

The cover art features a central figure of Shovel Knight in his iconic blue armor, holding a shovel. He is surrounded by various enemies and allies from the game, including the King of Knights, the King of the Moles, and the King of the Beasts. The background is a dark purple with a large, stylized purple flower-like shape behind the title. The title "SHOVEL KNIGHT" is in large, gold, serif letters, with "-DUNGEON DUELS-" and "THE BOARDGAME" in smaller, gold, serif letters below it. The word "RULEBOOK" is at the bottom in large, white, serif letters.

SHOVEL KNIGHT

-DUNGEON DUELS-
THE BOARDGAME

RULEBOOK

SHOVEL KNIGHT

- DUNGEON DUELS -

BETA Version 1.0

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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. 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

- Four (4) Shovel Knight models
- Eight (8) Boneclang models
- Eight (8) Propeller Rat models
- Six (6) Wizzem models
- Six (6) Goldarmor models
- One (1) King Knight model
- One (1) Specter Knight model
- One (1) Plague Knight model
- One (1) Enchantress model
- One (1) Start Tile
- Five (5) 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
- One (1) Double Sided Boss Room Tile
- Sixteen (16) Spike Pit/Potion Vat Cards
- Four (4) Boss AI Stat Cards
- Eight (8) King Knight AI Cards
- Eight (8) Specter Knight AI Cards
- Eight (8) Plague Knight AI Cards
- Eight (8) Enchantress AI Cards
- One (1) Tile Track
- Four (4) Shovel Knight Hero Cards
- One (1) Enemy Stat Card
- Sixteen (16) Equipment Cards
- Sixteen (22) Relic Cards
- Sixteen (16) Spawn Cards
- Twenty (20) Dirt Mound Tokens
- Fourty (40) Gold Tokens
- Fourty (40) Heart Tokens
- Sixteen (16) Double Sided Spike Pit / Vat tiles
- One (1) First Player Token
- Twelve (12) Game Dice
- One (1) Plastic Tracker Clip

Shovel Knight Models

Each player will be playing as a different colored Shovel Knight that will be represented by these models.



Hero Card

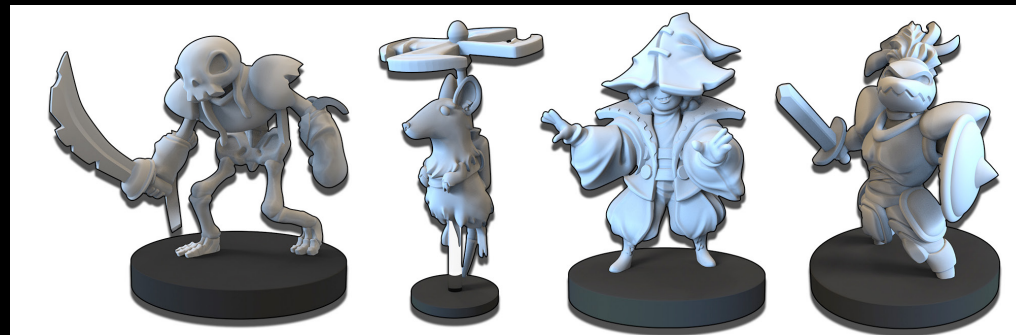
Each hero card matches the color of a Shovel Knight Model, and it contains all the stats and abilities of Shovel Knight.



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

Basic Enemy Models

The basic enemy models being fought throughout the game include Boneclangs, Propeller Rats, Wizzems and Goldarmors.



Enemy Stat Sheet

The enemy stat sheet references the stats, special abilities, and the gold value earned when you defeat one of the basic enemy models.

ENEMY STATS

1

PROPELLER RAT

1 ❤️ 1 🏹
0 🛡️ 1 🟡

ATTACKS ARE MELEE,
CAN MOVE OVER PITS.

2

BONECLANG

2 ❤️ 1 🏹
0 🛡️ 2 🟡

ATTACKS ARE
MELEE.

3

WIZZEM

3 ❤️ 2 🏹
0 🛡️ 3 🟡

ATTACKS ARE
RANGED.

GOLDARMOR

4 ❤️ 2 🏹
1 🛡️ 4 🟡

ATTACKS ARE
MELEE.

6

4

5

Enemy Stat Card Breakdown:

1. Enemy Name
2. Enemy Health
3. Enemy Attack
4. Enemy Defence
5. Enemy Gold Value
6. Enemy Attack type and special rules

Boss Models

The Boss models are members of the dastardly Order of No Quarter, foes sent by the evil Enchantress to do anything they can to stop our Heroes! 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 the special end-of-the-round attack. The cards feature a max health (HP) tracker for players to keep track of a bosses max health (HP) throughout the fight.

1

2

KING KNIGHT: 4 S F 5

3

15 2 1

4

KING SPIN:

MOVE KING KNIGHT TO THE SPACE OF THE KNIGHT WITH THE MOST TREASURE. KING KNIGHT KNOCKS DOWN THAT PLAYER, THEN ATTACKS THEM.

