

TYRANTS OF THE UNDERDARK

DEMONWEB

MODULAR HEX MAP FOR VARIABLE GAME SETUPS

CONSTRUCTING THE MAP

1. Place one of the A hexes in the center of the table. Depending on your preferred play style, this could be more of a blocking tile, a tile for deploying lots of troops, or a tile with a high amount of points.
2. Surround the A hex with C hexes 1-6.
3. Place the B hexes as indicated in the diagram on the next page. B1 and B2 should be at opposite ends of the constructed board.
4. Place the final C hexes 7 and 8 if playing with 4 players.
5. Additional rules during construction:
 - ♦ All hexes should be reachable by at least 1 path.
 - ♦ Each hex should be rotated to make the maximum number of connections with other hexes. If there is a dispute over which connections to make, the owner of the game decides for the first hex, then clockwise around the table other players may decide for each additional disputed hex.
 - ♦ Depending on your play style, dead ends (tunnels which do not lead to another site) can be handled in different ways. If playing with the gemstone rules below, add gems to any tunnel spaces which are dead-ends. Otherwise, feel free to block them off with tokens or simply treat the spaces as if they do not exist as in 2 or 3 player games with the original map.
 - ♦ Experimental Hexes (X hexes) - Use these at your own risk. They could have unintended game-breaking consequences but the concepts can be fun. These should replace any C hex with the same or fewer number of connections.

GEMSTONE RULES (OPTIONAL)

Additional Required Components: approximately 20 gem-like tokens.

Setup

- ♦ Place 1 Gem of Power in each space which is a dead end tunnel.

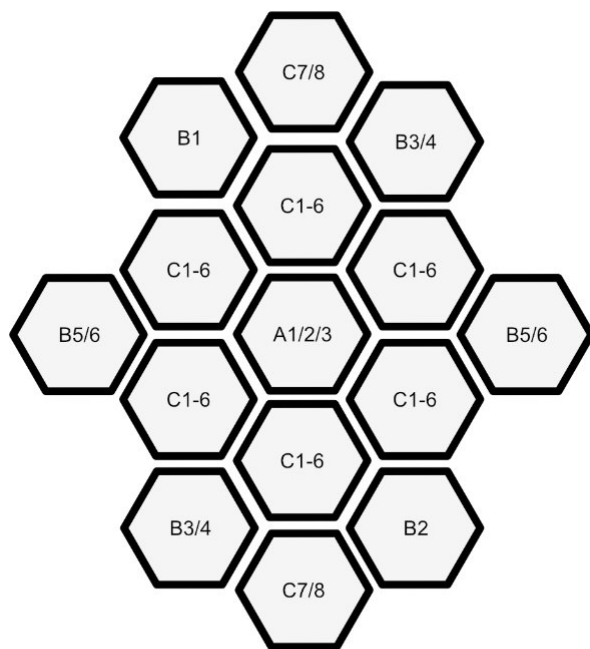
During a Player Turn

- ♦ Acquiring a Gem

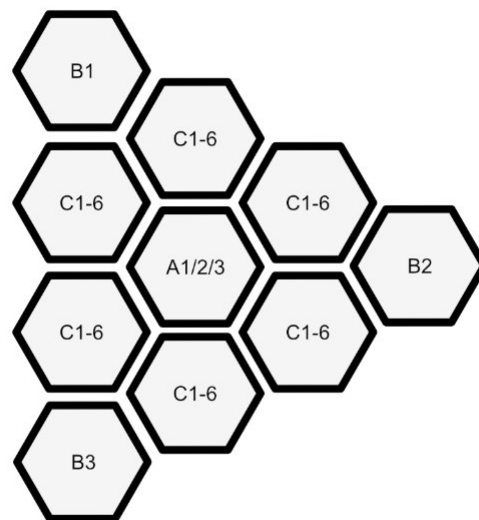
A troop (not a spy) with presence to one of the gems may acquire the gem. A player must spend 1 Power to place the gem in their supply. A maximum of 1 gem may be acquired by a player during their turn.

- ♦ Spending a Gem

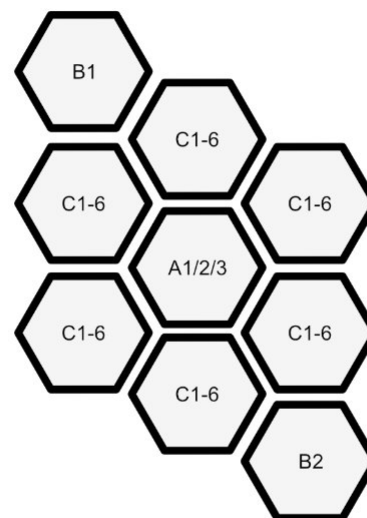
A gem in a player's supply may be spent on their turn for 3 Power or 3 Influence. A player may not spend a gem on the same turn they acquire it.



4 player setup



3 player setup



2 player setup



