First and foremost you can combine maps any way you like! But, in playing Cave Evil and other related games, to keep a consistency, here's a few rules to help match up and start each game.

EVERY MAP IS MADE TO BE USED WITH ALL CAVE EVIL TYPES OF GAMES

EVERY MINIMAP APPLIES TO ABOVE

A map can be laid atop an existing map, extend a map or be played alone.
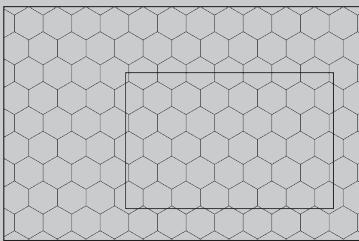
- **If covering a map:** map covered is the game goal

- **If extending a map:** both map goals can be in effect, or choose a map goal between the two

- **If playing a map alone:** just use that map goal

COVERING A MAP

Map laid atop cannot cover whole map. Rather, the map adds its terrain features. Map covered is the game's goal.


If laid atop a map, for example Cave Evil, goal will be the Endgames of Cave Evil.

Do not cover the Endgame Goals of a map!

In Cave Evil, a few Endgame cards need the location of The Pit. The new map cannot cover The Pit.

EXTENDING MAPS

If placing maps adjacent to one another, players must choose: Either all game map goals are in effect, or one map goal is the sole focus. The group must decide.
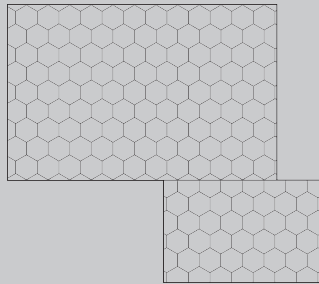
If all map goals are in effect, different players can win different maps at the game's end.

If playing with Cave Evil, and having an extended map, the Cave Evil goals and the other map goal/s are in effect. If playing CE and Chaos Pack 2, both Cave Evil and the King of the Hell goals are occurring at the same time.

If one map goal is in effect, all other maps simply extend the environment.

If the Cave Evil map is the sole goal, Chaos Pack 2's King of the Hell map is simple an extention of the Cave Evil map.

MAP ALONE
Simply follow map's rules!

BEGINNING GAME

Set up any decks you like

If playing with Cave Evil decks, add any additional cards desired

Each player recieves 5 of each resource: **Metals, Gore, ShadowFlame**. Place with any creature/s

Set up any map per their rules

If playing with Necromancers, set up the Necromancers as normal

Roll for a starting player, this player will begin each Cycle

If playing with one map goal, place Blood Eye on that map, and refer to its Cycle track

If all maps are in play, refer to Cycle charts of each map

If another map covers the Cycle icons, or if not enough Blood Eyes to keep track of Cycles, improvise, but maintain the map's Cycle Rules

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ENTERING A MAP

• Players set up off map and must enter a map. A player may enter from any tunnel space, on any side
• First full hex is first movement space
• Players may choose to dig onto a map rather than use a tunnel
• Opponents must enter from a different tunnel. They may enter from the same side as long as it is a different tunnel
• If a side open, without tunnels, one player may enter the side
• Entrance is noted and becomes the player's "entrance" tunnel for the remainder of the game

• All card text refering to a player's "Lair" is equal to this "Entrance"
• All player pieces must enter a map by Cycle 3. Any pieces not on the map by Cycle 3 cannot enter game. Creatures left off the map are not dead, they just didn't arrive in time

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ENDING CYCLES WITH MULTIPLE MAP GOALS IN PLAY

All map Cycles advance. A single Blood Eye and track may be used, but if a particular map has activations, or advances differently, keep note.

Ex. Maps may have Cycles with no activations, but some maps, including Cave Evil, advance differently. Cave Evil advances when creatures are also created. If playing with other map goals, advance each per their rules.