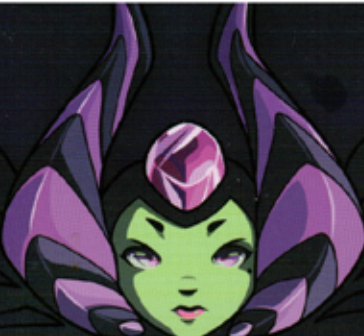
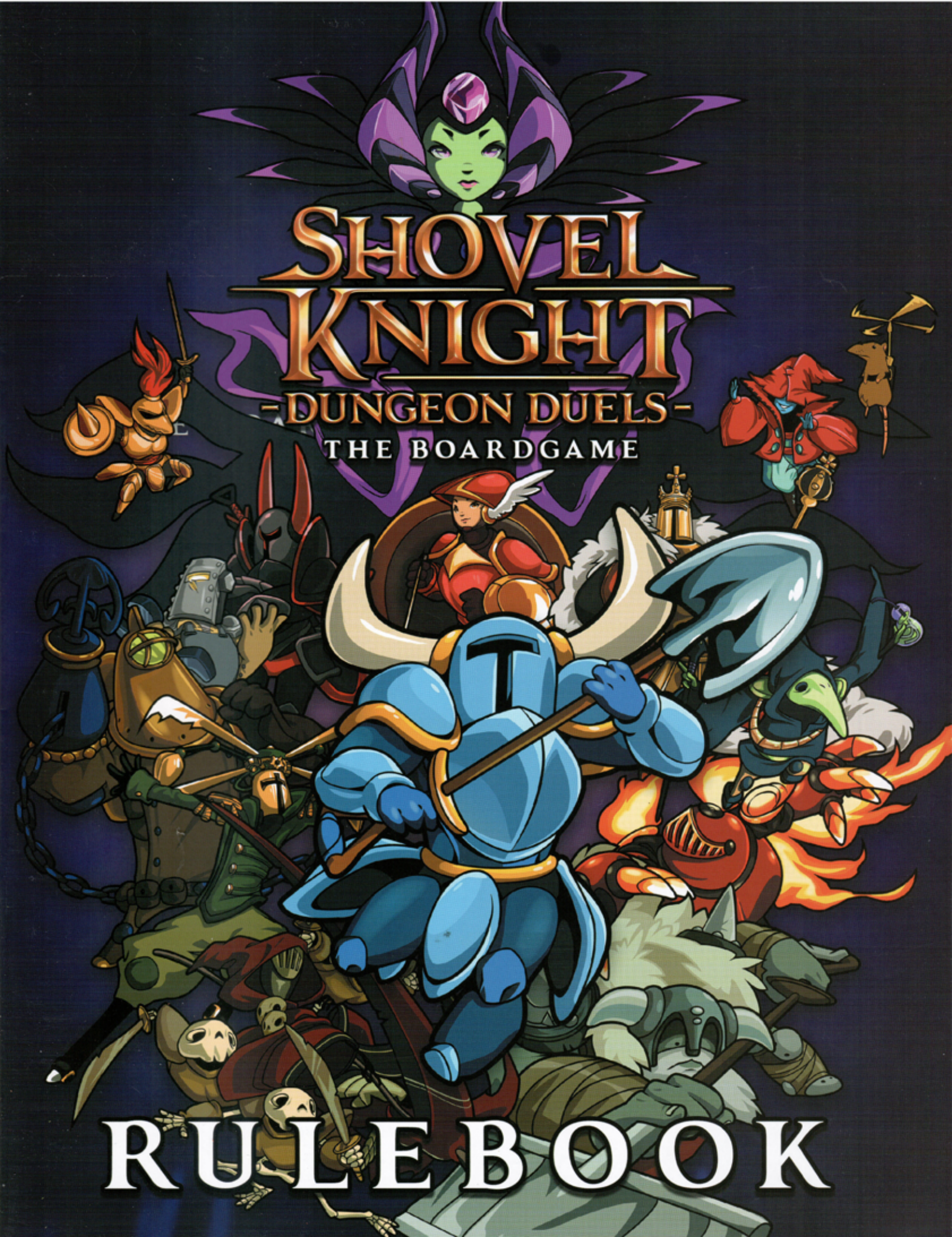


A green-skinned character with purple, flame-like hair and a purple gem on their forehead, looking down at the title.

SHOVEL KNIGHT

- DUNGEON DUELS -
THE BOARDGAME

A detailed illustration featuring Shovel Knight in the center, wearing blue armor and holding a shovel. He is surrounded by various enemies from the game, including a flying orange creature, a red-robed figure, a mouse-like character, a green goblin, a red dragon-like creature, a green knight, and several skeletons. The background is dark purple with stylized clouds.

RULE BOOK

SHOVEL KNIGHT

- DUNGEON DUELS -

Version 1.0

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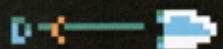
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 START GAME

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It is time to sharpen thy shovel once again! Based on the hugely successful crowdfunded video game, and made in close cooperation with Yacht Club Games, "Shovel Knight: Dungeon Duels" is a competitive side-scrolling miniatures board game for 1-4 players. Each player plays as a different colored Shovel Knight or a number of alternative Knights. Players will be shoveling out justice in spades against the evil Order of No Quarter while trying to grab the most treasure to prove that they are the one true Shovel Knight!

For Shovelry!



COMPONENTS (BASE GAME)

MODELS/STANDEES

- Four (4) Shovel Knights (Red, Blue, Green, Yellow)
- Eight (8) Boneclangs
- Eight (8) Propeller Rats
- Six (6) Wizzems
- Six (6) Goldarmors
- Six (4) Liquid Samurais
- Six (4) Hoverhafts
- One (1) King Knight
- One (1) Specter Knight
- One (1) Plague Knight
- One (1) Enchantress
- One (1) Polar Knight
- One (1) Mole Knight
- One (1) Treasure Knight
- One (1) Propeller Knight
- One (1) Tinker Knight

TILES

- One (1) Start Tile
- Four (4) Double Sided Planes of Passage Tiles
- Five (5) Double Sided Pridemoor Keep (King Knight) / Explodatorium (Plague Knight) Tiles
- Five (5) Double Sided The Lich Yard (Specter Knight) / Tower of Fate (Enchantress) Tiles
- Five (5) Double Sided Stranded Ship (Polar Knight) / Lost City (Mole Knight) Tiles
- Five (5) Double Sided Sunken Ship (Treasure Knight) / Flying Machine (Propeller Knight) Tiles
- Five (5) Double Sided Clockwork Tower (Tinker Knight) / Blank Tiles
- One (1) Double Sided Boss Room Tile
- One (1) Tile Track

TOKENS

- Twenty (20) Dirt Mound Tokens
- Forty (40) Coin Tokens
- Forty (40) Heart Tokens
- One (1) First Player Token
- One (1) Tinker Mech Punchout

CARDS

- Thirty Seven (37) Environment Cards
- Eight (8) Order of No Quarter Boss+Hero Stat Cards
- Four (4) Shovel Knight Hero Cards
- One (1) Enchantress Boss Stat Card
- Ten (10) Boss AI Decks (Including Order of No Quarter, Enchantress, and Shovel Knight)
- Two (2) Enemy Stat Card
- Twenty Seven (27) Equipment Cards
- Eleven (11) Relic Loot Cards
- Eleven (11) Curio Loot Cards
- Ten (10) Heirloom Loot Cards
- Nine (9) Arcana Loot Cards
- Twenty (20) Spawn Cards

PLASTIC

- Twelve (12) Game Dice
- One (1) Plastic Tracker Clip

KNIGHTS

Each player selects a different colored Shovel Knight that will be represented by these models. A player may also choose to play as one (1) of the Knights of the Order of No Quarter (Plague Knight, Specter Knight, King Knight), as long as the chosen Knight hasn't already been selected as the Boss at the end of the Dungeon.



KNIGHT HERO CARD

Each Knight comes with their own Knight Hero Card. This card contains all the stats and abilities of the Knight.



1. Knight Name
2. Knight Portrait
3. Max Health (HP): Health represents the number of Wounds the Knight can take before being defeated. Read more about taking Wounds in the Enemy Activation section on pages 25-26.
4. Attack (Atk): The Attack Stat represents the number of dice the player rolls when performing an Attack Action. Read more about Attack Actions in the Hero Turn section on pages 19-20.
5. Defense (Def): The Defense Stat represents the number of dice the player rolls to defend against incoming attacks. Read more about defending attacks on pages 25-26.
6. Jump: The Jump Stat represents the number of dice the player rolls when performing a Jump Action. Read more about Jump Actions in the Hero Turn section on pages 19-20.
7. Special Move: Knights have a special move that allows them to perform great feats. Read more about special abilities (like Shovel Knight's "Strike The Earth Ability") in the Special Actions section on page 25.
8. Accessory Slot: Placement for Accessory Equipment Cards. Read more about Accessory Equipment Cards on page 24.
9. Armor Slot: Placement for Armor Equipment Cards. Read more about Armor Equipment Cards on page 24.

BASIC ENEMY

The basic enemies being fought throughout the game include Boneclangs, Propeller Rats, Wizzems, Goldarmors, Hoverhafts, and Liquid Samurai.



ENEMY STAT SHEET

The Enemy Stat Sheet displays the stats, special abilities, and coin value earned when you defeat a basic enemy during the game.

1					
ENEMY STATS					
PROPELLER RAT		BONECLANG		2 3 HOVERHAFT	
	1 ♥ 1 ♣		2 ♥ 1 ♣		4 ♥ 2 ♣
	0 ♠ 1 ⬢		4 ♠ 2 ⬢		1 ♠ 4 ⬢
MELEE, CAN MOVE OVER PITS.		MELEE.		MELEE. PUSHES HEROES IN ROW BACK 1 SPACE BEFORE ENEMY PHASE.	
WIZZEM		GOLDARMOR		LIQUID SAMURAI	
	3 ♥ 2 ♣		4 ♥ 2 ♣		3 ♥ 2 ♣
	0 ♠ 3 ⬢		1 ♠ 4 ⬢		0 ♠ 4 ⬢
RANGED.		MELEE.		6 MELEE. MOVES 2 SPACES PER TURN, IGNORES OBSTACLES.	

ENEMY STAT CARD BREAKDOWN:

1. Enemy Name
2. Enemy Health
3. Enemy Attack
4. Enemy Defence
5. Enemy Coin Value
6. Enemy Attack Type and Special Rules

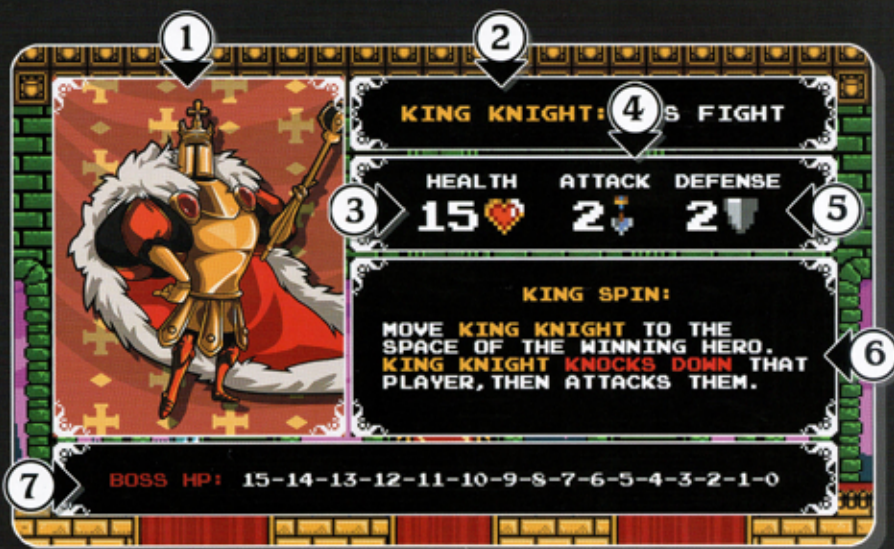
BOSSSES

The Bosses are members of the dastardly Order of No Quarter, foes sent by the evil Enchantress to do anything they can to stop our Knights! The bosses are King Knight, Plague Knight, Specter Knight, and the Enchantress.



BOSS STAT CARD

Each Boss has a card for players to keep track of their stats and max health (HP). The card also shows their special end-of-round attack. The cards feature a health (HP) tracker for players to keep track of a boss's health (HP) throughout the fight.

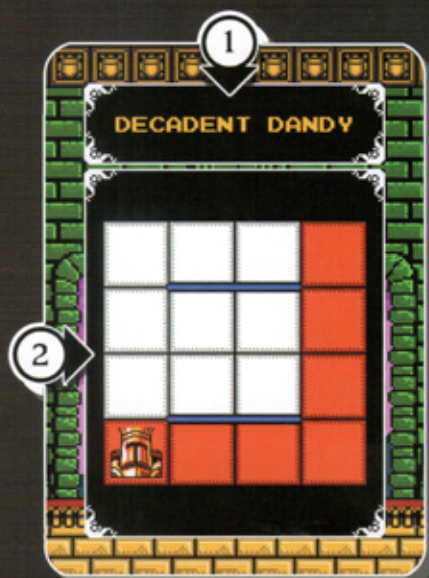


BOSS STAT CARD BREAKDOWN

1. Boss Portrait
2. Boss Name
3. Health: The total number of Wounds needed to defeat the Boss
4. Attack: The amount of damage a Boss hits for
5. Defense: The number of Hits the boss automatically blocks from Knight Attack Actions
6. End-Of-Round Ability: A Boss's unique ability performed at the end of a round
7. Boss Health Tracker: This is used to keep track of the Boss's current Health using the plastic tracker clip

BOSS ARTIFICIAL INTELLIGENCE (AI) CARDS

Each Boss comes with its own AI Deck. These eight (8) card decks show players how Bosses attack each round, as well as where the Boss moves to. Read more about Boss Fights on page XX.



Boss AI Card Breakdown:

1. Name of Attack
2. Boss Attack Description: This grid of the Boss Tile shows which spaces the Boss's attack hits (marked by red spaces), which spaces are safe (marked by white spaces), and the space the Boss model moves to (represented by their pixel portrait). Sometimes this will describe an attack rather than show it.



TILES

Throughout the game, the tiles are constantly being shifted from right to left to represent the side scrolling dungeon the Knights are traveling through to reach the Boss of the dungeon. There are Planes of Passage Tiles, as well as Dungeon Tiles that are specific to each Boss's stage. Read more about how to use tiles on pages 27-28.



PLAY AREA TILE TRACK

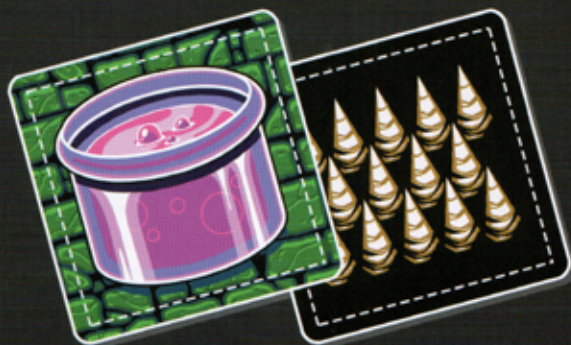
During the game, the tiles are slid onto and off of the Tile Track. The Tile Track acts as a guide allowing the tiles to slide from right to left smoothly. Read more about using the Tile Track along with the Tiles on pages 27-28.