5

boss hp: 15-14-13-12-11-10-9-8-7-6-5-4-3-2-1-0

6

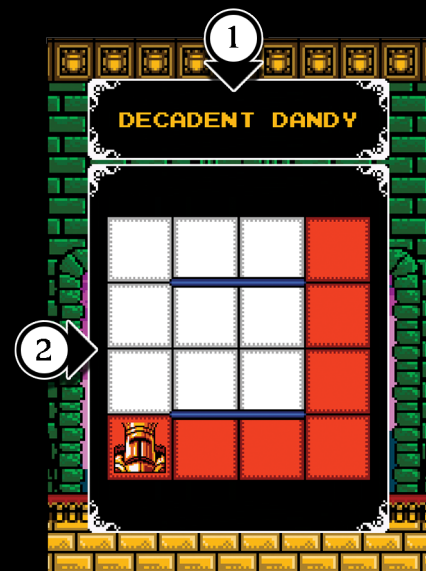
7

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 damage a Boss hits for.
5. Defense- the number of Hits the boss will automatically block from Hero Attack Actions.
6. Special Ability- the Special Ability that is 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, helping Heroes start planning their moves against these Bosses, round after round. Read more on Boss Fights on page XX.



Boss AI Card Breakdown:

1. Name of Attack.
2. Boss Attack Description - this card shows a grid of the Boss Tile identifying which spaces the Boss attack hits (red), which space is safe (white), and the space the Boss model moves to. 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 heroes are traveling through to reach the Boss of the dungeon: a member of the Order of No Quarter or the nefarious Enchantress. There are Planes of Passage Tiles, as well as Dungeon Tiles that are specific to each Boss's stage. More on how to use tiles after the Gameplay section on page XX.



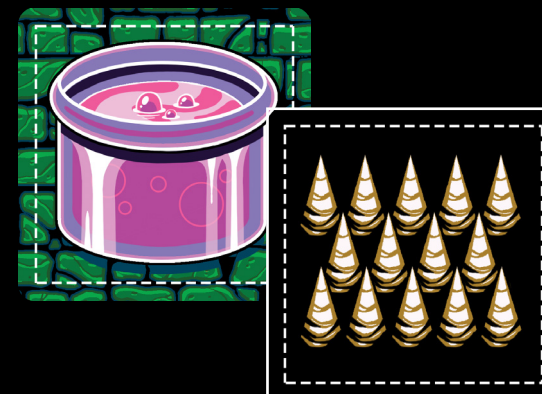
Tile Track

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 in the Game Play section on page XX.



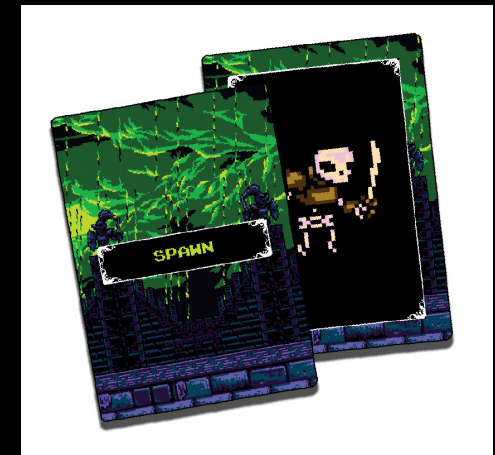
Potion Vat/Spike Pit Card

Certain tiles will require Potion Vat/Spike Pit Cards to be used when they appear on the board or when a space on those tiles is interacted with. Spike Pit Cards are used on the Lich Yard and Tower of End tiles. Potion Vat tiles are used on Explodatorium tiles. More info on how these cards are used and effect gameplay on page 20-21.



Spawn Cards

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



Equipment Cards

Equipment Cards are pieces of gear purchased from Chester that modify a Hero's stats or gameplay. There are two types of Equipment Cards: Armor and Accessories. A Hero may only equip one (1) Armor Equipment Card and two (2) Accessory Equipment Cards at a time. To equip an equipment card, place it under the Armor Slot or the Accessory Slot on your Hero Card.



Relic Cards

Relic Item Cards are unique one-time-use cards that players can use during the game. Each item has a unique ability which can be used on a Hero's turn to gain an advantage over other Heroes. Relic Item Cards are found through Treasure Mound Tokens or by drawing a card when a Hero is Defeated. Read more about using Relic Items in the Hero Turn Section on page XX.



Treasure Mound Tokens

Treasure Mound Tokens represent dirt mounds that may be dug up by players to earn Gold and Relic Items. The tokens are placed onto the board during the setup stage and when a new tile is placed onto the board at the end of a round. These tokens are picked up by players when a Hero enters the space containing the Treasure Mound Token. Even if the treasure mound placed over a Spike Pit, heroes pick it up if they jump over that Pit. If a Treasure Mound Token reveals a gem with a number, the player instantly earns that many Gold Tokens. If the Treasure Mound reveals a treasure chest, the player instantly draws one (1) Relic Item Card. After the player collects the treasure, the token is set in a discard pile to the side. Read more about

placing Treasure Mound Tokens in the Setup section on page XX.



Gold Tokens

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



Heart Tokens

Heart Tokens represent the number of Wounds a Hero or Enemy has received. If a Hero receives any Wounds, place Heart Tokens equal to the number of Wounds they have received on their Hero 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 Hero 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 Wounds on page XX. Read more about being Defeated on page XX.



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.

