

# CLANK!

## EXPEDITIONS

### Gold and Silk

If you have an insatiable thirst for plunder, CLANK! EXPEDITIONS is for you: a series of boards to continue your deck-building adventures.

This first expedition begins in a mine abandoned by the Ruin Dwarven Mining Company (Ruin DMC) when it became infested with monsters. But it still holds plenty of gold for those daring enough to enter.

Still more wealth awaits in the Spider Queen's Lair. Surely the Spider Queen herself is just a legend meant to scare people away from such a fancy castle...

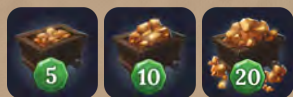
## Components



Double-sided Game Board



8-point artifact



3 Mining Bonus tokens



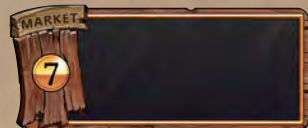
Spider Marker

For added ambience, you may choose to replace the original Dragon marker with this new piece.



Gold

To add to your existing tokens and increase the size of the bank.



Market Board

You may place market items here during setup.



12 Web tokens



Four Player Pawns

You may also make a "miner change" by replacing the original player pawns with these versions.

## New Adventures

CLANK! EXPEDITIONS: Gold and Silk features a new double-sided game board for your adventures. Each side uses its own special rules.

Setup is the same as with CLANK! A Deck-Building Adventure, except as noted.

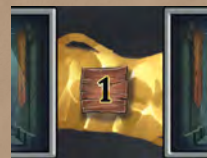
## Dwarven Mine

### Setup

Place the three mining bonus tokens in their spaces on the board, below the Clank! area.

Note that the flag marking the entrance to the dungeon is toward the right side of the board, rather than at the top left corner.

### Mining Gold



Throughout the mine, you'll encounter veins of gold. Each touches one or two rooms. When you're in such a room, you may spend  $\diamond$  to dig out the gold. Take from the bank the amount shown, then cover that amount on the board with one of your Clank! cubes. (If you have no Clank! cube to place, you can't mine.) Once a vein is covered by a Clank! cube, that vein can't be mined again.

Whenever you mine a vein of gold, you cannot use Boots to move for the rest of your turn. (Though you can still teleport.)

### Mining Bonus



At the end of the game, players earn a bonus for the veins of gold they mined. The player who mined the most (regardless of their values) takes the 20 point Mining Bonus token. The player who mined the second most takes the 10 point Mining Bonus token, while the player who mined the third most takes the 5 point token. There is no bonus for the fourth player.

If two or more players are tied for the same number of gold veins mined, the player who mined the deepest vein (closest to the bottom edge of the board) gets the more valuable token.

You will not necessarily use every Mining Bonus token in every game. Each player can claim only one of them. You must mine at least one vein to claim a token. You must also have a score to count; if you die in the Depths during the game, you receive no bonus token (and the next eligible player takes the best remaining token).

### Elevators



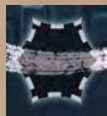
The two elevator shafts along the left edge of the board allow quick access to and from the Depths. To move along these paths, however, you must pay  $\diamond$  to the bank (each time you use one).



# Spider Queen's Lair

## Setup

Return the usual 7-point artifact token to the box. In its place, this board uses the new 8-point artifact. (All the normal rules for artifacts apply to this replacement.)



Shuffle the 12 Web tokens face down (hiding their point values), then place one at random on each web space on the board.

## Web Tokens



Several passages in the Spider's Lair begin the game with a Web token. To move through a Web token, you must spend either a Sword or an additional Boot. (Otherwise, you can't make that move.) When you do, remove the token from the board and place it face down in front of you.

Once a Web token has been removed, the passage is clear. From then on, whenever a player uses it, no additional resources are required.

At the end of the game, the point values on any Web tokens you've claimed are added to your score. You may look at the tokens you've collected at any time, but their values are kept hidden from your opponents until the end of the game.

## Webbed Rooms




Some rooms in the Spider's Lair are marked with webs. These rooms contain gold, secrets (major or minor), and monkey idols. To claim one of these rewards, you must "cut it loose" from the web by spending a Sword when you first enter the room.

You are not *required* to spend any extra resources to enter a webbed room. If you have no Sword, or choose not to spend one, you must exit and re-enter the room for another chance to claim the reward.

## The Queen's Web Cache



At the top corner of the board is a Cache of eight treasures the Spider Queen has collected. During your turn, if you have , you may spend it to take the treasure of your choice. Mark it with one of your Clank! cubes. (If you have no cubes, you can only browse the web. You can't take anything.) Each option in the Queen's Web Cache can be taken only once per game.

The eight options provide different amounts of gold, healing (to be used immediately), and Boots or Swords (which must be used on that turn). Many options also give you a Secret Tome, taken from the Reserve (if any are available) and placed in your discard pile as though you'd acquired it normally.

# Credits

## Game Design

Tim McKnight

## Original Game Design and Creative Direction

Paul Dennen

## Executive Producer



Scott Martins

## Art Direction, Art, Graphic Design

Kenan Jackson, Raul Ramos, Jon Schindehette, Ashley Stoddard, Nate Storm



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## Production

Evan Lorentz

## Additional Game Design and Game Development




Andy Clautice, Paul Dennen, Darrell Hardy, Evan Lorentz

## Special thanks to:

All of the awesome Dire Wolf Digital team members, and their friends and families, who helped to playtest CLANK!



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