ENVIRONMENT CARDS

Certain Dungeon Tiles require Environment Cards to be used when they appear on the board or when a space on those tiles is interacted with.

Each Dungeon Tile set has their own unique rules, and some have special Environment Cards of their own. Read more about the Boss specific Dungeon Tiles section, starting on page 31.



SPAWN CARDS

The Spawn Cards indicate which enemies show up on Spawn Points. Read more information on spawning enemies on page 13.



EQUIPMENT CARDS

Equipment Cards are pieces of gear purchased from Chester that modify a Knight's stats or gameplay. Read more about Equipment Cards, how to purchase them, and how to equip them on pages 21-24.



TREASURE MOUND TOKENS

Treasure Mound Tokens represent dirt mounds that may be dug up by players to earn Coins and Loot cards. The tokens are placed onto the board during the setup stage, as well as when a new tile is placed onto the Tile Track at the end of a round. Read more about placing and picking up Treasure Mound Tokens in the Setup section on page 13..



COIN TOKENS

During the game, players are competing against each other to defeat the boss and collect Coin Tokens. The Player with the most Coin Tokens at the end of the game wins! Players collect Coin Tokens by either defeating enemies or digging up Treasure Mound Tokens. Coin Tokens are also used as a resource for some Loot cards and Hero Special Abilities. Read more about using Coin Tokens on page 22.



LOOT CARDS

If a Knight ever finds a Treasure Chest from a Treasure Mound, then that Knight instantly draws one (1) Loot Card from one (1) of the four (4) Loot Decks. There are four (4) different types of Loot cards: Relics, Arcna, Curios, and Heirlooms. Read more about using Loot cards on page 21.



HEART TOKENS

Heart Tokens represent the number of Wounds a Knight or Enemy has received. If a Knight receives any Wounds, place Heart Tokens equal to the number of Wounds they have received on their Knight card. When an Enemy is Wounded, place Heart Tokens equal to the number of Wounds it has received next to the Enemy Model on the tile. If an Enemy moves, be sure to move their Heart Tokens with them. When a Knight or Enemy has taken Wounds equal to their overall health, they are Defeated. If an Enemy is Defeated, remove any Heart Tokens tied to them from the board. Read more about being Defeated on page 26.



FIRST PLAYER TOKEN

The Player with this token gets to go first in the game round. At the end of each round, the First Player Token passes to the player on the left.



DICE

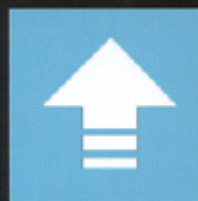
Dice are rolled to determine the success of actions taken by the Knights. There are three (3) different symbols on the dice:



SHOVEL



ARMOR



JUMP

- ♦ **Shovel** - Each Shovel symbol represents one (1) successful Hit when performing an Attack Roll.
- ♦ **Armor** - Each Armor symbol represents one (1) successful block when performing a Defense Roll.
- ♦ **Jump** - Each Jump symbol represents one (1) success when performing a Jump Roll.

GAME SETUP

Here is a step by step guide on how to initially set up a game of "Shovel Knight: Dungeon Duels":

1. Set the Tile Track in the middle of the play area.



2. Each Player chooses one (1) Knight and their matching Knight Hero Card, and three (3) Coin Tokens. Set these on the play area in front of each player.



3. The player that most recently played the Shovel Knight video game or has most recently used a shovel is set as the First Player and receives the First Player Token at the start of the game.



4. The First Player decides which Boss the Knights will fight. (If this is your first time playing "Shovel Knight: Dungeon Duels", we recommend starting off against King Knight.) Set the Boss's

Stander or Model off to the side.

5. Shuffle the chosen Boss's Artificial Intelligence (AI) Deck and take it and the Boss's Stat Card and place them next to the Play Area face down.



6. Shuffle the Spawn Deck and place it off to the side, face down.

7. Shuffle the Equipment Deck and place it off to the side, face down.

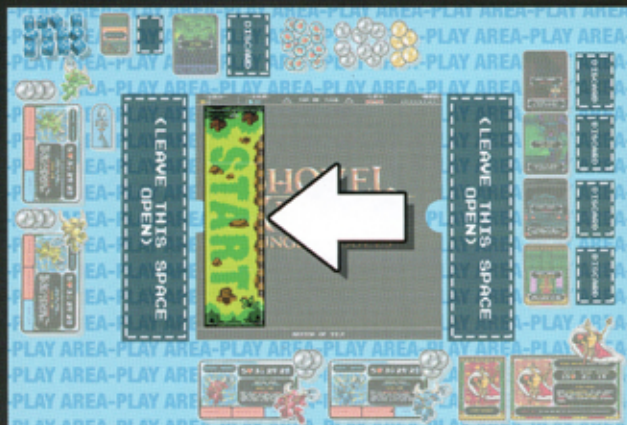
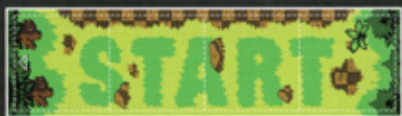
8. Shuffle the individual Loot
Decks and place them off
to the side, face down.

9. Place all the Dice, Coin Tokens and Heart Tokens in separate piles to the side.

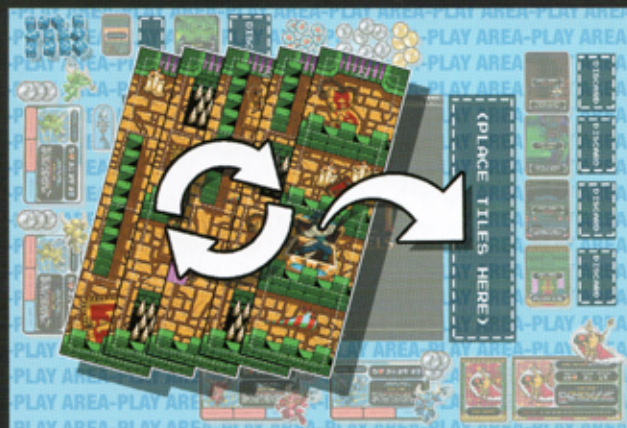


GAME SETUP (CONT.)

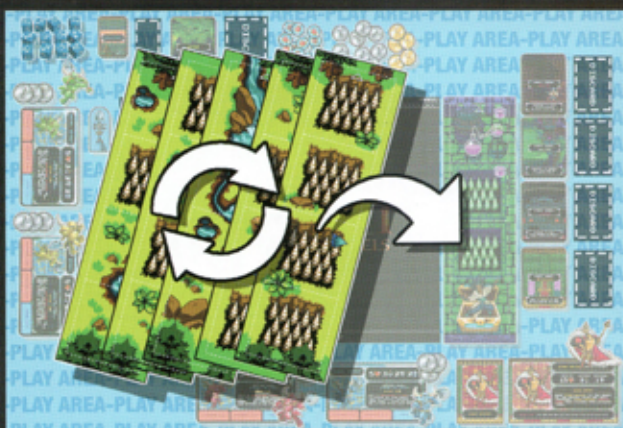
10. Find the Start Tile from the Plains of Passage Tile set, and place it onto the left side of the Tile Track.



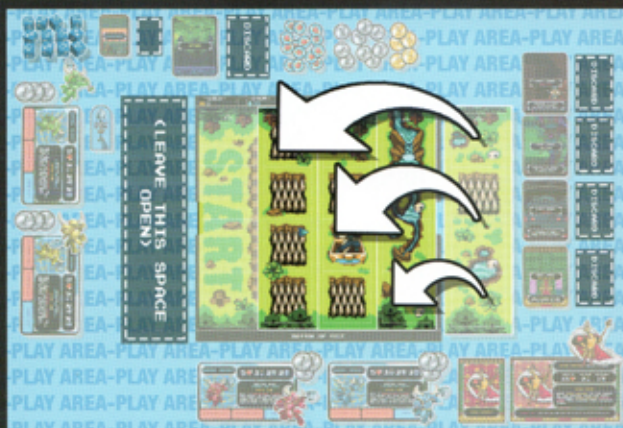
11. Find the chosen Boss's specific Dungeon Tiles and shuffle them together so that all tiles have the same dungeon side facing the same way. Place the tiles so that the side of the tiles showing the chosen dungeon is face down to the right side of the Tile Track.



12. Shuffle the five (5) Planes of Passage Tiles, and place them face down on top of the stack of Dungeon Tiles.



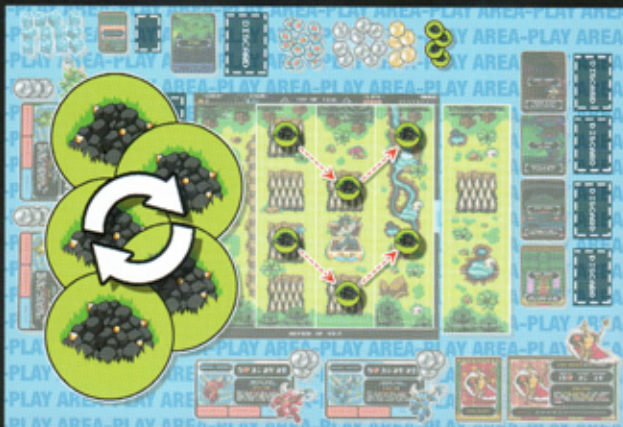
13. Draw three (3) Tiles from the top of the tile stack that was just created and place them face up onto the Tile Track next to the Start Dungeon Tile one at a time. Ensure all arrows at the top of the Tiles are pointing up.



(Game setup continues on the next page.)

GAME SETUP (CONT.)

14. Shuffle the Treasure Mound Tokens face down, then place them onto the board in a Checkerboard pattern starting on the tile next to the Start Tile in the top space on that tile. Treasure Mound Tokens may also be placed onto spike pits.



15. Players place their Knight model onto one of the four spaces of the Start Tile on the left side of the Tile Track, starting with the First Player then moving to the next player to their left. Each space can hold up to four Knights.



16. Finally, Spawn Enemies onto the tiles currently on the Tile Track.

To do this, first you need to find any Spawn Symbols (☠) on the board. Start with the Spawn Symbol on the furthest tile to the right on the Tile Track, beginning with the top space moving down. If a space contains a Spawn Point symbol (seen below), draw one (1) Spawn Card from the Spawn Deck, and place the Enemy Models listed on the Spawn Card into that space, then discard that card. Repeat this until all spaces with Spawn Points have Enemies on them.



The Boneclang skull above is a Spawn Symbol.



GAME SETUP (CONT.)

By the end of setup, your board should look like the example below. You are now ready to fight for Shovelry!



GAMEPLAY

A normal game round has three phases: the Hero Phase, the Enemy Phase, and the End-of-Round Phase. Boss fights follow the same phases as normal game play but with minor changes to the Enemy Phase and End-of-Round Phase.

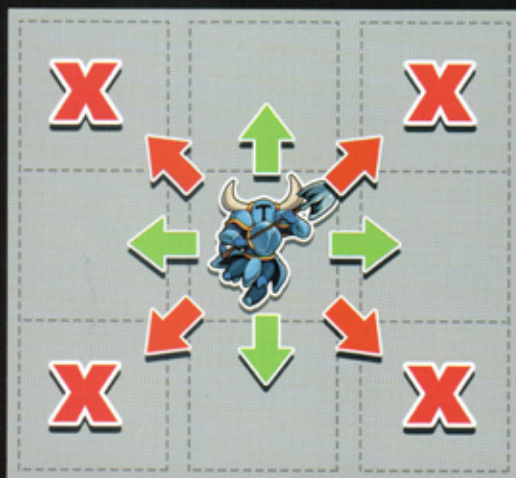
HERO PHASE

During the Hero Phase, each Knight can take three (3) actions during their turn starting with the First Player. Knights may perform the same action multiple times in any order. A player may also decide to use as many Loot cards they have on hand as a Free Action, or use a Knight's specific Special Action during the Hero Phase.

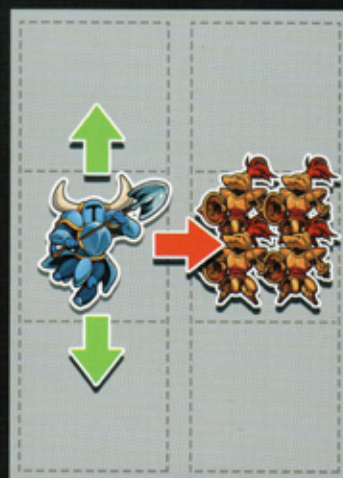
1. **HERO ACTIONS** - On a player's turn, they may choose to either Move, Attack, Jump, Stand Up from being Knocked Down, Purchase Equipment, or use their Knight's Special Action. Knights may perform these actions multiple times, in any order.

- **MOVE ACTION** - When a Player performs a Move Action, they may move their Knight one (1) space up, down, left, or right. Diagonal moves are not permitted, as Shovel Knight is already dealing with more dimensions than he is used to! Knights may not be moved into full Spaces that contain four (4) models or move through walls, unless a card or an ability states otherwise.

When there are no remaining tiles left in the tile stack, players move off the board to the right side of the Play Area during their turn. Once a player moves off the board, they are safe from Enemies and other Knights and will enter the game again during the Boss Fight. Read more about Bosses on page 29.



Ex. 1: The player may move to an adjacent space, NOT a diagonal space.



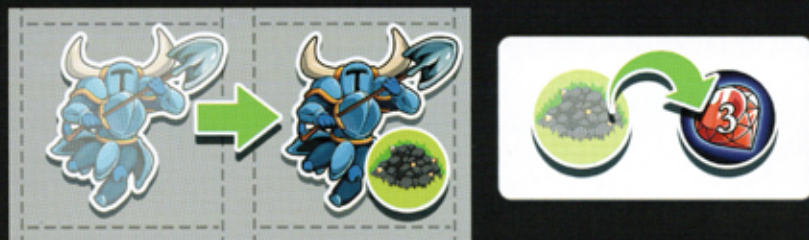
Ex. 2: The player may move up or down, but not to the right due to the four Goldarmors since they fill up the space.

Using a move action allows a Knight to pick up Coin Tokens and Treasure Mound Tokens on the board.

• **COIN TOKENS AND TREASURE MOUND TOKENS -**

When a player moves a Knight onto or through a space containing Coin Tokens or Treasure Mound Tokens, the player picks up those tokens for free. If it's a Coin Token, add it to your personal coin pile. When the player picks up a Treasure Mound Token, flip it over to reveal one of the types of treasure:

- **GEM:** If the Treasure Mound Token Reveals a gem with a number on it, the player is instantly rewarded with Coin Tokens equal to the number next to the gem. Sometimes you will get lucky and find the rare Music Scroll, which awards five (5) Coins!



Ex. 1: Shovel Knight moves into a space with a Treasure Mound Token. The player flips over the token and it's a gem worth three (3) coins! The player then adds three (3) coins to their coin pile, and discards the Treasure Mound Token.