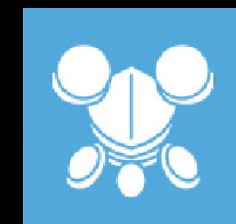


Dice

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



- 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



1. Set the Tile Track in the middle of the play area.
2. Each Player chooses one (1) Hero Model and matching Hero Card.
3. The player that has last played the Shovel Knight video game or has most recently used a shovel is chosen as the First Player and receives the First Player Token at the start of the game. Player turn order passes to the player to the left after the First Player takes their turn.
4. The First Player decides which Boss Enemy the Heroes will go against. If this is your first time playing "Shovel Knight: Dungeon Duels", we recommend starting off against King Knight and the Pridemoor Keep Dungeon.
5. Shuffle the chosen Boss Enemy's Artificial Intelligence (AI) Deck and place it next to the Play Area.
6. Place the chosen Boss Enemy Model off to the side.
7. Shuffle the Spawn Deck, and place it off to the side, face down.
8. Shuffle the Equipment Deck, and place it off to the side, face down.
9. Shuffle the Relic Deck, and place it off to the side, face down.
10. Place all of the Gold Tokens in a pile to the side.
11. Place all of the Heart Tokens in a pile to the side.
12. Find the Start Tile, and place it onto the left side of the Tile Track.
13. Find the chosen Boss's specific Dungeon Tiles and shuffle them together. Place the tiles face down on the side of the Boss you are going to fight off to the right side of the Tile Track.

GAME SETUP (CONT.)

14. Shuffle the five (5) Planes of Passage Tiles, and place them face down on top of the stack of Dungeon Tiles.
15. Draw three (3) Tiles from the top of the tile stack that was just created and place them face up onto the Play Area stand next to the Start Dungeon Tile one at a time. Ensure all arrows at the top of the Tiles are pointing up.
16. Shuffle the Treasure Mound Tokens with the Treasure Mound art on the token facing you, then place to the side. Then, place the Treasure Mound Tokens onto the board in a Checkerboard pattern; See the image below.



17. Treasure Mound Tokens may also be placed onto spike pits.
18. Players place their Hero model onto one of the four spaces of the Start Tile on the left side of the Tile Track, starting with the First Player. Each space can hold up to four heroes.
19. Next you will need to Spawn Enemies onto the tiles currently on the Tile Track. To do this, start with 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 (represented by a Boneclaw Skull in the bottom right corner of a space), 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.

You are now ready to fight for Shovelry!

GAMEPLAY

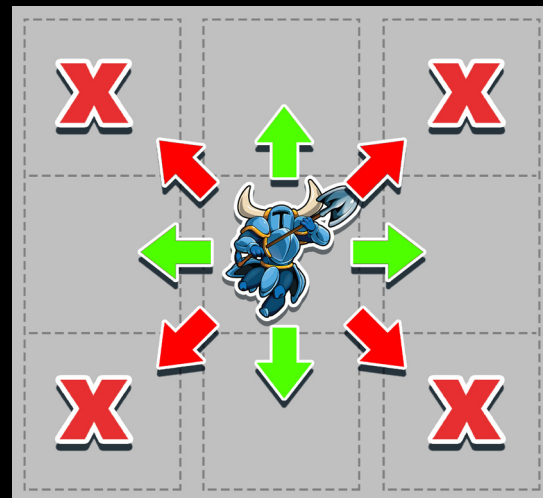
A normal game round has three phases: the Hero Phase, the Enemy Phase, and the End Phase. Boss fights follow the same phases as normal game play but with minor changes to the Enemy Phase and End-of-Round Phase.

Hero Phase

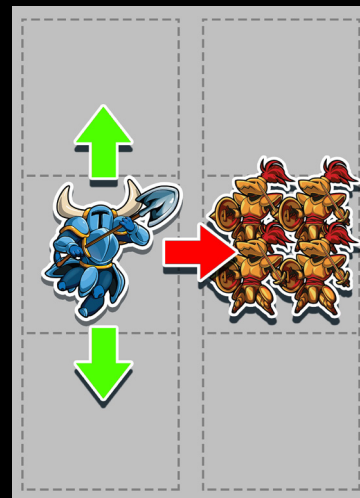
During the Hero Phase, each Hero will be able to take three (3) actions during their turn starting with the First Player. Heroes may perform the same action multiple times in any order. A player may also decide to use as many Relic Cards they have on hand as a Free Action, or use a Hero's specific Special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

1. **Hero Actions** - The actions a Player may perform on their turn are Move, Attack, Jump, Purchase Equipment, or a Special Action. Heroes may perform these actions multiple times, in any order.

- **Move Action** - When a Player performs a Move Action, they may move their Hero 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! Heroes may not be moved into full Spaces that contain four (4) models or move through walls, unless a card or an ability states otherwise.



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

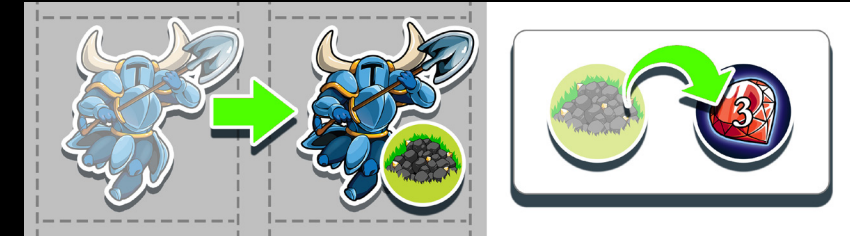


Ex.2: The player may move up or down, but not to the right due to the Goldarmors since they fill up the space.

