

CLANK!

A DECK-BUILDING ADVENTURE

Rules Updates and Frequently Asked Questions

Last Updated: June 4, 2019

Rules Updates

Taking an Artifact – In the original rules for CLANK!, artifacts are acquired as you would any other token in a room: you choose to pick one up when you first enter. That rule has been revised: you choose to take an artifact as an action during your turn, even if you didn't just enter the artifact's room.

Examples: You may enter a room with an artifact on one turn, then (as long as you're still in that room) choose to take that artifact on a later turn. Also, if you're already carrying an artifact, then enter a Market room that contains another one, you may first buy a Backpack, then pick up the artifact.

Frequently Asked Questions

Actions – You may take an action more than once during your turn, unless otherwise specified by the rules.

See also **Dungeon Row, Market, Secrets.**

Arrive – During Setup, if any of the six cards on the Dungeon Row have Arrive text, carry it out immediately, before the first player takes a turn. (In the case of a card like Shrine, which returns dragon cubes to the bag, there will be no cubes to return, and the Arrive text will do nothing.)

Artifact – See **Market**. See **Taking an Artifact** (in the Rules Updates section).

Boots – See **Movement, Playing Cards, Plus.**

Clank! – See **Playing Cards, Swagger.**

Contract – You may find it helpful to mark the card you choose with a cube from your supply (taking the cube back when the Contract no longer applies).

If there are two or more copies of the same card in the Dungeon Row, the Contract applies only to the specific copy chosen by the Omin Dran player.

Countdown Track – The extra cubes marked on the countdown track apply only to those attacks, as the player on the Countdown Track advances. Dragon Attacks triggered by cards in the Dungeon Row aren't affected by the Countdown Track.

Device – A Device card must be used immediately, when you acquire it. It is then placed in the Dungeon discard pile, not your own.

Discarding – You can avoid discarding by waiting to play a discarding card after you play other cards. When you do this, you don't get the benefits of discarding.

Example: You play four of the five cards in your hand, then play Sleight of Hand last ("Discard a card to draw two cards."). You have no remaining cards to discard, so you don't draw two cards.

Many *Sunken Treasures* cards provide an effect "when you discard this." You trigger these effects by discarding the card during your turn. You do NOT receive these effects at the end of your turn when you place the card in your discard pile (from your play area), or when you first acquire the card using skill.

Example: You play Sleight of Hand ("Discard a card to draw two cards.") You discard a Coin Purse. ("When you discard this, 5.") You draw the two cards from Sleight of Hand, and gain 5 from Coin Purse.

Dragon Attack – If a Dragon Attack happens early in the game, players still outside the dungeon can be damaged if cubes of their color are pulled from the bag.

See also **Countdown Track, Dungeon Row.**

Drawing Cards – Whenever you draw a card, you do so from your own deck, never from the Dungeon Deck.

Dungeon Deck – See **Expansions.**

Dungeon Row – You may acquire and defeat any number of cards in the Dungeon Row each turn, provided you have enough Skill or Swords.

Do not replace cards in the Dungeon Row as a player acquires or defeats them. Instead, at the end of every player's turn, replace all empty spaces in the Dungeon Row. This can trigger only one dragon attack, no matter how many Dragon Attack symbols are revealed.

Cards with Dragon Attack symbols only trigger an attack on the turn they're placed in the Dungeon Row. If the card remains there for multiple turns, it does not trigger any additional attacks.

Dwarven Peddler – You must have two different items to collect the 4 point bonus for this card. For example: if you have two dragon eggs, but no chalice or monkey idol, you do not get the points.

Expansions – We recommend that you do not mix cards from more than one expansion in your Dungeon Deck at the same time. (The bigger deck will make it less likely you draw cards related to the board/expansion you're playing.) However, you are free to mix as you like.

Each card from a CLANK! expansion can be identified by a watermark in its game text box. You may use these to sort and remove cards when you wish to play without an expansion, or to remove them while you play as they're revealed.

Sunken Treasures – A pair of waves. (It's literally a watermark!)

The Mummy's Curse – A pyramid.

Fountain of Healing – See **Treasure Room**.

Health Meter – Each player's health meter has spaces to mark 10 damage. The first damage cube should be placed on the space with the heart icon, not next to it.

Leaving the Dungeon – Any card that can teleport you to an "adjacent room" can be used to leave the dungeon.

Any Clank! you have in the Clank! area remains there when you leave the dungeon.

You complete your entire turn when you leave the dungeon; leaving doesn't have to be the final thing you do.

Market – Buying from the Market is an action. Actions aren't normally limited to once a turn; you may buy more than one item from the Market if you wish, including more than one of the same item. All market items are available from any Market room.

If there are tokens in a Market (secrets or an artifact), you do not have to pay to take one.

Mister Whiskers – You may choose the -2 Clank! option for this card even when you have no Clank! in the Clank! area.

Monkey Idol – You pick up one Monkey Idol every time you enter the Monkey Shrine room, even if you enter it more than once during the same turn. See also **Tokens**.

Movement – Every tunnel requires at least one Boot to move through it. Any icons on a tunnel note additional requirements to move through it.

See also **Plus, Secrets**.

The Mummy's Curse – See **Expansions**.

Playing Cards – A card provides everything on it each time you play it: Skill, Swords, Boots, and text.

Any Skill, Swords, or Boots you don't spend during your turn are wasted. Skill, Swords, and Boots go into a single "pool"; the resources from one card can be split up to take two or more different actions.

You must play all cards in your hand during your turn. You must also carry out all effects in the text of each card you play.

Example: Dead Run makes +2 Clank! and says "You don't have to stop in Crystal Caves this turn." It doesn't matter whether or not you move through a Crystal Cave that turn; you still must add the 2 Clank!

See also **Discarding**.

Plus – Some cards have a plus sign attached to the Skill, Swords, or Boots they provide. This is meant to point you to the card's text, which may provide more of the same resource that the card has already given.

Example: The Mountain King always provides you one Sword and one Boot when you play him. In addition, if you have a Crown, his text provides you a second Sword and Boot.

Secret Tome – When you buy a Secret Tome, place it in your discard pile, just like all other cards you acquire. It does nothing when you draw and play it (though it's a great card to discard when you need to, such as for Sleight of Hand).

Secrets – If you enter a room with two minor secrets, you take one “at random,” choosing it before revealing it. Having picked up one secret, you may then exit and re-enter the room later (on the same turn or a later turn) to pick up the other one.

See also **Market, Tokens**.

Setup – See **Arrive**.

Skill – See **Dungeon Row, Playing Cards, Plus**.

Sunken Treasures – See **Expansions**.

Swagger – This card gives you 1 Skill for each *Clank!* you make on your turn, even if you use negative *Clank!* to remove it later.

Swords – See **Dungeon Row, Playing Cards, Plus**.

Teleport – See **Leaving the Dungeon**.

Tokens – Picking up a token (a secret or a monkey idol) does not “end” your movement for a turn; if you still have Boots (or the means to teleport), you may keep moving. You pick up the token when you first enter the room. Any other actions you might choose to take in the room (such as Buying from a Market) happen afterward.

Treasure Rooms – You gain the reward printed on a Treasure Room (or Fountain of Healing) every time you enter it, even if you enter the same room more than once during the same turn.

Webbed Rooms – If a card allows you take a token from an adjacent room, you do not need to spend a Sword if taking one from a webbed room.

Example: Daring Explorer says “You may make +2 Clank! to take a secret or monkey idol from an adjacent room.” When you use this to take a secret or monkey idol from a webbed room, you spend no Swords.