- **TREASURE CHEST:** If the Treasure Mound Token Reveals a Treasure Chest, the player is instantly rewarded with a Loot Card. Draw one (1) Loot Card from any of the four (4) Loot Decks, and place it near your Hero Card. You are only allowed to hold three (3) Loot Cards at a time, but you can discard a Loot Card from your hand to acquire a new one. Read more about Loot Card use on page 21.



Ex. 2: Shovel Knight moves into a space with a Treasure Mound Token. The player flips over the token and it reveals a Treasure Chest. The player may then draw a Loot Card from the top of any Loot Card Deck, and they discard the Treasure Mound Token.



- **ATTACK ACTION** - Whether a player wants to attack an Enemy or knock a rival Knight out of their way, their Knight must perform an Attack Action to do so.

HOW TO ATTACK AN ENEMY: You can either choose to attack an Enemy, a Boss, or a Rival Knight. Attacking an Enemy or Boss and attacking Rival Knights work differently: when attacking an Enemy or Boss, a player is trying to Defeat them and gain Coin Tokens. When attacking a Rival Knight, a player is attempting to push them into a space of their choosing.

1. A player must declare which Enemy they want to attack. If it's a MELEE attack, they need to be in the same space as the enemy. If it's a RANGED attack, the enemy must be in the same space or in a space along a straight line to the attacking Knight (more info on attack types on next page.)
2. The player then gathers dice equal to their Knight's Attack Stat (listed on the Hero Card) plus any bonuses from Loot cards or Equipment cards.
3. The player then rolls the dice and counts the number of Shovel symbols. Each Shovel symbol represents one (1) Hit.
4. Subtract the number on the Enemy's Defense Stat from the total number of Shovel symbols rolled. Each Shovel symbol not blocked by the Enemy's Defense Stat deals one (1) Wound to the Enemy
5. Place Heart Tokens equal to the amount of Wounds dealt to the Enemy next to the Enemy Model. If the number of Shovel symbols remaining is equal to or more than the Enemy's Health Stat (HP), the Enemy is Defeated and removed from the game.
6. The player earns Coin Tokens equal to the Enemy's Coin Value.



Ex.: Here is an example of a melee Attack. Shovel Knight moves into the space of the Goldarmor. He rolls his attack, which is three (3) dice. The results of the roll are a Double Shovel, Single Shovel, and an Armor+Jump. Since he needs Shovels for successes, he has three (3) Hits on this roll. The Goldarmor has a defense of two (2), so he blocks two (2) of Shovel Knight's three (3) Hits. The difference is one (1) Hit, and since it wasn't blocked by the Goldarmor, he suffers one (1) Wound.

HOW TO ATTACK A RIVAL KNIGHT:

1. A player declares which Knight they want to attack.
2. The player then gathers dice equal to their Knight's Attack Stat (listed on the Knight Card) plus any bonuses from Loot cards or Equipment cards.
3. The player rolls the dice and counts the number of Shovel Symbols rolled.
4. The Rival Knight gets a chance to perform a Defense Roll to defend themselves against the attack. Gather dice equal to their Knight's Defense Stat (listed on the Hero Card) plus any bonuses for Loot Cards or Equipment Cards.
5. Based on the results of the Defense Roll, there can be

two outcomes:

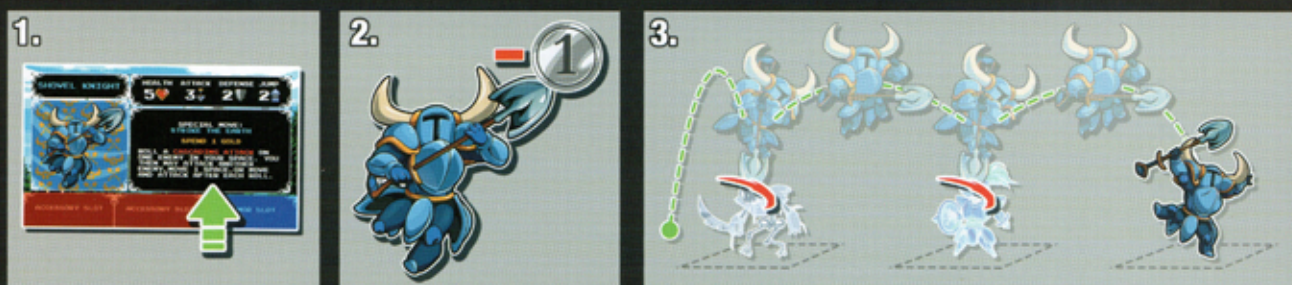
- 1: If the defending player rolls less defense successes than the attacking player's successes, then the defending player will be Pushed one (1) space into any adjacent space of the attacking players choosing.
- 2: If the defending player rolls more defensive successes than the attacking player's successes, then they are NOT Pushed at all and remain in their space.



Ex.: Shovel Knight moves into the space of the Rival Knight. He rolls his attack, which is three (3) dice. The results of the roll are a Double Shovel, Armor+Jump, and Single Shovel. Since he needs Shovels for successes, he has three (3) Hits on this roll. The Rival Knight rolls two (2) dice for his defense, and the results are a Double Armor and a Single Shovel. This means he has rolled two (2) defense successes. Shovel Knight has more hits than the Rival Knight could defend against, so now Shovel Knight pushes his rival one (1) space away in any direction he chooses!

There are three (3) different types of attack:

- **MELEE:** A MELEE attack is the most basic format of attack in the game. You must be in the same space as your target to perform a melee attack.
- **RANGED:** A RANGED attack can hit the same space your Knight is in, or any space away from your knight in a straight non-diagonal line.
- **CASCADING:** A CASCADING attack is a special "bouncing" attack. When you perform this attack and you successfully wound the target, you may continue the CASCADING by rolling an additional attack at -1 attack on a target in the same space. This may continue until the attack fails or you run out of dice. If you fail to wound a target, you take one (1) Wound and fall back one (1) space, unless it is a RANGED CASCADING attack.



Ex.: Here is Shovel Knight's ability he can use as his Special Action: "Strike The Earth!" - Perform a Cascading Attack on a target model in your space. If you successfully Wound the target, you may continue the Cascading Attack on a target in your space, or move one (1) space and continue the Cascading Attack on a target in the new space. If you fail to Wound a target, you take one (1) Wound and fall back one (1) space.

More on Defending against Enemy Attack on page 25.

- **JUMP ACTION** - During the game, Knights may find themselves next to a Spike Pit and need to perform a Jump action to get across to avoid being Defeated or Knocked Down.

Knights may jump over multiple spaces in a single Jump Action, and they can either jump in a straight line or potentially in an "L" shape based on the path they chose.

- **HOW TO PERFORM A JUMP ACTION:**

1. First, a Knight must be in a space next to a Hazard, which includes: Spike Pits, Potion Vats, Lava Spaces, and Water Spaces.
2. The Knight must choose a space that is across from the Hazard they wish to jump to.
3. The number of Spaces away from the Knight Model is the number of Jump symbols needed to successfully jump across the obstacle.
4. The player then gathers dice equal to the Knight's Jump Stat, plus any bonuses from Loot cards and or Equipment cards.
5. The player then rolls the dice and counts the number of Jump symbols. If the roll contains at least as many jump symbols as the number of spaces away from the declared Space, then the Knight has successfully made the Jump and may move their model to the declared space.
6. If a Knight does not roll enough Jump symbols to successfully jump, then the Jump Action failed and the Knight falls into the Spike Pit and is instantly Defeated. Read more about being Defeated on Page 26.



Ex. 1: Shovel Knight wants to jump over the Spike Pit next to him. He rolls two (2) dice based off his Jump Stat, and the results are a Shovel+Jump, and an Armor+Jump. This means he has two successes, and can successfully jump over the Spike Pit.



Ex. 2: Shovel Knight can also take an "L" shaped path when he attempts a Jump Action.

You automatically pick up all Treasure Mound Tokens and Coin Tokens that are located on Spike Pits while jumping over them!



Ex. 3: Shovel Knight successfully jumps over a pit with a Coin Token (most likely left there by an unlucky rival Knight!) and a Treasure Mound Token. Shovel Knight then flips over the one (1) Treasure Mound Token to reveal it's worth one (1) Coin, and he also picks up the additional one (1) Coin Token on that space. The player adds two (2) Coin Tokens to their stash!

- **STAND UP ACTION:** A Knight suffering Knock Down must spend one (1) Action to stand back up, and may not take any other action until they do so.



- **USING A LOOT CARD** - Using a Loot Card: Unlike Actions, players may use any amount of Loot Cards during their turn as "Free Actions". Some Loot Cards can be used after a Knight has been attacked by an Enemy or a rival Knight. Loot Cards are only affected by Equipment Cards that allow re-rolls. To use a Loot Card, read the text at the bottom and follow its directions.



Ex.: The "Flare Wand" Loot Card reads: "RANGED: ATK 4. Hit all models in one space. All Knights Hit are pushed." Since this Loot Card uses the Keyword "Ranged", you can attack enemies in a space an unlimited range away in a straight line. You roll four (4) dice, and every Hit is applied to all the enemies in that space.

If a Rival Knight is hit, that player can defend against the attack. If they succeed in defending, nothing happens to them. If they fail to defend the attack, they are pushed one (1) space away in the direction of the attacking player's choosing.

There are also four (4) different types of Loot Cards to choose from: Relics, Arcana, Curios, and Heirlooms. The main difference between them is they all have a unique alternative use listed on the back of their cards:



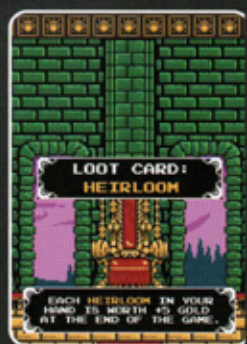
RELIC



ARCANA



CURIO



HEIRLOOM

- **RELIC:** Discard a Relic to gain two (2) automatic successes on your next dice roll. This must be done before you roll the dice and does not affect Special Hero Actions, like Shovel Knight's "Strike the Earth".
- **ARCANA:** Discard an Arcana to re-roll your last dice roll.
- **CURIO:** Discard a Curio to force another Knight to re-roll their last dice roll.
- **HEIRLOOM:** If you keep an Heirloom in your hand at the end of the game, you gain +5 coins per Heirloom.

Here's an example of how to discard a relic in a fight with an enemy:



Ex.: On Shovel Knight's turn during the Hero Phase, he gets into a fight with a Goldarmor, as seen in image #1. He discards a Loot Card, as seen in image #2, for +2 successes on his next dice roll. As seen in image #3, he rolls his normal attack of three (3) dice, and rolls a Double Shovel, Single Shovel, and an Armor+Jump. This means he rolled three (3) successes. He then adds two (2) successes to his attack from discarding the Loot Card, combining together for an impressive five (5) successes overall! The Goldarmor has no chance to block against this barrage of shovels from our favorite blue Knight!

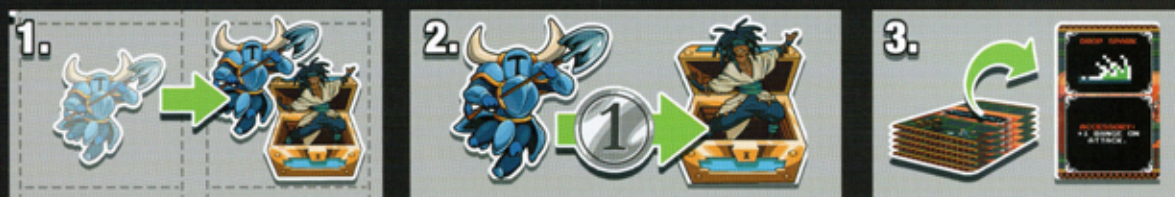
After using a Loot Card, the card is then discarded next to the Loot Card Deck it came from. If a Loot Card deck is ever empty, shuffle the cards from the appropriate discard pile and place those cards face down to form a new deck.

• PURCHASING AND SLOTTING EQUIPMENT CARDS -

What is a knight without his shovel and armor? During your travels, your Knight will have the chance to purchase equipment from Chester and slot it so he can get an advantage against his fellow Rival Knights.

• PURCHASING EQUIPMENT CARDS:

If a Knight is the same space as Chester, the player can use an action and spend Coins to purchase an Equipment Card. Each additional Equipment Card purchase requires the use of one (1) additional Action.



Ex.: Shovel Knight moves into a space containing Chester. He then spends one (1) action and one (1) Coin to purchase his first piece of equipment. He will need to spend another action and two Coins to buy another piece of equipment, if he wants.

The Equipment Card's Coin price is based on how many Equipment Cards your Knight currently has: If your Knight doesn't have any Equipment Cards, it costs one (1) Coin for your first card. If your Knight has one (1) Equipment Card, it costs two (2) Coins for your next card. If your Knight has two or more (2) Equipment Cards, it costs three (3) Coins for your next card.

If you receive an Equipment Card that you already have equipped, then discard the drawn card and draw another Equipment Card. If you draw an Equipment card

that you do not wish to keep, then you may sell it back to Chester for one (1) less Coin than you spent. You may replace old Equipment Cards with newly purchased cards by discarding the unwanted Equipment Card.

• **SLOTING EQUIPMENT CARDS:**

After purchasing an Equipment Card, you can place it into its appropriate slot on your Knight's Hero Card. Its placement on the card depends on what type of Equipment Card it is. Equipment cards will either have a simple ability that is explained on the card or it will give your Knight a bonus to their stats. As an example, if an Accessory says "+1 Attack", that means the next time you attack, you roll an extra die on every attack!



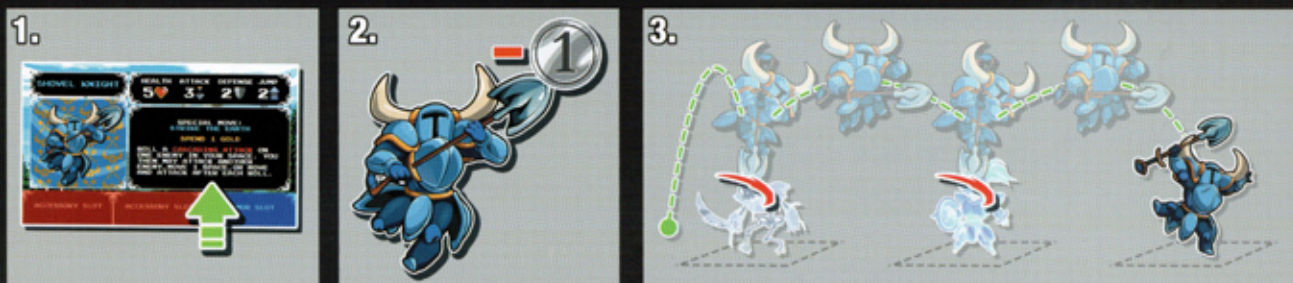
Ex.: Plague Knight spends two (2) actions to buy two (2) Equipment Cards from Chester, the first costing one (1) Coin and the second costing two (2) Coins. He receives a Charge Handle (an Accessory) and Dynamo Mail (an Armor). They are then placed on his corresponding Accessory and Armor Card slots on his Knight Hero Card.



There are 4 types of Equipment Cards: Accessories, Powders, Armor, and Cloaks:

- **ACCESSORIES:** Your Knight can equip a maximum of two Accessories at a time. These items can adjust your offensive abilities as well as your jumping skills.
- **POWDER:** A Powder may be equipped in an accessory slot or on top of another Accessory card. If a Powder is equipped on top of an Accessory, the Knight gains the bonuses of both cards. You can only have one (1) Powder equipped to each Accessory slot.