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

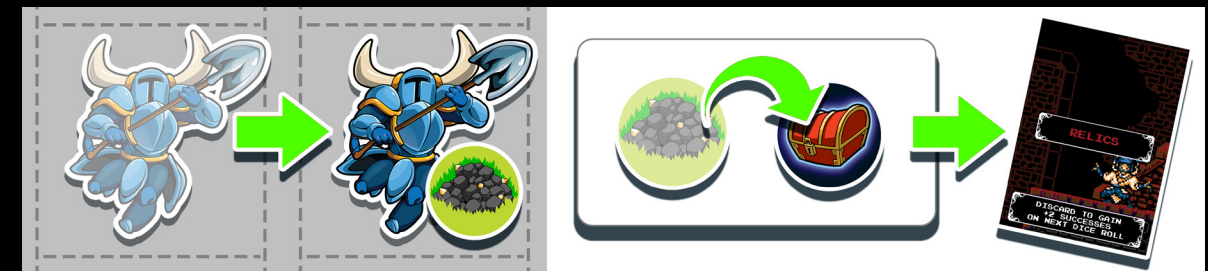
- **Treasure Mounds and Gold Tokens** - When a player moves a Hero onto or through a space containing a Treasure Mound Token or a Gold Token, the player picks up those tokens for free. When the player picks up a Treasure Mound Token, flip it over to reveal one of the types of treasure:

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



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) gold! The player then adds three (3) gold to their gold 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 Relic Card. Draw one (1) Relic Card from the Relic Deck, and place it near your Hero Card. Read more on Relic Card use on page XX.



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 Relic Card from the top of the Relic Card Deck, and they discard the Treasure Mound Token.

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 Heroes and will enter the game again during the Boss Fight. Read more about Bosses on page XX.



• **Attack Action** - Whether a player wants to Defeat an Enemy or knock a rival Hero out of their way, their Hero must perform an Attack Action to do so.

To perform an Attack Action, a player needs to be in the same space as their target, unless you have Equipment, Relics, or Hero Abilities stating otherwise. Enemy attacks and Hero attacks work differently: when attacking an enemy, a player is trying to Defeat them and gain Gold Tokens. When attacking a Hero, a player is attempting to push them into a space of their choosing.

Here are the steps you take to perform an attack against an Enemy:

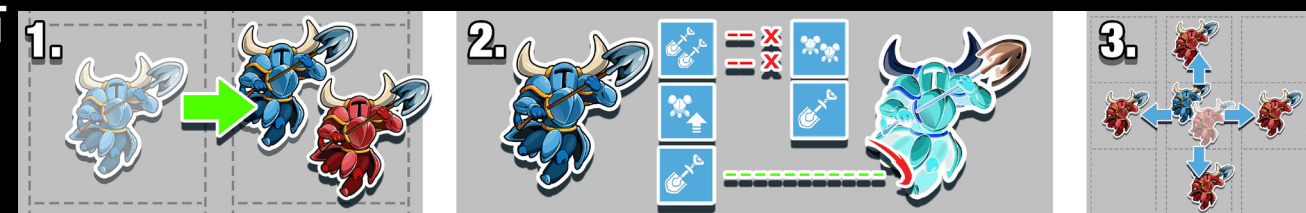
- A player must declare which Enemy they want to attack. The player then gathers dice equal to their Hero's Attack Stat (listed on the Hero Card) plus any bonuses from Relic Items or Equipment cards. The player then rolls the dice and counts the number of Shovel symbols. Each Shovel symbol represents one (1) Hit. 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. 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. The player earns Gold Tokens equal to the Enemy's Gold Value.



Ex.: 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 was looking for Shovel's for successes, he had three (3) Hits on this roll. The Goldarmor only 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.

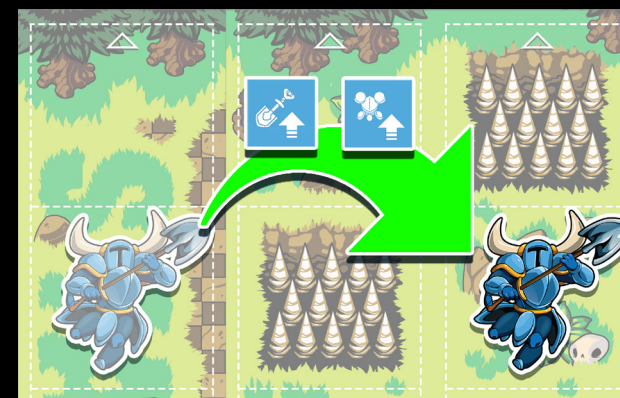
Here are the steps you take to perform an Attack Action against a rival Hero:

- A player must declare which Hero they want to attack. The player then gathers dice equal to their Hero's Attack Stat (listed on the Hero Card) plus any bonuses from Relic Items or Equipment cards. The player rolls the dice and counts the number of Shovel Symbols rolled. The Rival Hero gets the chance to perform a Defense Roll to defend themselves against the attack. Remember though, that a rival hero may do the same to you when it is their turn! More info on Defending against Enemy Attack on page XX. Visual example provided on next page.



