

UN JEU DE CHRISTOPHE BOELINGER

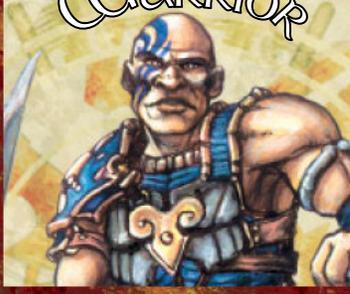
# DUNGEON TWISTER

JEU DE BASE

**JeuxparJe**  
des jeux pour tous

ASMÔDÉE  
éditions

## Warrior



A warrior adjacent to an harrow can break it for 1 AP.

3 DUNGEON TWISTER 3

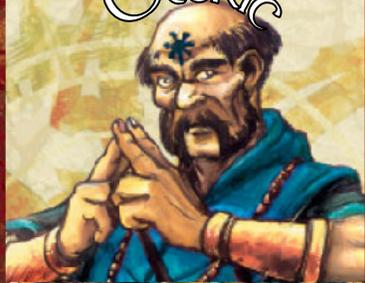
## Mekanork



A Mekanork on a rotation wheel can activate the room's rotation clockwise or counter-clockwise without considering the arrow symbolized on the rotation wheel.

3 DUNGEON TWISTER 2

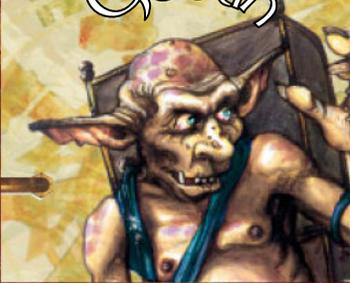
## Cleric



The Cleric can heal an adjacent wounded character for 1 AP.

4 DUNGEON TWISTER 2

## Goblin



He is weak and runs fast, but if he moves out on an opponent's starting line, the player controlling it gains 2 Victory Points.

4 DUNGEON TWISTER 1

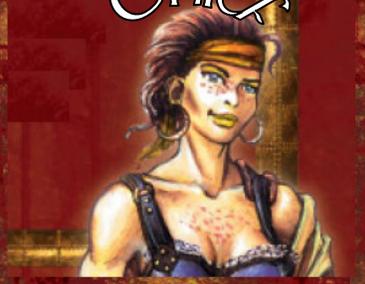
## Wall-Walker



The Wall-Walker can pass through an adjacent wall for 1 AP.

4 DUNGEON TWISTER 1

## Thief



The thief can pass through and stop on traps during his movement. A thief adjacent to a closed harrow can open it for 1 AP.

5 DUNGEON TWISTER 2

## Troll



A wounded Troll can regenerate for 1 AP.

2 DUNGEON TWISTER 4

## Wizard



The Wizard has the permanent ability to levitate. During his movement he can pass through traps and opponent's character but he cannot stop on these squares.

4 DUNGEON TWISTER 1