- **ARMOR:** Your Knight can only equip one (1) Armor at a time. Armor isn't just for defense, it can increase your mobility and even give you a lucky chance on a dice roll!
- **CLOAKS:** A Cloak may be equipped on the Armor slot or on top of an Armor card, and gains the bonuses of both cards. Like Armor cards, you can only have one (1) Cloak equipped to your Knight.
- **Special Actions** - All Knights have a Special Action listed on their Hero Card. All Special Actions have a Coin cost that is required to be spent to perform the Action.



Ex.: Here is Shovel Knight's ability he can use as his Special Action: "Strike The Earth!". He spends one (1) coin and uses this ability on his turn as one of his standard actions.

At the end of a Knight's turn, the player to the left activates their Knight next. This repeats until you reach the Player holding the First Player Token, which marks the



end of the Hero Phase and the beginning of the Enemy Phase.
ENEMY PHASE

After all Knights have taken their turns, the Enemies on the board activate. During the Enemy Phase, all Enemy models move first, then attempt to attack a Knight.

- **Enemy Movement** - All Enemies with a MELEE attack move one (1) adjacent Space towards the closest Knight model, while Enemies with a RANGED attack move the shortest route to get into attack range of the most accessible Knight. They do not move if they are already within attack range of a Knight. If there is a tie for which model is the closest, the enemy moves towards the Knight with the most Coins. If the tie remains, the enemy moves towards the

The Enemy order of movement is:

- | | |
|-------------------|-------------------|
| 1. Liquid Samurai | 4. Wizzems |
| 2. Hoverhafts | 5. Boneclangs |
| 3. Goldarmors | 6. Propeller Rats |

Knight that is higher in the turn order.

- **ENEMY ATTACK** - Once Enemies have moved, those in attack range of a Knight will attack. Attack range for melee Enemies, such as the Goldarmor, Boneclang, and Propeller Rat, is in the same space as the Knight they wish to attack. Attack range for ranged Enemies, such as the Wizzem, is an unlimited amount of spaces in a straight line from the Wizzem.

Unlike Knight attacks, you do not roll for an Enemy's attack. Instead, they automatically hit a Knight for the amount of their Attack Stat, which can be found on the Enemy Stat Card. Players will then make a defense roll against the incoming Hits. Enemies all attack at the same time, so plan your moves carefully.

- **DEFENDING AGAINST ATTACKS** - To defend against an Enemy Attack, roll the number of dice equal to your Knight's Defense Stat plus any modifiers granted by Equipment and Loot cards. Each Armor symbol rolled blocks one (1) incoming Hit. Any Hits not blocked deal one (1) Wound to your Knight. Place Heart Tokens onto your Knight Card equal to the amount of Wounds received. Any Wounds caused to your Knight pushes them one (1) Space left of where they were attacked. This is to replicate the



Ex.: During the Enemy Phase, a Goldarmor moves one (1) space towards the closest Knight, which is Shovel Knight, to get into Melee attack range. It attacks Shovel Knight for two (2) Hits. Shovel Knight Rolls his defense of two (2) against the Goldarmor's attack. The results of the roll are a Shield+Jump, and a Single Shovel. This is not enough to stop the Goldarmor's attack! The Hit that made it through Shovel Knight's defense turns into a Wound, and Shovel Knight is pushed back one (1) space to the left.

effect of taking damage from the Shovel Knight video game.

If you are already on the leftmost tile on the Tile Track and take a Wound, then you are Knocked Down instead of being pushed left. When a Knight suffers Knock Down, the Knight's model is placed on its side. A Knight suffering Knock Down must spend one (1) Action to stand back up, and may not take any other action until they do so.

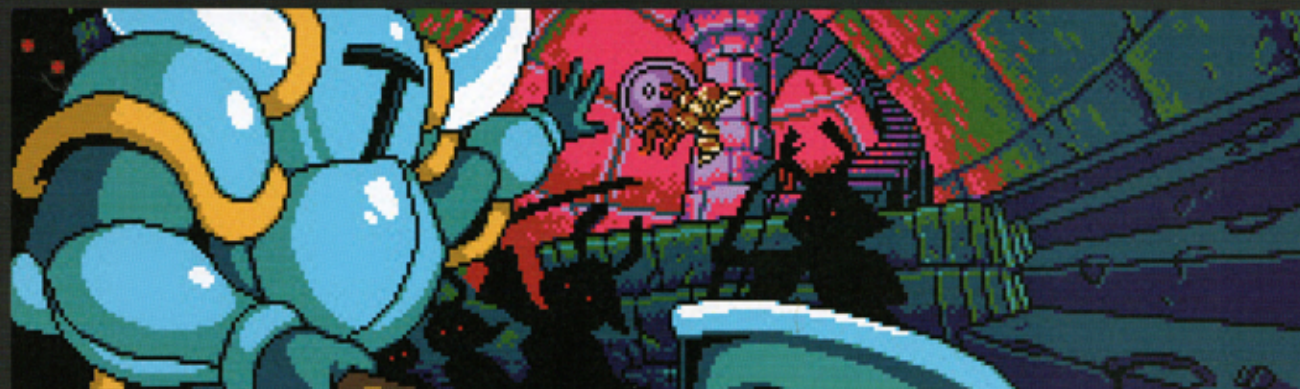
If a Knight has Heart Tokens equal to the Knight's HP, the Knight is Defeated. When a Knight is Defeated, the model is removed from the board. Half of that Knight's Coin Tokens (rounded down) are left on the space where they were Defeated, including Hazard spaces. Anytime a Knight is defeated, the Player gets to draw one (1) Loot Card. At the top of the next round on their turn, they may respawn back onto the board on any non-Hazard space on the left-most tile.

After all the enemies have moved and attacked, the Enemy Phase is over, and the End-Of-Round Phase begins.

END-OF-ROUND PHASE

When all the Enemies have completed their turn, the End-of-Round Phase begins.

1. The leftmost Tile is removed from the Tile Track. Any Knight or Enemy on that Tile is instantly defeated. Any Coin or Treasure Tokens remaining are discarded.
2. Shift the remaining three (3) Tiles to the left on the Tile Track to fill in the space, then place one (1) Tile from the top of the Tile Stack face up on the furthest right side of the Tile Track. The arrow at the top of the Tile should be pointing towards the top of the Tile Tray.
3. Place Treasure Mound Tokens face down onto the new Tile, continuing the "checkerboard" pattern from the previous Tiles. The checkerboard pattern can be seen on page 13.
4. If there are any Spawn Point symbols on the new Tile, draw one (1) Spawn Card for each new Spawn Point space starting with the top Space.
5. The Round is now over. The Player holding the First Player Token passes the token to the player to their left.
6. Start a new Round with the Hero Phase.



HOW TILES AFFECT GAMEPLAY:

Throughout the game, the tiles are constantly being shifted from right to left to represent the side scrolling dungeon the Knights are traveling through to reach the Boss of the dungeon: a member of the Order of No Quarter or the nefarious Enchantress. Each tile is double sided to add variety to the game. There are two types of tiles: Plains of Passage Tiles and Dungeon Tiles. Tiles must be placed with the arrow side pointing up to the top side of the Tile Track.

- ♦ **START TILE** - this tile is used at the beginning of every session of "Shovel Knight: Dungeon Duels.", and can be seen at the left side of the example below.

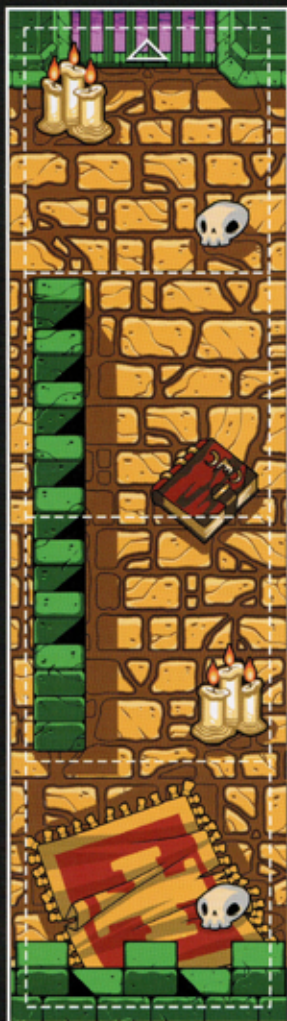


- ♦ **PLAINS OF PASSAGE TILES** - Plains of Passage Tiles are double-sided tiles and are used in each session of "Shovel Knight: Dungeon Duels." Here's the breakdown of these Tiles:

1. **SPACES** - each tile contains four (4) spaces that can hold four (4) models.
2. **SPIKE PITS** - the Spike Pits are dangerous obstacles the players must jump over to continue playing otherwise they are instantly defeated.
3. **SPAWN POINTS** - Enemies are spawned on the space containing a spawn symbol.
4. **CHESTER** - a Knight in this space may spend Coins to buy new Equipment Cards from Chester.

- **DUNGEON TILES** - Dungeon tiles are a set of five (5) tiles unique to each Boss. These tiles are double-sided and represent a different stage that lead to specific Bosses in the game while having their own unique rules.

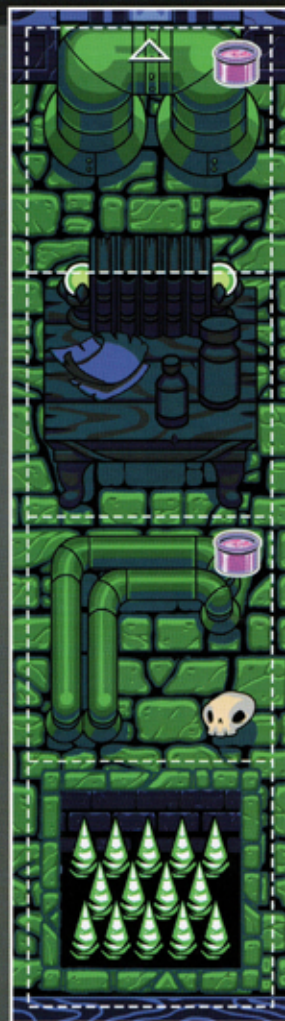
Below are some examples of the different stages you'll be battling your way through to prove you are the best Knight of them all, which includes Pridemoor Keep, the Lich Yard, the Explodatorium, and the Tower of Fate. Read more about each specific Boss as well as their dungeon tiles starting after the Boss Setup section, on page 31.



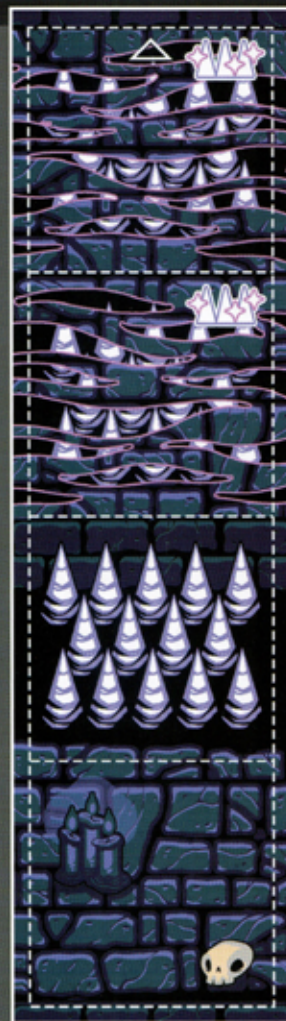
King Knight's
Pridemoor Keep



Specter Knight's
Lich Yard



Plague Knight's
Explodatorium



The Enchantress's
Tower of Fate

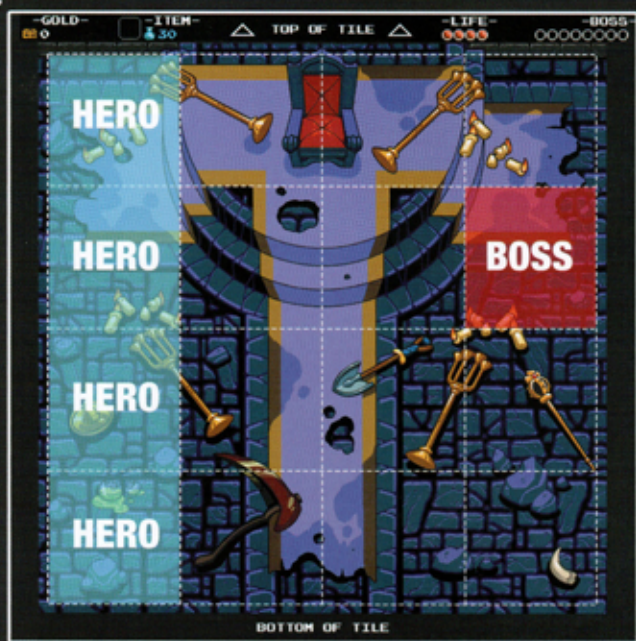
When there are no remaining tiles left in the tile stack, players move off the board to the right side of the Play Area during their turn. Once a player moves off the board, they are safe from Enemies and other Knights and will enter the game again during the Boss Fight.

BOSS FIGHTS

Before a Boss Fight can begin, you must first use all the Tiles from the Tile stack. Then, all Knights must exit to the right of the Tile Track. Now, it's time to face off against one of the infamous Knights from the Order of No Quarter!

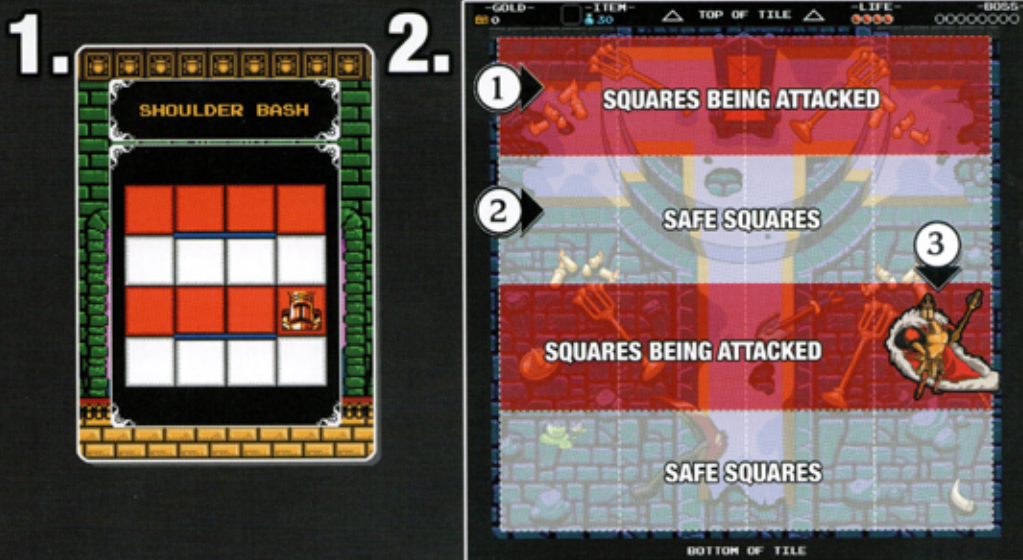
• BOSS FIGHT SETUP:

1. After all Dungeon Tiles have been shuffled off the board, or all Knights have left the play area, place the large sized Boss Room Tile onto the Play Area. Each side of the Tile is unique for a specific Boss Fight. The side of the Boss Room Tile used is listed on the Boss Stat card.
2. Place the Boss Stat Card next to the Play Area for all Players to see.
3. Place the Boss Model in the spot shown in the diagram below.
4. Place your Knight model in any of the left most spaces. Up to four (4) Knights may start in the same space.