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 was looking for Shovel's for successes, he had 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 got two (2) defense successes. Shovel Knight has more hits than the Rival Knight could defend against, so now Shovel Knight can push his rival one (1) space away in any direction he chooses!

- **Jump Action** - During the game, Heroes 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. Before a player can perform a Jump Action, they must select a space across from the Spike Pit Space where they want to land. The player must roll the number of successes equal to the number of spaces away from them the space is located. Successes for Jump Actions are identified as the Jump symbol on the dice. The player gathers the number of dice equal to the Hero's Jump Stat plus any bonuses from Relic Cards or Equipment Cards, and rolls the dice. If a player rolls more successes than are required to reach the space, that player may choose to jump further.



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.

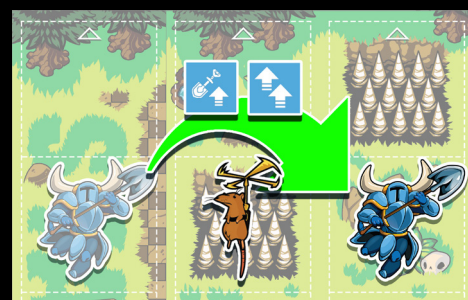


Ex.2: Shovel Knight can also take an "L" shaped path when he attempts a Jump Action.

More jumping examples on the next page.



Ex.3: Shovel Knight may move even further during a Jump Action by rolling more Jump successes. In this example, Shovel Knight Rolled three (3) successes, so he may jump one (1) space further.



Ex.4: If a Propeller Rat is floating over a Spike Pit, Shovel Knight will need an extra Jump success to safely jump over the Spike Pit. He will need to roll an additional success for each Propeller Rat floating above the pit.

If a Spike Pit has a Treasure Mound Token on it, or If there so happens to be a pile of Gold Tokens left on a Spike Pit by a truly unlucky rival Hero, you automatically pick that up while jumping over the Spike Pit!



Ex. 5: Shovel Knight successfully jumps over a pit with a Gold 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 its worth one (1) Gold, and he also picks up the additional one (1) Gold Token also on that space. He can then add two (2) Gold Tokens to his stash!

If a player does not roll enough successes to Jump over the Spike Pit, the Hero falls into the Spike Pit and is instantly Defeated. Read more about being Defeated on page XX.

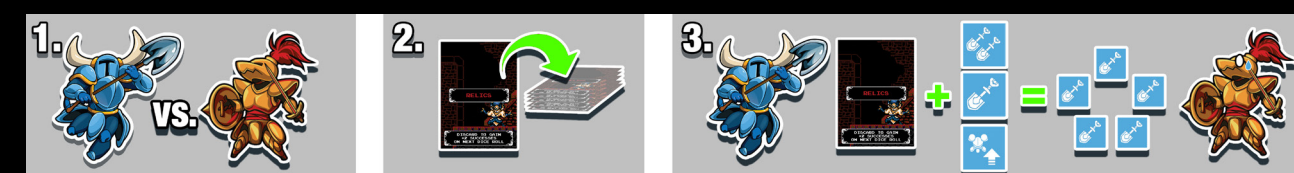
• **Use a Relic Card** - Unlike Actions, players may use any amount of Relic Cards during their turn for free. Some Relic Cards can be used after a Hero has been attacked by an Enemy or a rival Hero. Relic Cards are only affected by Equipment Cards that allow re-rolls. To use a Relic Card, read the text at the bottom and follow its directions.



Ex.: the "Flame Wand" Relic Card reads: "RANGED: ATK 4. Hit all models in one space. All Heroes Hit are pushed." Since this Relic 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 Hero 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.

Relic Cards can also be discarded before rolling to give the player an additional two (2) successes to their next dice roll.



Ex.: On Shovel Knights turn during the Hero Phase, he gets into a fight with a Goldarmor, as seen in image #1. He discards a Relic 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 Relic 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 Relic Item, the card is then discarded next to the Relic Item Card stack.

- **Equipment** - If a Hero is the same space as Chester, the player must use an action and spend Gold to purchase an Equipment Card. Each additional Equipment Card purchase requires the use of one (1) Action by the player.

Your first Equipment Card costs one (1) Gold. The second Equipment Card costs two (2) Gold, and the third Equipment Card costs three (3) Gold. After spending the Gold, draw one (1) Equipment Card from the top of the Equipment Deck.

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 less Gold than you spent.

There are two types of Equipment Cards: Accessories and Armor. A Hero may have up to two (2) Accessories and one (1) Armor equipped on their Hero Card in the respective slot. The Equipment Card will say whether it is an Accessory or Armor Card.

- **Special Actions** - All Heroes have a Special Action listed on their Hero Card. All Special Actions have a Gold 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!" - 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.

At the end of a Heroes turn, the Player to the left activates their Hero 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 Heroes have taken their turns, the Enemies on the board activate. During the Enemy Phase, all Enemy models move first, then attempt to attack a Hero.

Enemy Movement - All Enemy models move one (1) adjacent Space towards the closest Hero model. If there is a tie for which model is the closest, the enemy moves towards the Hero with the most Gold. If the tie remains, the enemy moves towards the Hero that is higher in the turn order.

