

VLAADA CHVÁTIL DUNGEON LORDS

Consolidated Setup Rules

Expansion-specific instructions are shown in blue. (FS) = Festival Season, (DS) = Dungeon Setup, (MBG) = Minions Bearing Gifts.

Central Board

- Place the Food Tokens, Tunnel Tiles, Gold Tokens and Imp Figures on their respective spots. Place three Trolls with the Imps.
- Shuffle the First Year Combat Cards. Choose 4 randomly and put them face-down on the town space. Return the rest to the box.
 - (FS) Choose 5 Combat Cards instead.
- Shuffle all the Trap Cards and place them face down on the Trap spot of the board.
- Place the Paladins in the upper left, with the darker tile(s) on top.
 - (FS) If using multiple Paladins per year, place the weaker Paladin on top of the stronger Paladin for each year.
- Each player places an Evil Counter on the indicated space of the Evilometer.
 -  Place an Evil Counter for an unused player as well.
- (FS) Shuffle the Unique Opportunity Boards and place them face-down near the Central Board.

Progress Board

- Shuffle the Event Tiles and placed one face down on each indicated space.
- Place the Progress Marker next to the first space of the board.
- (FS) Place the Progress Board Extension next to the main Progress Board.

Distant Lands Board

- Separate the Adventurer Tiles, Room Tiles, and Monster Tiles into two groups each, depending on their backs. Shuffle each group.
- Place each group of Adventurer Tiles on the indicated spaces.
- Place the gold-backed Monster Tiles and Room Tiles on their indicated spaces. Place the silver-backed tiles on top of the gold ones.
- Shuffle the Second Year Combat Cards. Choose 4 randomly and put them on the indicated space.
 - (FS) Choose 5 Combat cards instead.
- Place an Event Card on top of and underneath the Combat Cards.
 - (FS) Place 2 Event Cards on top and 2 underneath.
- Place the Damage Counters in the indicated space.

- (FS) Set up the Far Distant Lands Board, placing it near the Distant Lands Board.
 - Place the Improved Tunnel Tiles, Monster (and Ghost) Expertise Tiles, and Pet Cards (shuffled) in their appropriate spaces.

Player Setup

- Each player chooses a color and takes all components for that color: Player Board, Minions, Order Cards, Overview Cards.
 - (FS) Place the Player Board Extension on top of the Player Board.
- (DS) Shuffle the Dungeon Setup Deck and deal 2 cards to each player.
 - Choose inaccessible Orders, described below, simultaneously with choosing Dungeon Setup Cards.
 - Choose 1 of the Dungeon Setup Cards and place it face-down in front of you. Return the other to the top of the Deck. All players reveal their chosen cards simultaneously.
- Set up initial tunnels and gather initial resources, placing them in their respective areas.
 - (Normal) 3 Tunnels, 3 Food, 3 Gold, and 3 Imps. Tunnels are placed in a line straight-down from the entrance.
 - (DS) Starting Resources and Tunnels are depicted on the Dungeon Setup Card.
- Randomly draw 3 Order Cards. Choose and place 2 of them in your Inaccessible Orders spaces.
-  /  Set up Non-Player Dungeon Boards.
 - For each non-player, randomly place 3 Order Cards for that color in the Inaccessible Orders spaces. Place the remaining orders in the specified space.
 - Place the 3 Minions for that color near the board.
 -  Give one Non-Player Board to each player.
 -  Place the Non-Player Board near one of the players.
 - Return all other components for the non-players to the box.
- (MBG) Place the 5 Item Tokens near your Player Board.
 -  (MBG) Straightforward Items only – each player takes the 4 magic items for their non-player color (but not the non-player Empty Token).