- **ATTACKING BOSSES** - Attacking a Boss works the same way as attacking a basic Enemy, except that when a Knight Wounds a Boss they receive two (2) Coin Tokens for each Wound dealt to the Boss.
- **BOSS ACTIVATION** - Bosses don't activate like enemies, but instead, they follow their Boss AI Deck which allows them to attack the Knights in unique and often devastating ways!
After every Knight's turn, draw one (1) Boss AI Card from the Boss AI Card Deck. The Boss AI Card shows either an image of the Boss Tile in full or describes an attack by the Boss. If it shows a layout of a Boss Tile, the spaces highlighted in red are attacked while spaces highlighted in white are safe. The Boss will move to the space shown on the card.
If a Knight is standing in a red square when a Boss's AI Card is pulled, that Knight gets attacked by the Boss!

Knights must roll their defense against the attack. If a Knight receives a Wound, they must additionally drop one (1) Coin for each Wound received in that space, and they are pushed one (1) space to the left. If they are on the left-most side of the board, they are knocked down instead of being pushed one (1) space to the left. If a Knight is standing in a white square, that Knight is safe from being attacked by the Boss.



Ex.: In image #1, a Boss AI Card for King Knight reveals where he is attacking, which spaces are safe, and which space King Knight will be located in after his attack. In image #2, we see how the AI card affects the Boss Tile.

1. Shows which spaces are being attacked
2. Shows which spaces are safe from the attack
3. Shows where King Knight will move to according to the AI card.

Any Knight caught in a space being attacked must roll their defense against the boss's attack, which can be found on their Boss Stat Card.

Once the Boss completes its turn, discard the AI card into a pile. If you run through a deck of Boss AI Cards, flip the discarded Boss AI Card over. Do not shuffle the deck. The Boss AI Card Deck can only be used like this three (3) times before the Boss Fight times out.

After the last Knight completes their turn for the round, the Boss performs the Special Action listed on the Boss Stat Card instead of pulling another Boss AI Card. The Special Action is unique to each Boss. If a Boss's Special Action causes Enemies to spawn, they will activate after the Boss's Special Action is complete.

- **WINNING THE GAME** - The final Wound dealt to the boss is worth five (5) coins. Once the Boss has been defeated, the Knights add up their total Coin, and the Knight with the most Coins is the winner!

If there is a tie, each player rolls three (3) dice. Whoever gets the most shovel symbols wins!



SPECIAL BOSS AND DUNGEON TILE RULES: (CORE GAME)

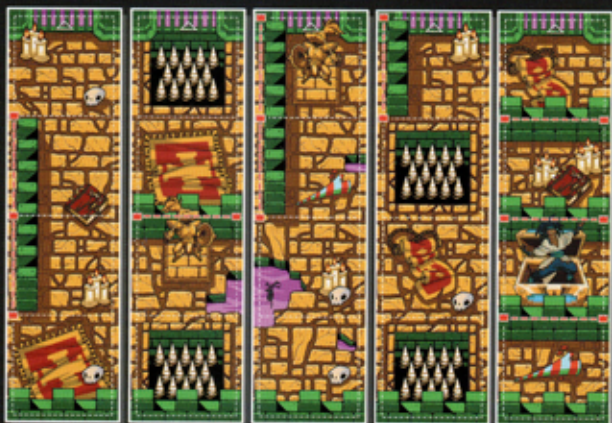
Each Boss and their set of Dungeon Tiles have their own unique rules. In the following pages, we'll cover all of these rules for the Core Games Bosses, which include King Knight, Specter Knight, Plague Knight, and the Enchantress.

King Knight - Pridemoor Keep



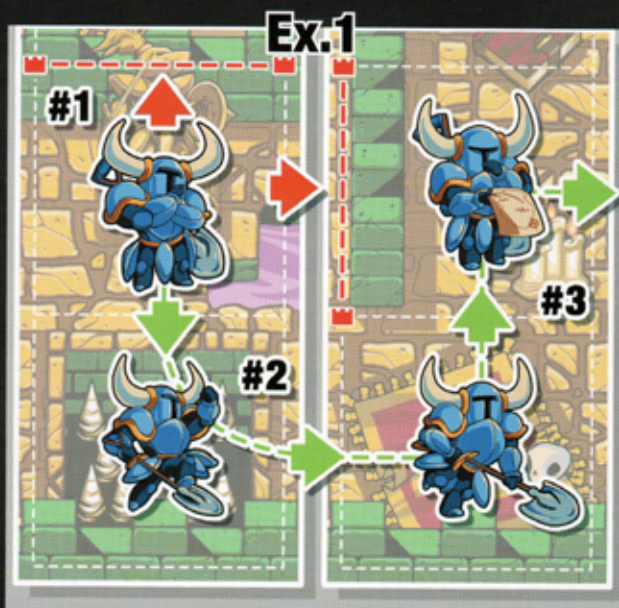
Knight used the Enchantress's forces to change Pridemoor Keep to Coin, in accordance to his lavish lifestyle.

- TILE RULES** - Pridemoor Keep has walls that can make these tiles a dangerous maze! Enemies and Knights may not move through walls unless they have a Loot Card or special ability that states otherwise.



(Above is a sample of the Pridemoor Keep Tiles.)

Pridemoor Keep was once ruled by King Pridemoor and kept sentinel of the entrance to the Valley and the nearby villages. King Knight overthrew the king in his quest for glory and sat on the throne when he joined the Order of No Quarter. King



In Ex.1, Shovel Knight's path is blocked in step #1 by walls. In step #2, he successfully jumps over the Spike Pit. In step #3, he uses the rest of his actions to move around the wall.

Specter Knight - Lich Yard



(Above is a sample of the Lich Yard Tiles.)

The Lich Yard is older than the other villages, as hinted by its imposing cemetery. While the restless dead occasionally rose at night, they were kept from attacking the village by the Phantom Striker. However, the latter left his post to wander across the Valley after Specter Knight defeated him in an attempt to recruit him for the Order of No Quarter. Later when the Order was fully formed, The Enchantress had Specter Knight and her newfound forces of the living dead overrun the Lich Yard and

drive out its inhabitants.

- **TILE RULES** - The Lich Yard tiles have special spaces called Lantern Spaces. The Knights will need to jump into these spaces with one (1) Jump Roll success, instead of treating it like a Hazard. If a Knight successfully jumps into a Lantern Space, they must immediately move onto an adjacent space, or move into another Lantern Space and attempt another Jump Roll to bounce to it. The additional movement or jump does not cost an additional action.

After a player has jumped out of a Lantern Space, the Lantern in that space is considered broken, and a Spike Pit Tile Card must be placed on top of the Lantern Space.

If you fail to successfully jump into a lantern space, you treat it like a Spike Pit. Your hero falls in, and is defeated.



Ex.1 shows a close up of a Lantern Space.

(More info on Specter Knight's Fight on next page.)

Specter Knight - Lich Yard (CONT.)

Here's an example of how the tiles work:



In Ex.2, and in step #1, Shovel Knight jumps into a "Lantern Space", using a Jump Action and rolling one (1) Jump Success. Instead of bouncing to the safe space containing Chester adjacent to him for free, he instead jumps up to another "Lantern Space" as part of the same action. He rolls another Jump Roll success, and decides to land in an adjacent safe space.



In Ex.3, and In step #4, Players will place Spike Pit Cards over the lanterns that were broken by Shovel Knight's successful jump attempts over "Lantern Spaces". He's made it incredibly hard for his rival Knight to cross now!

• BOSS AI RULES -

Specter Knight's AI Cards occasionally summon Boneclang enemies onto the board. Simply place a Boneclang in the same space as their sprite appears on the AI Card when it is pulled.

Boneclangs will go at the end of the round, after the player's Knights go but before Specter Knight.



Ex.4



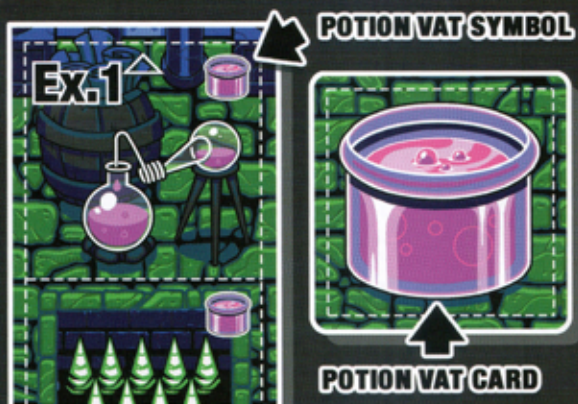
In Ex.4, One of Specter Knight's Boss AI cards is pulled that shows two (2) Boneclangs that need to be spawned onto the board. Place them onto the board where the card indicates, which in this example is in the second row/second column, and third row/third column.



Plague Knight - Explodatorium



with a Potion Vat Symbol comes onto the board, place one Potion Vat Card onto the space with the symbol on it. This is considered a Hazard.



In Ex.1, you can see a Potion Vat Symbol and a Potion Vat Card.



(Above is a sample of the Explodatorium Tiles.)

The Explodatorium is an old fort repurposed for Plague Knight's experiments. Plague Knight uses the Explodatorium to conduct his unstable experiments with Mona and his minions. Plague Knight relocated his original operations at the Potionarium under the village after Specter Knight came to recruit him into the Order of No Quarter.

- **TILE RULES** - Plague Knight's tiles sometimes include a Potion Vat Symbol in the upper right corner of a space. When a tile

Potion Vats are explosive! If a Knight attacks a Potion Vat with one (1) or more successes, it explodes and causes one (1) automatic Wound to all Close models (Close affects the same space as the effect taking place as well as all adjacent spaces) and pushes them all one (1) space to the left. If the model is in the same space as the Potion Vat when it explodes, they are Knocked Down instead of being pushed one (1) space to the left.

This explosion can also cause an adjacent Potion Vat to explode, causing a chain reaction! Deal with the Hits of each Potion Vat explosion as well as the effects of being pushed by that explosion individually per Potion Vat. If a Vat explodes and chains to two (2) other Vats at the same time, the attacking player decides which Vat explodes next.

Potion Vats are considered taller than the base level of the tiles. If a Potion Vat blocks your way, you may attempt

Plague Knight - Explodatorium (CONT.)

to jump onto them with a Jump Action and one (1) Jump success. If a Knight wants to jump across a single Spike Pit onto a Potion Vat on the other side, the required number of successes would be three (3) instead of the normal two (2), due to the Vat's increased height.

• PLACING POTION VATS EXAMPLE:



When placing a Potion Vat Card, first a new Explodatorium Tile is shuffled onto the board, as shown in Ex. 2. One of its spaces has a Potion Vat Symbol in the corner. As shown in Ex. 3, players need to place a Potion Vat Card onto that space immediately after the tile is slid onto the board.

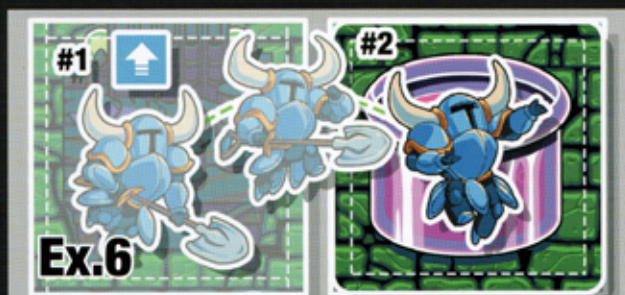
• ATTACKING POTION VATS EXAMPLE:



In Ex. 4, Blue Shovel Knight attacks Potion Vat #1 that he is standing on. In Ex. 5, It explodes and causes one (1) Wound to Blue, Yellow, and Red, while Knocking Down Blue and Pushing Red and Yellow left one (1) space. Vat #1 exploding causes Vat #2 to explode (since its in an adjacent space), causing another Wound to Red and knocking him another space to the left. Finally, Vat #2 causes Vat #3 to explode, but since all Knights have been pushed away from the explosion, no damage occurs.

Plague Knight - Explodatorium (CONT.)

- JUMPING ON/TO POTION VATS
EXAMPLE:



In Ex.6, to jump onto a Potion Vat, Shovel Knight only needs to roll one (1) Jump success.

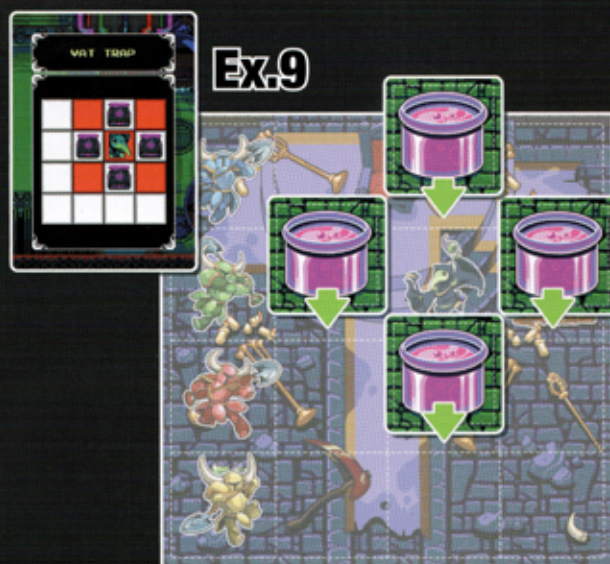


In Ex.7, to jump from a Potion Vat onto another Vat, Shovel Knight treats it like a normal Jump Action, since both vats are at the same height.

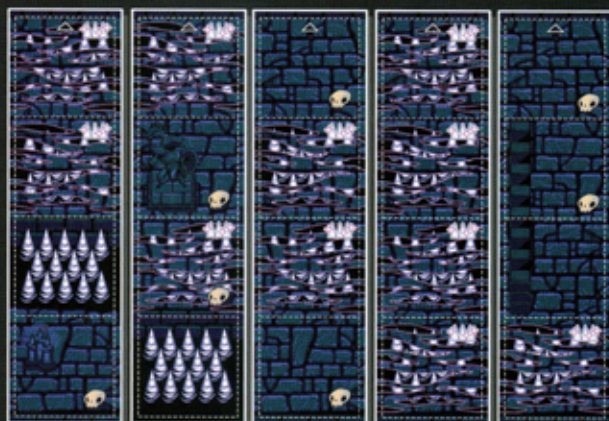


In Ex.8, to jump from the base tile onto a Potion Vat, Shovel Knight needs to roll one (1) additional success, since the Vat is considered higher ground.

- BOSS AI RULES -
Plague Knight's AI Cards occasionally summon Potion Vats onto the board. Simply check the AI card, and place a Potion Vat Card onto the Boss Tile where the AI card shows. See in Ex.9 Below.