The Enemy order of movement is:

1) Goldarmors, 2) Wizzems, 3) Boneclangs, then 4) Propeller Rats.

If an Enemy is already within attack range of a Hero, that model does not move and attacks instead.

- **Enemy Attack** - Once Enemies have moved, those in attack range of a Hero will attack. Attack range for melee Enemies, such as the Goldarmor, Boneclang, and Propeller Rat, is in the same space as the Hero 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 Hero attacks, you do not roll for an Enemies attack. Instead, they automatically hit a Hero for their Attack Stat, which can be found on the Enemy Stat Card. It's up to the players to roll against the incoming damage in a Defense roll. Enemies also 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 Hero's Defense Stat plus any modifiers granted by Equipment and Relic cards. Each Armor symbol rolled blocks one (1) incoming Hit. Any Hits not blocked deals one (1) Wound to your Hero. Place Heart Tokens onto your Hero Card equal to the amount of Wounds received. Any Wounds caused to your hero knocks them one (1) Space left of where they were attacked. This is to replicate the effect of taking damage 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.



Ex.: During the Enemy Phase, a Goldarmor moves one (1) space towards the closest Hero, 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.

- **Knock Down** - When a Hero suffers Knock Down, the Hero's Model is placed on its side. A Hero 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 Hero has Heart Tokens equal to the Hero's HP, the Hero is Defeated.
- **Hero Defeat** - When a Hero is Defeated, the model is removed from the board. Half of that Hero's Gold Tokens (rounded in the player's favor) are left on the space where they became Defeated, including Spike Pit Spaces. Anytime a Hero is defeated, the Player gets to draw one (1) Relic Card.

If you are being attacked by a rival Hero instead of an enemy, instead that rival Hero will roll their attack against your defense. If you fail to successfully block their attack, you don't take any damage; instead, the rival hero attacking you may push you one (1) space into any adjacent space they choose. If you succeed in blocking their attack, your hero is not pushed.

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.

- The leftmost Tile is removed from the Tile Track. Any Hero or Enemy on that Tile become instantly defeated. Any Gold or Treasure Tokens remaining are discarded.
- 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.
- 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 XX.
- If there are any Spawn Point symbols on the new Tile, draw one (1) Spawn Cards worth of Enemies in each new Spawn Point space starting with the top Space.
- The Round is now over. The Player holding the First Player Token then passes the token to the player to his left. Start a new Round with the Hero Phase.

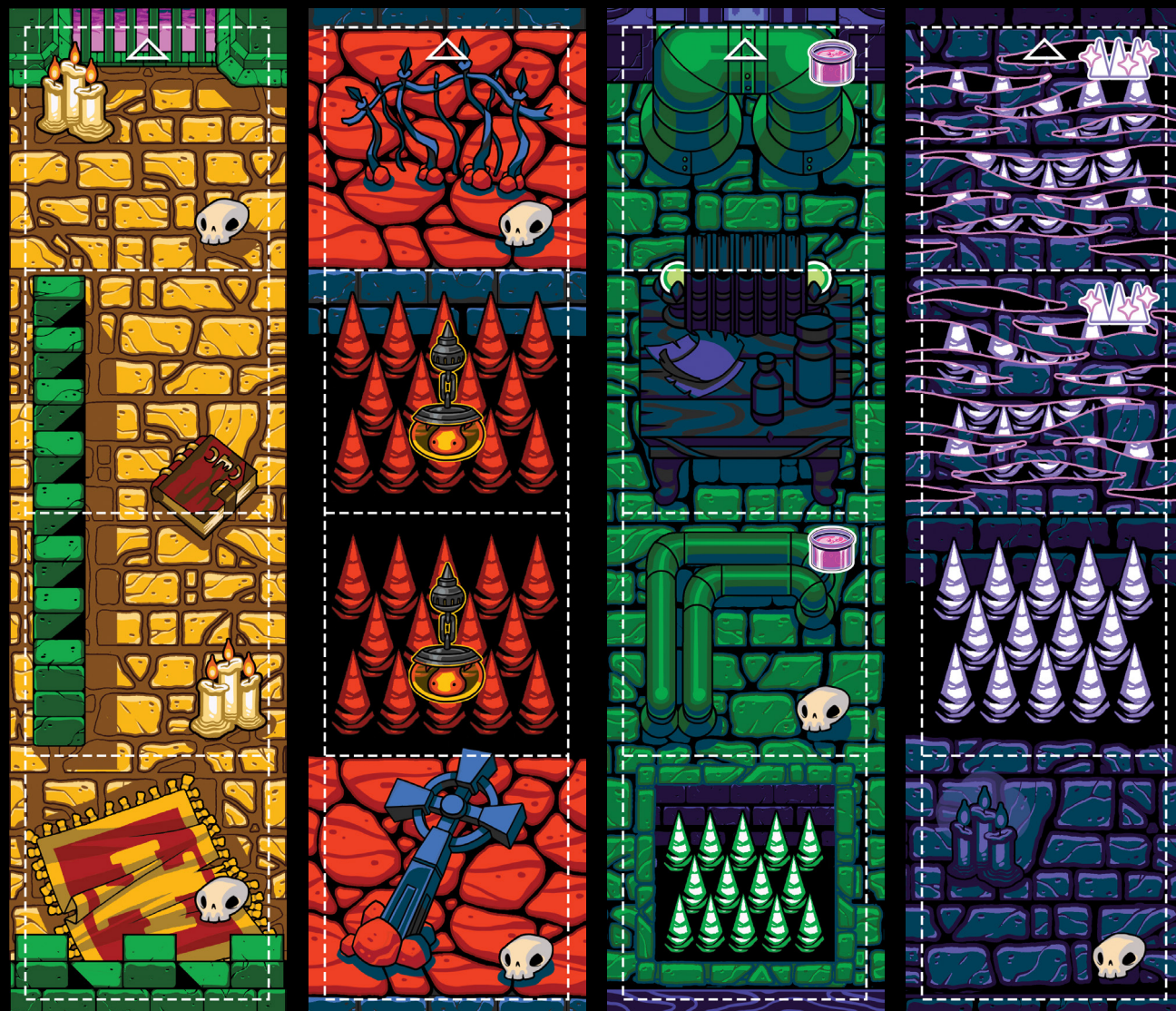
How Tiles affect Gameplay:

