The D100 Dungeon - Game Tracker takes the hard work out of tracking the various game elements, such as shading the time track, recording Monster and Player HP, logging Keys and Levers found, tracking Disease and Poison pips, recording your supplies (Oil, Food and Picks) and setting the Encounter Modifier. Use the 20 Crystals supplied to track the various elements and at the end of your gaming session just update the Adventure Sheet with the information from the Game Tracker Mat. This is a print and play version of the Game Tracker.

**Instructions**

Permission is given to print off 1 working version of the Game Tracker for your own personal use. The finished size should be approximately 10” x 16”.

All non-paper components from the Game Tracker have been reconstructed into counters for your convenience.

The images that have been used to create the print and play version of the Game Tracker are the same images and sizes used in the making of the original Game Tracker, which is available from [www.thegamecrafter.com](http://www.thegamecrafter.com).

For more information about D100 Dungeon, please visit [www.mk-games.co.uk](http://www.mk-games.co.uk)
D100 DUNGEON
GAME TRACKER

WHEN TRACKING MONSTERS WITH THE PACK ABILITY, USE A LINE FOR EACH MONSTER ON THE MONSTER TRACK AND TRACK THEIR HP USING THE VALUE SHOWN IN BLUE AT THE TOP OF THE MONSTER TRACK.