The Enchantress - Tower of Fate



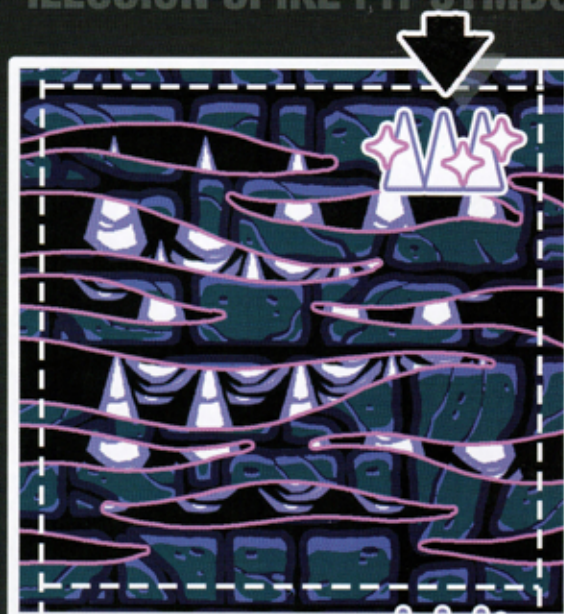
(Above is a sample of the Tower of Fate Tiles.)

The backstory of the Tower is largely unknown but according to scholars, the tower was the home of several questionable dark creatures long before The Enchantress took control of it. Shovel Knight ventured with Shield Knight to the Tower of Fate to destroy the Amulet of power. Shield Knight was affected by the Amulet's terrible magic and got separated from her companion. The Tower of Fate sealed itself behind Shovel Knight, trapping inside Shield Knight who was transformed into The Enchantress. With

her new powers, she started recruiting the Order of No Quarter, vowing to take over the land with her powers and armies at her command.

- **TILE RULES** - Unlike normal Spike Pits, The Tower of Fate tiles include Illusion Spike Pit traps. These are marked by the Illusion symbol in the top right corner of a space.

ILLUSION SPIKE PIT SYMBOL



Knights may move onto these spaces, but as soon as they leave the space they must put down a Spike Pit Card onto the Illusion space they left. If more than one player is on the Illusion Spike Pit, and one of the Knights moves off the space, the remaining Knights on that space must immediately make a Jump Roll to jump to a new safe space, even when it is not their turn.

Any enemy that falls into a Spike Pit as a result of a Knight's actions are considered defeated by that Knight, who gains the defeated enemies coins.

The Enchantress - Tower of Fate (CONT.)

Ex.1



Ex.2



In Ex.1, Blue Shovel Knight moves through two (2) Illusion Spike Pit traps. As soon as he moves over them, players place a Spike Pit Card over the spaces as shown in Ex.2, making the path far more dangerous for Red!

Ex.3



Ex.4

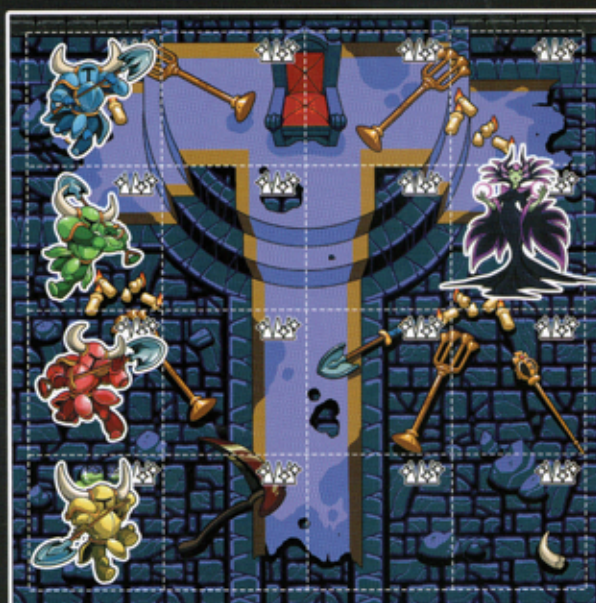


In Ex.3, Blue Shovel Knight moves through an Illusion Spike Pit trap that already has a Boneclang and Rival Knight standing on it. This causes the space to turn into a Spike Pit in Ex.4, forcing Red to perform a Jump Roll to get to safety, and causing the Boneclang to fall to its demise. Blue gains two (2) coins for his efforts, since the Boneclang falling into the Spike Pit was caused by him.

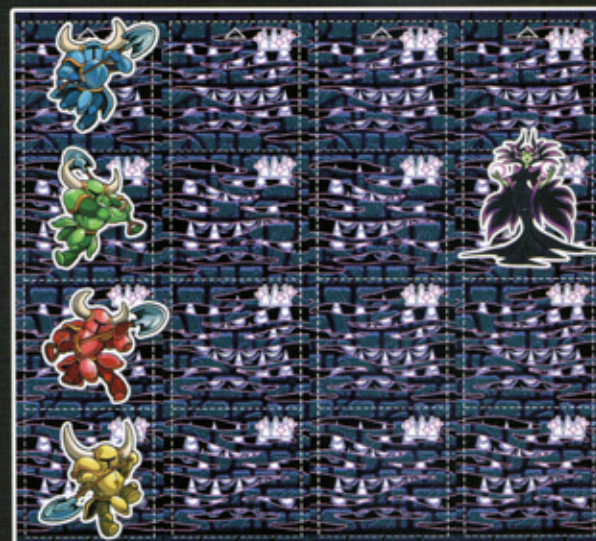
• UNIQUE BOSS FIGHT RULES

As she is the Final Boss of the game, battling the Enchantress has a unique twist: Using the back side of the Boss Tile, every space has a Illusion Spike Pit trap symbol (as seen in the image below)!

Her End-Of-Round Ability will clear all the existing tiles that have been turned into Spike Pits.



FOR ALL INTENTS AND PURPOSES, **THIS** ▲ SHOULD BE PLAYED AS IF IT WAS **THIS** ▼



SPECIAL BOSS AND DUNGEON TILE RULES: (KICKSTARTER AND EXPANSION SETS)

In this section, we'll cover special Boss and Dungeon Tile rules that are available for sale as expansions and were made available to all of our amazing Kickstarter Backers!

Treasure Knight - The Iron Whale

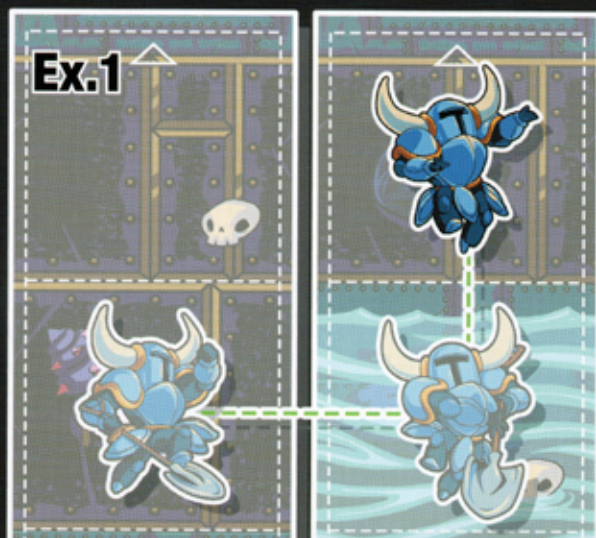


(Above is a sample of the Iron Whale Tiles.)

Treasure Knight's Whale shaped submarine was used around the Valley's sea to plunder sunken wrecks. Specter Knight intruded the ship to recruit him into the Order of No Quarter.

After this, the Iron Whale served as both an impregnable treasury to the army of The Enchantress and vessel to patrol the sea.

- **TILE RULES** - The Iron Whale tiles are flooded with Water Spaces, a Hazard that slows down the Knight's movement. A Knight in a Water Space must spend two (2) Move Actions to move out of the Water Space. Water Spaces may be Jumped over like other Hazards.



In Ex.1, Shovel Knight moves into a water space for one (1) Move Action. It takes him two (2) Move Actions to move out of a Water Space. He's spent his whole turn trying to move through! Make sure to plan your path so you don't get stuck.

Treasure Knight - The Iron Whale (CONT.)

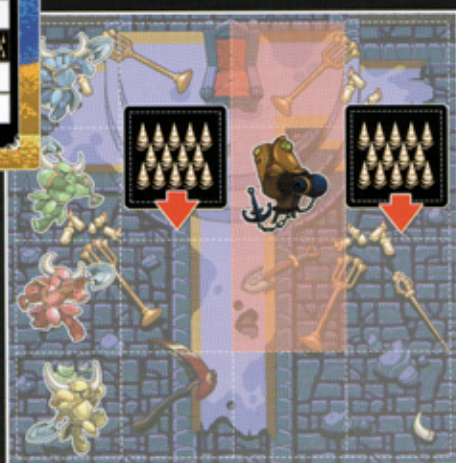
• BOSS AI RULES -

Treasure Knight spawns Spike Pits onto the board during his Boss fight, as well as automatically Pushes Knights around with the power of water.

When the Boss AI Card shows a Spike Pit, you lay the Spike Pit on its corresponding space on the board.



Ex.2



In Ex.2, the Boss AI card pulled shows two (2) Spike Pits on it. Place the Spike Pit Cards on the Boss Tile in their corresponding spaces.

When he automatically Pushes Knights with water, move the Knights one (1) space in the direction of the arrow on the Boss AI Card. Push the Knights first, then resolve Hits done by the Boss.



Ex.3



Ex.4



In Ex.3, Treasure Knight pushes all Knights in spaces with a light blue arrow down one (1) space. This includes Green and Yellow Shovel Knight.

Yellow is knocked into the side of the board, and since there is nowhere to go he hits a wall and is Knocked Down. Green is pushed into the attack zone, and will be attacked for two (2) along with Blue and Red.

In Ex.4, Green, Blue, and Red failed their Defense Rolls against the Hits. They all take two (2) Wounds, and drop two (2) Coins in the space they suffered the damage (if they have enough Coins in their pool).

Polar Knight - Stranded Ship



- **TILE RULES** - The Stranded Ship is covered in slippery Ice Spaces.

EXAMPLE OF AN ICE SPACE



(Above is a sample of the Sunken Ship Tiles.)

The Stranded Ship is a large wooden wreck trapped in the frozen tundra. Polar Knight's own crew of warriors guard the ship with their lives. The Stranded Ship and the temple beneath the Frozen Tundra were claimed sometime by the mighty Polar Knight and his crew before the rise of The Enchantress. Loyal to his new master, Polar Knight continues to keep watch over the Stranded Ship.

Ex.1



In Ex.1, Shovel Knight moves to the right onto an Ice Space. He continues sliding to the next adjacent space to the right as part of the same Movement Action. It can be fun...unless you slide into DANGER!

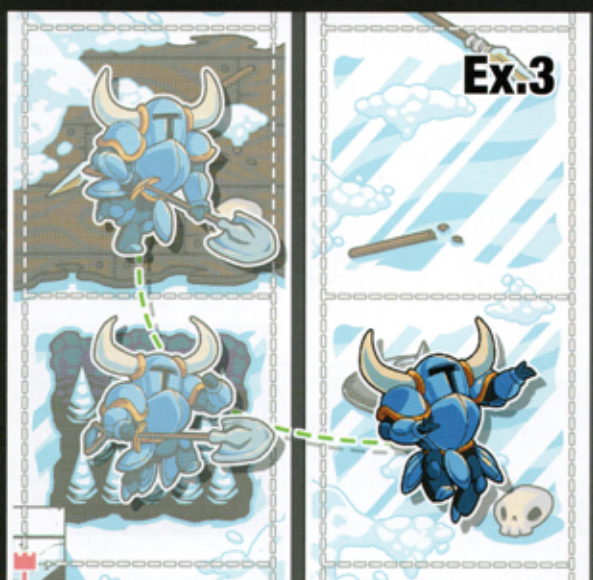
Polar Knight - Stranded Ship (CONT.)

Ex.2



In Ex.2, Shovel Knight moves onto the Ice Space in #1. He then slides over two (2) Ice Spaces directly into a Wall in #2. He hits the wall and is Knocked Down in #3.

If a Knight jumps onto an Ice Space, or lands there due to Flying from a Loot Card, they will not slide.



In Ex.3, Shovel Knight jumps over the Spike Pit, and lands on an Ice Space. He lands there firmly and does not slide.



- **BOSS AI RULES** - Polar Knight will occasionally place Spike Pits and Ice Spaces onto the board during his Boss fight. The AI card will show where to place both onto the board. These are not permanent, as they are removed from the board at the end of the round, after the Boss goes.

Ex.4



In Ex.4, the drawn Boss AI Card needs both Spike Pit and Ice Space cards to be placed onto the Boss Tile. Simply place the corresponding tiles onto the board, matching the AI card. Be careful, or else you will suffer a slippery fate!

Mole Knight - The Lost City



- **TILE RULES** - The Lost City has three (3) different types of special spaces that Knights will have to deal with: Lava Spaces, Slime Spaces, and Big Bohto Spaces.

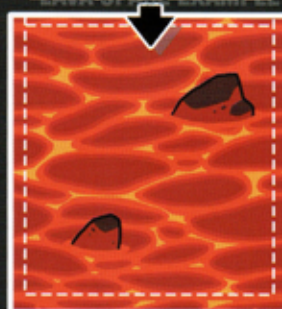
- **LAVA SPACES** - These spaces function exactly the same as Spike Pits. If a Knight or enemy falls into it, they are defeated.
- **SLIME SPACES** - If a Knight moves into or lands on this space, they must immediately take a free jump action to a new space with their roll counting as having +1 additional success.



(Above is a sample of the Lost City Tiles.)

The Lost City is a forgotten destroyed metropolis filled with lava. The Lost City sunk beneath the earth a long time ago. Mole Knight started excavating in search of forgotten and unclaimed riches and keeps it from greedy intruders that are not part of his work force. Once recruited to the Order of No Quarter, work rates doubled under the Enchantress. Mole Knight now provides excavating for her army.

LAVA SPACE EXAMPLE



SLIME SPACE EXAMPLE



- **BIG BOHTO SPACES** - These tiles also have a unique moving element called the Big Bohto, who is a huge beetle that moves back and forth, left to right on the spaces with its symbol on it.

BIG BOHTO SYMBOL



BIG BOHTO CARD

Mole Knight - The Lost City (CONT.)

The Big Bohto functions like a moving Slime Space. If a Knight jumps onto the Big Bohto, they must immediately perform a free Jump Action to a new space with their roll counting as having +1 additional success.

If you fail jumping onto the Big Bohto or jumping from it, your hero will fall into the Lava and be defeated.



In Ex.1, Shovel Knight jumps onto the Big Bohto from a Plains of Passage tile. He Bounces off the Bohto, performing a Free Jump Action with +1 Success to the roll. He roll's one (1) Jump Success, and with +1 from using the Big Bohto, it's more than enough successes to jump one space up.

When the first Lost City Tile is set on the Tile Track, set the Big Bohto Card on the space with the Big Bohto Symbol on it with Big Bohto Card facing to the right.



In Ex.2, a new Lost City tile has been shuffled onto the Play Area, and Shovel Knight is adjacent to a Lava Space with a Big Bohto symbol on it. In Ex.3, players will set a Big Bohto Card in the space with the Big Bohto Symbol on it.