Throughout the game, the tiles are constantly being shifted from right to left to represent the side scrolling dungeon the heroes 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."
- **Plains of Passage Tiles** - Plains of Passage Tiles are double-sided tiles and are used in each session of "Shovel Knight: Dungeon Duels." The parts of a Normal Game Tile are:
 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. Read more about Jump Actions in the Hero Turn Section on page XX. Read more about being Defeated on page XX.
 3. **Spawn Points** - enemies are spawned on the space containing a spawn symbol. Read more about spawning enemies on page XX.
 4. **Chester** - a Hero in this space may spend Gold to buy new equipment cards from Chester. Read more about buying equipment on page XX.

- **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.



King Knight
(Pridemoor
Keep)

Specter Knight
(The Lich
Yard)

Plague Knight
(The
Explodatorium)

Enchantress
(Tower of End)

- **King Knight (Pridemoor Keep)** - King Knight's tiles use more walls than any other set of Dungeon Tiles and control the movement of both Heroes and Enemies on the tiles. Be careful not to get trapped in a corner!
- **Specter Knight (The Lich Yard)** - Unlike Spike Pits on other tiles, Specter Knight's tiles have Spike Pits with living lanterns above them. These spaces are called Lantern Spaces. Instead of attempting to jump over these Lantern Spaces, Heroes may instead jump onto the Lantern Space. If a player successfully jumps onto a Lantern Space, they must immediately move to an adjacent space. This does not take additional actions. If the space the player wants to move to is

another Lantern Space, they must attempt a jump roll to continue moving. Read more about Jump Actions in the Hero Turn section on page XX. Once a player leaves a Lantern Space, the lantern has shattered and a Spike Pit Tile Card will be placed on top of that Lantern Space. More info on Spike Pit Cards in the next section.

If a player fails to jump to the Lantern Space, they instead fall into the Spike Pit and are Defeated. Read more about being Defeated on page XX.

Spike Pit cards remain on the board until they are shuffled off, or a Boss AI card or ability states that you need to remove them from the tiles.

- **Plague Knight (The Explodatorium)** - Plague Knight's tiles include a Potion Vat symbol in the upper right corner of a space. When a tile with a Potion Vat symbol on the top right corner of a space shuffles onto the Tile Track, place one Potion Vat Card onto the space with the symbol.

Potion Vats contain highly explosive chemicals! If a Hero attacks a Potion Vat for one (1) success, it explodes and causes two (2) damage to all Close Enemies and Heroes. Close means in an adjacent space or the same space, but not a diagonal space. If this explosion hits another Potion Vat, it automatically explodes as well. Players may roll their Heroes defense against this damage to attempt to block it; however, enemies automatically take the damage. Read more about Attack Actions in the Hero Turn section on page XX. Read more about defending attacks on page XX.

If a Potion Vat blocks your way, Heroes may attempt to Jump onto them, as they are taller than normal obstacles in the game. This requires one (1) Jump success to succeed. Read more about jumping on page XX.

A Potion Vat Card remains on the board until it is destroyed or is shuffled off of the board at the end of the round.

- **Enchantress (The Tower of Fate)** - Unlike normal Spike Pits, the Enchantress tiles include Illusion Spike Pits. These are marked by an Illusion Spike Pit symbol in the top right corner of a space. Players may move their Heroes onto these tiles, but as soon as they leave, they must put a Spike Pit Card onto that space. If more than one player is on the Illusion Spike Pit space and another leaves, the player left in that space must immediately make a Jump roll to move off of that space even if it is not their turn. Read more about jumping on page XX.

