian – If your tile is surrounded and it isn't possible to place a new tile adjacent to it, you must take  instead.

Market – Buying from the Market is an action. Actions aren't normally limited to once a turn; you may buy more than one item from the Market if you wish, including more than one of the *same* item. All market items are available from any Market room.

If there are tokens in a Market (secrets or an artifact), you do not have to pay to take one.

Mister Whiskers – You may choose the -2 *Clank!* option for this card even when you have no *Clank!* in the *Clank!* area.

Monkey Idol – You pick up one Monkey Idol every time you enter the Monkey Shrine room, even if you enter it more than once during the same turn.

See also **Tokens**.

Movement – Every tunnel requires at least one Boot to move through it. Any icons on a tunnel note *additional* requirements to move through it.

See also **Plus**, **Secrets**.

Playing Cards – A card provides everything on it each time you play it: Skill, Swords, Boots, and text.

Any Skill, Swords, or Boots you don't spend during your turn are wasted. Skill, Swords, and Boots go into a single "pool"; the resources from one card can be split up to take two or more different actions.

You must play all cards in your hand during your turn. You must also carry out all effects in the text of each card you play.

Example: Dead Run makes +2 Clank! and says "You don't have to stop in Crystal Caves this turn." It doesn't matter whether or not you move through a Crystal Cave that turn; you still must add the 2 Clank!

See also **Discarding**.

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 provide more of the same resource that the card has already given.

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

* **portal** – When there is only one portal in the dungeon, you can't enter it. (You must have somewhere else to exit.)

* **prisoner** – When a card allows you to free a prisoner, you don't need to spend a Lockpick, nor do you need to be in a room with a Prison attached.

Secret Tome – When you buy 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).

Secrets – If you enter a room with two minor secrets, you take one "at random," choosing it before revealing it. Having picked up one secret, you may then exit and re-enter the room later (on the same turn or a later turn) to pick up the other one.

See also **Market, Tokens**.

Setup – See **Arrive**.

Skill – See **Dungeon Row, Playing Cards, Plus**.

Solo Campaign (for Clank! Catacombs) – See **collapsed tiles**.

Swagger – This card gives you 1 Skill for each Clank! you make on your turn, even if you use negative Clank! to remove it later.

Swords – See **Dungeon Row, Playing Cards, Plus**.

Teleport – See **Leaving the Dungeon**.

Tokens – Picking up a token (a secret or a monkey idol) does not "end" your movement for a turn; if you still have Boots (or the means to teleport), you may keep moving. You pick up the token when you first enter the room. Any other actions you might choose to take in the room (such as Buying from a Market) happen afterward.

* **trash** – See **Magic Spring**, in the **Rules Updates** section.

Treasure Rooms – You gain the reward printed on a Treasure Room (or Fountain of Healing) every time you enter it, even if you enter the same room more than once during the same turn.

Webbed Rooms – If a card allows you take a token from an adjacent room, you do not need to spend a Sword if taking one from a webbed room.

Example: Daring Explorer says "You may make +2 Clank! to take a secret or monkey idol from an adjacent room." When you use this to take a secret or monkey idol from a webbed room, you spend no Swords.