Once there is a second Lost City Tile placed onto the Play Area, the Big Bohto starts moving one (1) space to an adjacent Big Bohto Space after each Knight's turn.



In Ex.4, a new Lost City tile is placed onto the Play Area. In Ex.5, Red Shovel Knight goes first this round, and finishes his turn by moving into Blue's space. This triggers the Big Bohto to move one (1) adjacent space towards the new tile.

(More info on Big Bohto usage and information on Mole Knight's Boss fight on the next page.)

Mole Knight - The Lost City

If the Big Bohto reaches the edge of the Play Area or a non-Big Bohto Space, then the Big Bohto card is flipped to face the opposite direction instead of moving.



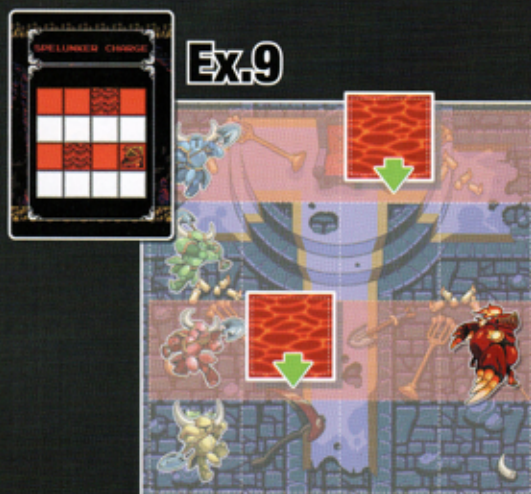
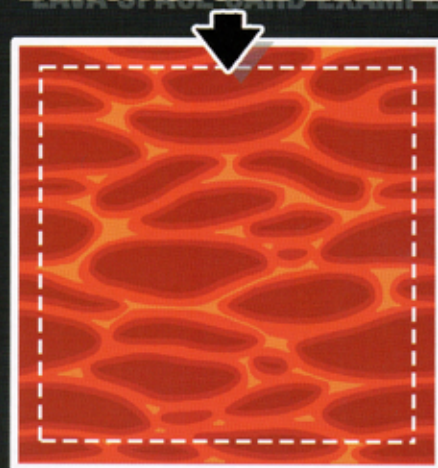
In Ex.6, the Big Bohto moves to the edge of the Play Area. This forces him to turn around, and head back in Ex.7!

If the Big Bohto Card moves onto a space containing Treasure Mounds or Coin Tokens, the Big Bohto picks up the tokens and are placed onto the card and will continue to move with the Big Bohto. You can see how this works in Ex.8 below.



- **BOSS AI RULES** - If one of Mole Knight's AI Cards shows a Lava Space, place a Lava Space card onto the designated space shown on the card.

LAVA SPACE CARD EXAMPLE

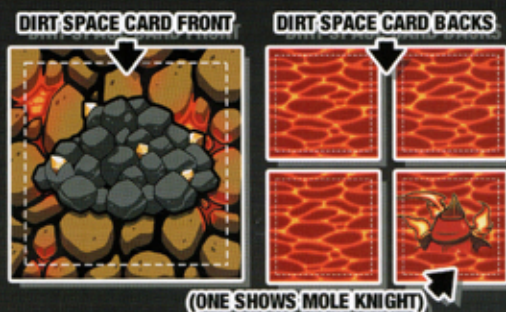


In Ex.9, the Boss AI Card shows two Lava Spaces that need to be placed onto their corresponding spots on the Boss Tile.

Mole Knight will also Push Knight's around with his Boss AI Cards. For an example on how to handle one of these cards, see Ex. 3 on Treasure Knights Boss AI Card section on page 40.

Mole Knight - The Lost City (CONT.)

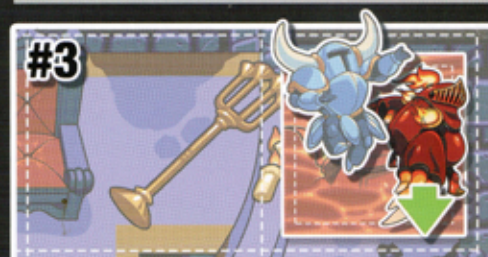
- **SPECIAL END-OF-ROUND ABILITY RULES** - At the end of the round, Mole Knight will spawn a Lava Card in the space of the Knight with the highest treasure, and then "hide" himself (by players moving his model off of the Boss Tile) and place one of four (4) Dirt Space Cards in the corners of the Boss Tile. Make sure to shuffle these Dirt Space Cards without looking at them before placing them into the corners.



Ex.10 is how the Boss Tile should look when Mole Knight's End-Of-Round ability is triggered, with Mole Knight being removed from the board in #1, and the Dirt Space Cards placed in the corners in #2, and a Lava Space being placed under Blue Shovel Knight in #3, who is currently in the lead.

If a Knight is in a corner space when Mole Knight's end-of-round ability is triggered, they must immediately make a free Move or Jump Action to move to a safe space.

Mole Knight will not activate again until a Knight finds him by "digging up" a Dirt Space Card, which they do by simply moving into a space containing one of these four cards. Once a Knight does this, flip the Dirt Space Card Over; if a Lava Card is revealed, that Knight must immediately attempt a free Jump Action to a safe space. If the Lava Space Card with Mole Knight in it is revealed, remove all Lava Space Cards and Dirt Space Cards from the Boss Tile and place the Mole Knight model onto the space where you found him.



Propeller Knight - The Flying Machine



(Above is a sample of the Flying Machine Tiles.)

Propeller Knight used the Flying Machine to live his own extravagances, free from the shackles of conformity. Specter Knight defeated Propeller Knight and enrolled him and his crew to the Order of No Quarter. The Flying Machine then became the Enchantress's flagship, able to transport her troops across the valley with ease.

- **TILE RULES** - There are three (3) different elements you will deal with during your time on the Flying Machine: Open Air Pits, Cloud Spaces, and Flying Platforms.

CLOUD SPACE SYMBOL



OPEN AIR PIT



CLOUD SPACE CARD

FLYING PLATFORM SYMBOL



FLYING PLATFORM CARD



- **OPEN AIR PITS** - Instead of Spike Pits, The Flying Machine Tiles have Open Air Pits which function exactly the same as Spike Pit Hazards.

- **CLOUD SPACES** - Cloud Spaces are temporary platforms that a Knight can stand on. When a tile contains spaces with the Cloud Space Symbol on it, place a Cloud Space Card onto that space. Once a Knight moves off of a Cloud Space Card, the card is removed from the tile.

If an enemy is caught when you remove the card, they fall to the world below and count as being defeated by the Knight who moved off the card. Any Knights that are standing on a Cloud Card when it is removed must immediately make a jump action to a new safe space.

(Examples of dealing with Cloud Cards on next page.)

Propeller Knight - The Flying Machine (CONT.)



In Ex.1, Blue Shovel Knight moves through a Cloud Space that is occupied by Red and a Boneclang. As soon as he moves out of that space, it vanishes as seen in Ex.2. Red now has to attempt a free Jump Action to see if he can survive, which he luckily rolls one (1) success and makes it safely to the platform! The Boneclang is less lucky, and falls to its doom and is counted as defeated by Blue, who gains two (2) Coins for his efforts!



In Ex.3, Blue Shovel Knight uses all three (3) of his actions to move to the other platform. This causes the Cloud Space Cards to disappear, removing a safe path for Red to take!

- **FLYING PLATFORMS - The Flying Ship Tiles** feature spaces with a Flying Platform symbol on them, which can be seen on the previous page.

When a Tile with this Symbol on it enters the Play Area, place a Flying Platform Card on the bottom space of the tile so that the flying platform is pointing up. (See Ex.5 below for visual reference.)



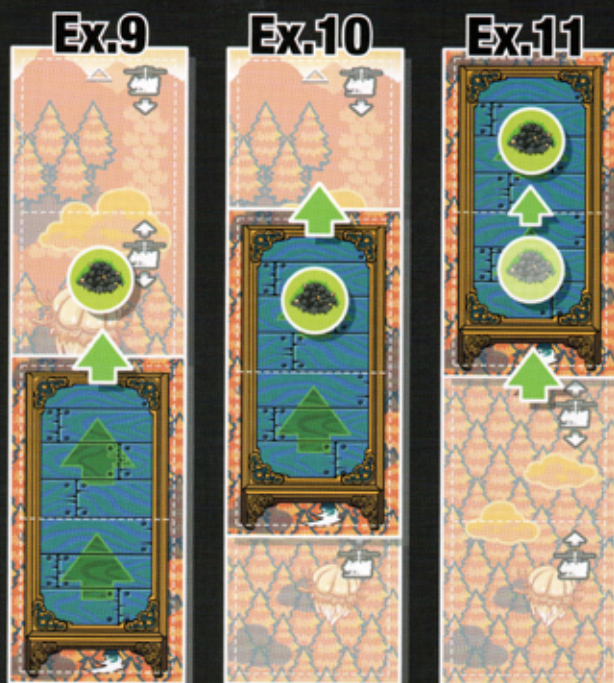
Propeller Knight - The Flying Machine (CONT.)

After each Knight's turn, the Flying Platform Card moves one (1) space vertically in the direction it is facing. When a Flying Platform Card reaches the edge of the board, remove all elements and flip the card so the arrows point the opposite direction it was going, then replace all the elements in their respective spots. This works similarly to the Big Bohto Card from Mole Knight's Lost City Tiles, the exception being that these move vertically instead of horizontally.

If a Flying Platform Card moves onto a space containing Treasure Mounds or Coin Tokens, the Flying Platform picks up the tokens and they are placed onto the card and will continue to move with the Flying Platform Card.



In Ex.6, Blue moves onto the platform with all three (3) of his actions. Once his turn is done, the platform moves up one (1) space in Ex.7. In Ex.8, since it hit the top of the Play Area, it flips and starts going down.



In Ex.9, the Flying Platform Card is moving up, and a Treasure Mound Token is in its path. In Ex.10, it picks up the Treasure Mound Token, and in Ex.11 it now carries it on the card in the space it picked it up, waiting for a Knight to dig up that treasure!



Propeller Knight - The Flying Machine (CONT.)

- **BOSS FIGHT RULES** - Propeller Knight's Boss Fight is staged differently than other Bosses, in that you bring Flying Machine tiles into the Boss Fight!

Find the two Flying Machine tiles that have the Flying Platform symbols on them, and place them in the center two lanes on the Boss Tile, with a Flying Platform Card facing up on the first tile starting from the bottom space, and a Flying Platform Card facing down on the next tile starting from the top space.

Look at Ex.12 below for reference:



The Flying Platform Cards move as they normally would, moving one (1) space in the direction they are facing after each Knight ends their turn, and flipping to head the other direction after they hit the edge of the Play Area.

- **BOSS AI RULES** - Propeller Knight's AI Cards will sometimes push players left, right, or down, much like some of Treasure Knight's AI Boss Cards. The biggest difference is one of Propeller Knight's Cards will automatically push players two (2) spaces automatically instead of just one (1)!



Ex.13



In Ex.13, Propeller Knight's Boss AI Card will automatically Push Knights two (2) spaces down, based on the direction and number of arrows in each space on the Boss AI Card.

Blue and Yellow are only Pushed two (2) spaces, which is lucky for them. Red is pushed into the edge of the Play Area, which acts like a wall and he gets Knocked Down. Green is pushed off the platform and falls into an Open Sky Space, and is defeated in the process!

Tinker Knight - The Clockwork Tower

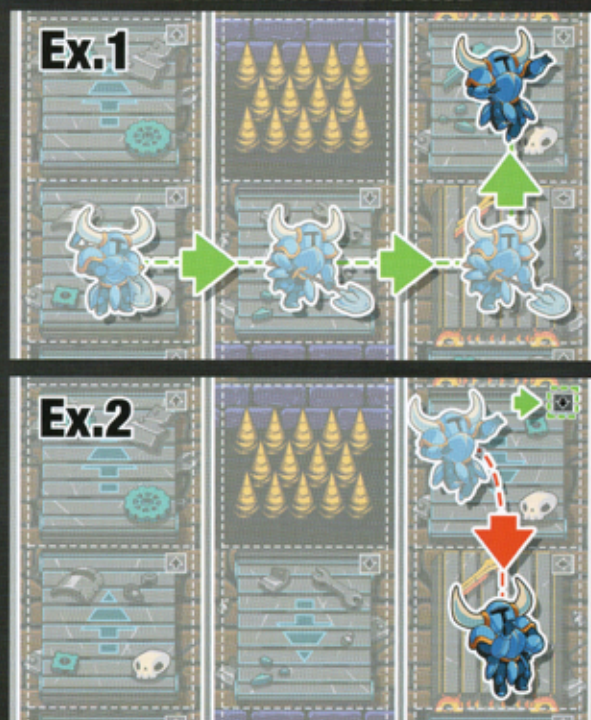


(Above is a sample of the Clockwork Tower Tiles.)

The Clockwork Tower was modified by Tinker Knight to fit his automated production chains and other machinery. The Tower is cluttered with conveyor belts and many hazards. Once Tinker Knight was recruited to the Order of No Quarter, the tower started mass producing weapons of war for The Enchantress.

- **TILE RULES** - The Clockwork Tower is full of Conveyor Belt Spaces, that will move your Knight one (1) space in the direction the space's arrow is

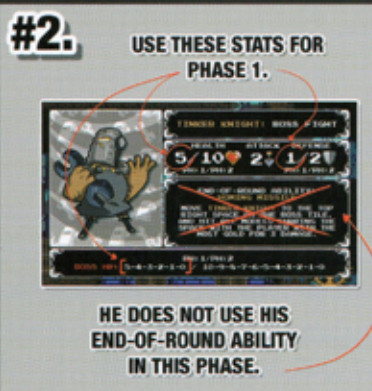
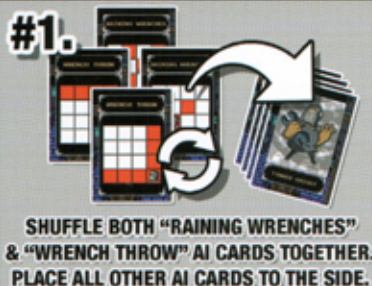
pointing at the end of the Hero Phase.



In Ex.1, Shovel Knight uses all his actions to move three (3) spaces, and ends his turn on a Conveyor Belt Space. In Ex.2, he will be moved one (1) space down automatically due to being on a Conveyor Belt Space at the end of the Hero Phase. He moves down because the Conveyor Belt Direction Symbol in the upper right corner of the space points down.

Tinker Knight - The Clockwork Tower (CONT.)

- **BOSS FIGHT RULES** - Tinker Knight has a very unique boss fight with two stages; first you will face Tinker Knight as he is, and then after enough damage he'll jump in his Tinker Tank!
- **PHASE ONE: TINKER KNIGHT** - In this phase, you'll be facing Tinker Knight outside of his mech, the Tinker Tank. For setup, collect the 2 "Wrench Throw" AI Cards and the 2 "Raining Wrenches" AI Cards from his Boss AI Deck and shuffle them together. This is Tinker Knight's AI Deck for the first phase; place the other AI cards to the side.
Look at Ex.3 below for a reference to how the setup should look.