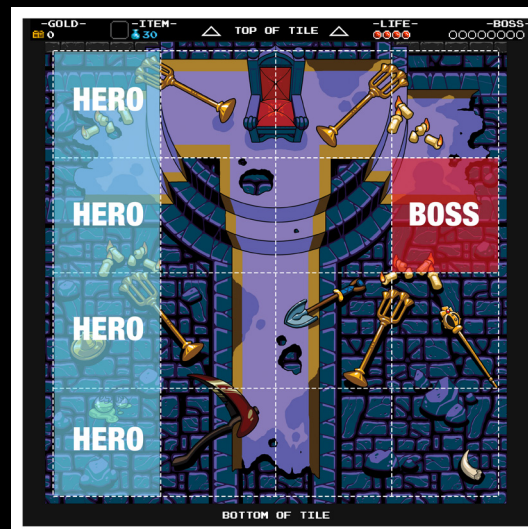
Spike Pit cards remain on the board until they are shuffled off, or a Boss AI card or ability states that you need to remove them from the tiles.

BOSS FIGHTS

Before a Boss Fight can begin, all Tiles from the Tile stack must be played and all Heroes 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 Heroes 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 Hero model in any of the left most spaces. Up to four (4) Heroes may start in the same space.
 5. Shuffle the Boss Artificial Intelligence (AI) Deck for that specific Boss and set to the side.
 6. Finally, prepare for Shovel Justice!

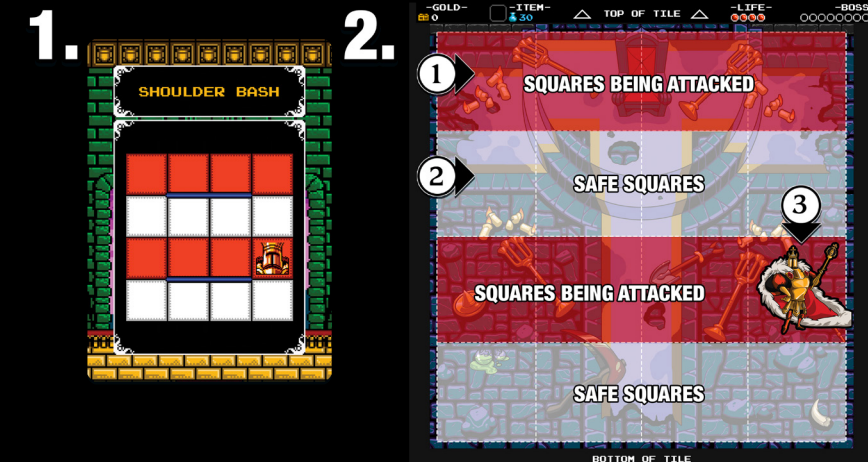
• **Attacking Bosses** - Attacking a Boss works the same way as attacking a basic Enemy, except that when a Hero wounds a Boss they receive two (2) Gold Tokens for each Wound dealt to the Boss.

The final wound dealt to the boss is worth five (5) gold, instead of the usual two (2). Once the Boss has been defeated, the heroes add up their total Gold, and the Hero with the most Gold is the winner!

• **Boss Activation** - Bosses don't activate like enemies, but instead, they follow a Boss AI Deck which allows them to attack the Heroes in unique and often devastating ways! After every Hero's turn, pull 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.

If a Hero is standing in a red square when a Boss's AI Card is pulled, that Hero gets attacked by the Boss! Heroes must roll their defense against the attack. If a Hero receives a Wound, they must additionally drop one (1) Gold 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 pushed one (1) space to the left. If a Hero is standing in a white square, that Hero 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. There are three notes: Note #1 shows which spaces are being attacked, Note #2 shows which spaces are safe from the attack, and Note #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 how much damage a boss causes on their 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 Hero 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.

RULES VARIANTS

• TWO (2) PLAYER RULES VARIANT - TEAM BATTLE

In a Team Battle, Players will pick 2 Knights per Player. Each team starts with 6 gold. Whenever a Hero is defeated, the player will drop half of their team's total treasure. If a Hero collects a Relic Card, either Hero in the team has the ability to use the Relic Card. Teams will activate one at a time, switching the First Player Token to the other team at the end of a round. The team that ends the game with the most gold wins!

• FOUR (4) PLAYER RULES VARIANT - TEAM BATTLE

The rules are identical to the two (2) player Team Battle, except that the four (4) Players split themselves up into two (2) teams, with each Player controlling a single Knight.

• SINGLE PLAYER RULES VARIANT - CHALLENGE MODE (BETA)

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

When playing by the Single Player Rules, the Player has a limited amount of lives to make it through the dungeon and to take out the Boss. The entire goal is to challenge yourself to the best score you can get, which is based off of how much gold you end the game with! The player starts the game with two (2) Extra Lives, represented by Extra Life tokens that are placed next to their Hero Card. Anytime the Hero is defeated, they discard half of their gold (rounded up in the players favor), and they discard one (1) of their Extra Life Tokens. If the Hero is defeated and the player does not have any Extra Life Tokens, then it is game over! When a Hero is on a Chester Space, a Hero may purchase additional Extra Life Tokens at a cost of five (5) Gold per Token by spending an Action per purchase.

During a Boss Fight, a Hero is hit by a Boss the Hero will discard one (1) Gold Token per Wound taken. Instead of placing the Gold Tokens on to the board, they will be discarded to the side. If the Boss is defeated before the AI Deck has been fully drawn three (3) full times, then you are victorious! Compare your total gold below to see how well you did.

0-5 Gold
Lowly Peasant

5-9 Gold
Adept Squire

5-9 Gold
Brave Knight

10-15 Gold
True Shovel Knight!