This phase is easy and predictable as far as Boss Fights go, and he only has one (1) Defense. During the first phase of the Boss Fight, Tinker Knight does not use his End-Of-The-Round Ability "Homing Missile".

Once Tinker Knight receives a total of five (5) Wounds, automatically move onto the next phase. It's now time for him to bring out the big guns and jump into his massive mech, the Tinker Tank!

- **PHASE TWO: TINKER TANK MECH** - Place the Tinker Tank with Tinker Knight sitting on top of it in whichever space Tinker Knight took the last of Phase One Wounds in. Then, remove the four (4) Boss AI Cards used in Phase one and shuffle the remaining eight (8) Boss AI Cards in with them. This will be Tinker Knight's AI Deck for the rest of the Boss Fight. Tinker Knight now has two (2) Defense and will begin performing his End-Of-Round ability.

For an example of how to set up for Phase Two, check the next page.

Tinker Knight - The Clockwork Tower (CONT.)

In Ex.4 below, you can see how to set up the boss fight for Phase Two.

#1.



SHUFFLE AI CARDS FROM PHASE ONE IN WITH REST OF AI DECK FOR PHASE 2.

#2.

USE THESE STATS FOR PHASE 2.



HE NOW USES HIS END-OF-ROUND ABILITY.

#3.

PLACE TINKER KNIGHT ON THE TINKER TANK MECH IN WHICHEVER SPACE HE FELL IN DURING PHASE ONE.

Ex.4



Above is an example of Tinker Knight standing on top of the Tinker Tank. The Tinker Tank is made of assembled and punched-out cardboard.

The Tinker Tank takes up a full space by itself, so to perform a Melee attack against Tinker Knight, your Knight will have to jump onto the Tinker Tank from an adjacent space for one (1) Jump Success to deal any damage. Alternatively, Special Abilities or Loot Cards may allow you to Fly on top of the Tinker Tank.

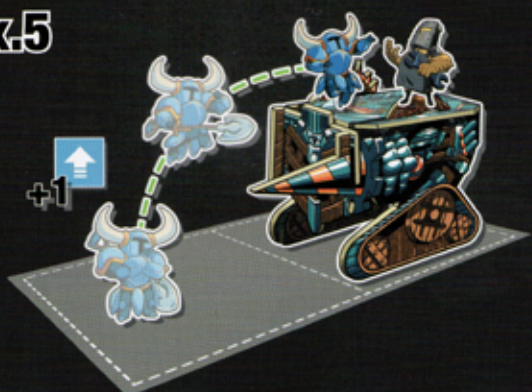
A Knight may also attack Tinker Knight with a Ranged Attack from a Special Ability or Loot Card.

Examples of these actions can be seen on the next page.



Tinker Knight - The Clockwork Tower (CONT.)

Ex.5



In Ex.5, Shovel Knight jumps onto the Tinker Tank. Now he's got the chance to inflict some Melee damage!

Ex.6

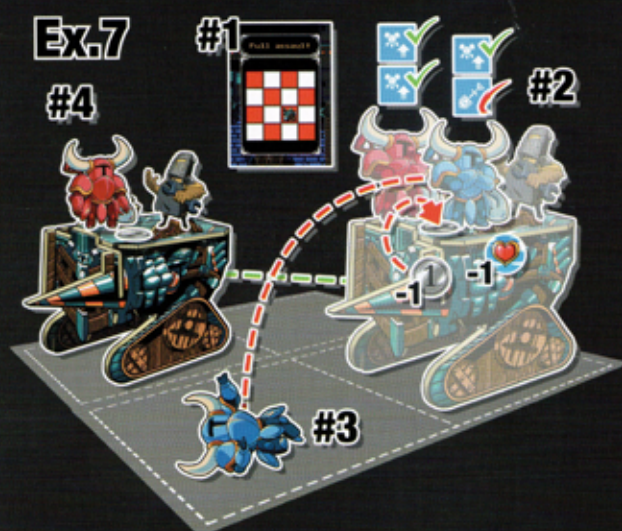


In Ex.6, Shovel Knight uses the Flare Wand to attack Tinker Knight on the Tinker Tank at Range from the ground.



Any time a Boss AI Card is pulled during Phase Two, any Knights on top of the Tinker Tank will automatically be attacked BEFORE the Tinker Tank moves to its new location. If a Knight successfully defends against the attack while on the Tinker Tank, then that Knight's model continues to stay on the Tinker Tank and moves to the new location with it.

Ex.7



In Ex.7, A new Boss AI Card is pulled in Tinker Knight's Phase Two, as can be seen in graphic #1. In #2, Blue and Red Shovel Knight (who are standing on top of the Tinker Tank with Tinker Knight) now deal with the results of being attacked for two (2) Hits. Red blocks the attack in full, while Blue only blocks one Hit, taking one (1) Wound. He loses one (1) health and one (1) Coin Token. Then he is Pushed one (1) space left, as can be seen in graphic #3. Finally, the Tinker Tank moves to its new location on the Boss Tile according to the Boss AI Card, along with Red and Blue's dropped coin!

Wandering Travelers

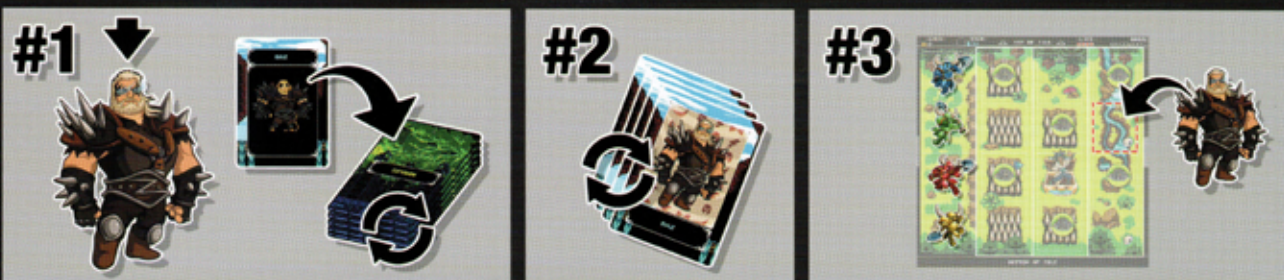


The Wandering Travelers may be played as a Knight, as an alternative to a normal Boss, or as a Wandering Traveler Fight.

- **WANDERING TRAVELERS AS NORMAL BOSSES** - Wandering Travelers may be chosen as an alternative boss, using any alternate boss's Dungeon Tiles as a stand in for their "level". An example would be fighting against the Phantom Striker on King Knight's Pridemoor Keep tiles.
- **WANDERING TRAVELER FIGHTS** - These Boss Fights function differently than normal Boss fights and are unique to only the Wandering Travelers! These battles do not replace the Boss Fight at the end of the stage, but instead will have one of the Wandering Travelers of choice spawn in the middle of the side scrolling Dungeon Tile via the Spawn Deck.

Set-Up is very simple for a Wandering Traveler Fight, with a graphic below to give additional help:

1. Choose one of the four Wandering Travelers to fight against this game, and shuffle their corresponding Spawn Card into the Spawn Deck.
2. Shuffle the AI Cards of the chosen Wandering Traveler and place them next to the play area.
3. When you pull a Spawn Card with an image of the Wandering Traveler on it, place their model in the second space from the top on the farthest right tile.



Just like normal Boss Fights, a Wandering Traveler Fight will have the Boss activate after each Hero's turn by drawing an AI card, as well as performing their End-Of-Round Ability at the end of the Hero Phase, before the normal Enemy Phase. Just like normal Boss Fights, Knights earn two (2) Coins per Wound done to the Wandering Traveler and five (5) Coins for the final Wound, though Wandering Traveler Bosses have only 10 health instead of the normal 15, which can clearly be seen in the example below:

REIZE: BOSS FIGHT

1 HEALTH **15/10** **2** ATTACK **2** DEFENSE **2**

BOSS/TRAVELER

BOOMERANG/FLAME SHIELD:

REIZE MOVES TO THE RIGHT MOST SPACE THAT IS WITH IN A STRAIGHT LINE OF THE WINNING HERO. THAT HERO IS ATTACKED 2X.
PLACE THE FLAME SHIELD CARD NEXT TO REIZE'S BOSS STAT CARD.

BOSS HEALTH/WANDERING TRAVELER HEALTH
BOSS HP: 15-14-13-12-11-10-9-8-7-6-5-4-3-2-1-0

3 **4**

In Ex.2, we are looking at Reize's Boss Card. #1 Shows his normal amount of health during a standard Boss fight (which can be seen at #3 on the Health Tracker), while #2 shows his health during a Wandering Traveler Fight (which can be seen at #4 on the Health Tracker).

- **TILE RULES** - These rules only apply if you are participating in a Wandering Traveler Fight.

If the Wandering Traveler Boss is caught on the left most tile during the End Phase, then the Wandering Traveler is defeated and no one earns the rewards from it. If a Wandering Traveler's AI Card would have them land onto a Spike Pit, then place the model onto the same space as the Knight who is highest in the turn order that is on the board, starting with the player who has the First Player Token.

Once the stack of Dungeon Tiles is empty, Knights may leave the right side of the Play Area without having to defeat the Wandering Traveler.



KEYWORDS

Here is a convenient list of all the common Keywords in the game.

- **+1 ATK/DEF/JUMP** - A player will add one (1) bonus die to the roll associated with that stat.
- **+1 SUCCESS** - Add a success to the result of a roll.
- **+1 RANGE** - This allows your Knight to perform an Attack Action from one (1) space away. This may stack on top of other Knight abilities allowing them to attack from two (2) spaces away.
- **CASCADING** - A CASCADING attack is a special "bouncing" attack. When you perform this attack and you successfully wound the target, you may continue the CASCADING by rolling an additional attack at -1 attack on a target in the same space. This may continue until the attack fails or you run out of dice. If you fail to wound a target, you take one (1) Wound and fall back one (1) space, unless it is a RANGED CASCADING attack. See page 18 for more information.
- **CLOSE** - A model is considered Close if it is in the same space or any adjacent orthogonal spaces.
- **FLY** - Many Loot Cards and abilities allow the model to Fly. When Flying, a Knight may freely pass over Hazards. You cannot Fly over a Wall unless otherwise specified. A Knight still collects all the Coin and Treasure Tokens it Flies over.
- **HAZARD** - A Hazard represents an object or trap that stands in the player's way. These traps can be deadly or merely an inconvenience. A Knight that is adjacent to or potentially standing on top of a Hazard may use a Jump Action to jump over/through/on top of it safely.
- **HIT** - Hits are points of damage incoming to a Knight or Enemy that can be defended against. Any Hits that are not defended against deal Wounds to the target.
- **KNOCK DOWN** - When a model suffers Knock Down, place the model onto it's side. When a Knight is Knocked Down it must spend one (1) Move Action to stand up before being allowed to perform any other actions. When an Enemy model is Knocked Down, it spends it's entire turn during the Enemy Phase to stand up. Bosses may not be Knocked Down.
- **MELEE ATTACK** - A Melee attack can only occur if a model attacks another model from within the same space.
- **PUSH** - When a Knight receives a Wound from an enemy, it is always Pushed one (1) space to the left unless otherwise specified. If a Knight successfully attacks a Rival Knight and the Rival Knight cannot defend against the attack, the attacking Knight may push the target Knight one (1) space of the attacking Knight's choosing.
- **RANGED ATTACK** - A Ranged attack from a Special Ability or Loot Card means you may perform the attack on any model in a space that is in a straight line of you. Walls and full spaces of 4 models block line of sight.
- **WOUNDS** - Wounds represent Hits that weren't defended against, causing a player or enemy to lose HP.

RULES VARIANTS

♦ 2 PLAYER RULES VARIANT - TEAM BATTLE

When playing Shovel Knight: Dungeon Duels with two (2) Players, we recommend that both players play against each other as a team of two (2) Knights each. When playing a Team Battle variant, alter the normal game setup in the following ways:

1. Each player chooses two (2) Knights to play as.
2. Each Team starts with 6 Coins.
3. All Coins collected by both Knights are put into one (1) shared Coin pile.
4. The Player with the First Player Marker gets to decide which one of their Knights activates first. After the First Player takes their turn with one (1) Knight, it is now the other player's turn to take their turn with one (1) of their Knights. One (1) Knight may not be activated twice in the same game round. The Hero Phase does not end until all of the Knights have activated. In the last step of the End-of-Round Phase, give the First Player Token to the opposing player.
5. Whenever either Knight of a team is defeated that team loses half (rounded in their favor) of their Coins into the space they were defeated in.
6. Loot Cards and Equipment Cards are still owned by each individual Knight.
7. Each Knight can hold a maximum of three (3) Loot cards.
8. During the Enemy Phase, if two (2) Knights on the same team are tied for closest target to the enemy model, then it is up to the targeted player which of their Knights is targeted by the Enemy.
9. During Boss Fights, If a Boss is targeting the Knight with the most Coins, then the Boss will attack which ever Knight on the team is closest. If it is still a tie then it is up to the targeted player to decide which Knight is attacked by the boss.
10. Whichever player's team has the most Coins at the end of the game is declared the winner!

♦ 4 PLAYER RULES VARIANT - TEAM BATTLE

The rules are nearly identical to the 2 Player Team Battle, except that the four players will split into two (2) teams of two (2) with each Player playing as one (1) Knight. When a team has the First Player Token, the team chooses amongst themselves who will go first.

♦ SINGLE PLAYER CHALLENGE MODE

It's time to steel thy shovel and prove you are the one true Shovel Knight to take on the Order of No Quarter!

When playing solo, the player has a limited amount of lives to make it through the dungeon and take out the Boss. The entire goal is to survive the challenge and to see how many Coins you can collect while staying alive. The Knight starts the game with two (2) Extra Lives represented by the Extra Life tokens that you will place next to your Knight's Hero Card. Anytime a Knight is defeated, they discard half of their total Coins (rounded up in the player's favor) back into the Coin pile next to the play area instead of placing it onto the board. A player must also discard one (1) of their Extra Life tokens when they are defeated. If the Knight is defeated and the Knight does not have any more Extra Life tokens to discard then it is GAME OVER! When a Knight is on a Chester Space, they may spend an action to purchase additional Extra Life Tokens for 5 Coins.

During a Boss Fight, When a Knight is Wounded by a Boss the Knight will discard one (1) Coin Token to the side of the play area per Wound taken.

Bosses do not perform their special attacks in Solo Challenge Mode. If you defeat the Boss before the AI deck has been drawn three (3) full times, then you are victorious! Compare your total Coins below to see how well you did.

- 0-9 Coin: Propeller Rat
- 10-19 Coin: Boneclang
- 20-29 Coin: Goldarmor
- 30+ Coin: Shovel Knight!

THANK YOU!!!

On a final note to this rulebook, we want to thank each and every one of our incredible 2,593 backers for helping us make this amazing game come true! Our Kickstarter campaign for this game went above and beyond our expectations, and we couldn't have made such a big project without each and every one of you helping us. We hope you enjoy playing it as much as we enjoyed making it!

We also want to thank Yacht Club Games for being an incredible partner in this endeavor, who constantly supported us and helped us turn this dream into a reality. We also can't thank them enough for making one of our favorite videogames of all time that inspired all of this!