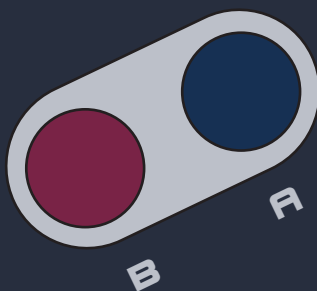


# DUNGEON ROYALE!



PRESS HERE







## CALLING ALL HEROES!



The King is on his deathbed with the rare Breckenridges Disease, no healer in the kingdom has found the remedy. But all hope is not lost, mystical stories have been told of a rare artifact called the Stone of Life that has magical healing powers. Legend has it that the stone is protected in the depths of the Dungeons of Gorgath by the evil Dragon Redbane. The King has offered a great reward to any hero that dares enter the dungeon to retrieve it. It is rumored that there are other magical artifacts in the dungeon. You have been approached by townspeople to bring them back in exchange for rewards. But beware, you aren't the only hero who has courageously volunteered to obtain the spoils of the dungeon. Others will be willing to fight, even kill, for the glory and riches that await you...



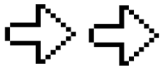
### SET UP

1. Shuffle the Hero Quests Cards, Ransack Cards, and Dungeon Royale Cards into separate piles.
2. Choose which side of the game board you will be playing. (Rules for each board are found in the Movement and Attack sections)
3. Place Teleport Doors between any two spaces, you may place them anywhere within the board, but cannot be placed outside the dungeon.
4. Each player starts the game with:
  - 3 Hero Quests (choose only 2 to keep)
  - 5 Dungeon Royale Cards (your hand)
  - 3 Movement Dice
  - Character Board
  - The matching Character Figurine
5. Each player starts on Level 1 and sets Hit Points (HP) to 3.
6. Roll the 8 sided dice and place a Key Artifact on the number that shows.
7. Select 7 Artifacts randomly from the remaining 13 Artifacts to place on the remaining squares indicated 1-8 at random.
8. Place the Stone in the Dragon's Lair - (Extra Artifacts will be placed in Phase 2) and Place Dragon Figurine in the Lair
9. Place Character Figurines on 1-5 Spaces (See Character Placement)
10. Place  Dragon Token on the  starting space.



## YOUR QUEST

Explore the dungeon, battle opponents, steal, and accomplish quests to get the most points before you or another hero leaves the dungeon with the Stone of Life. The hero with the most points wins.



**WATCH THE GAME  
RULES HERE**

[www.gatwickgames.com](http://www.gatwickgames.com)



## GAMEPLAY REFERENCE INFO

### POINTS



Gold/Diamond – 1-2 pts



Kill Boss/Dragon – 2-6 pts



Keys – 4 pts



Kill Token – 3 pts



Death Token – (-2) pts



Artifacts – 4 pts



Stone of Life – 10 pts



Quests – 4-10 pts

### QUESTS

Quests vary in point value from 4-10.

If you do not accomplish the quests, you are not penalized.

To “Complete” the quest you must possess the requested items when the game ends.

Some quests have overlapping goals & require the same artifact.

You may keep your quest cards secret.

### DICE INFORMATION



Respawn Dice – Numbered 1-6, used to determine where you appear/respawn after dying.



Movement/Compass Dice – Each dice has 5 symbols N, S, E, W & the words Stay (see Movement Rules)

8-Sided Dice - Various Use



Dragon Dice – (see Dragon Rules)

### ATTACK DICE



Black #  
QTY

	0	1	2	3	4
	0	1	2	2	1



Blue #  
QTY

	0	1	2	3	4
	1	1	3	1	0



Red #  
QTY

	0	1	2	3	4
	1	3	2	0	0



Green #  
QTY

	0	1	2	3	4
	3	2	1	0	0

### DEATH VS. KILL TOKENS

Kill Token - reward for reducing another hero's health to 0 (not Mini Boss/Dragon)

Death Token - penalty for getting killed by the board/self (-2 Points)

If a Mini Boss or the Dragon succeed in killing you, you receive a death token

If you die from another player's attack, you do not receive a death token.

## DIFFICULTY MODE

You play the game at different levels of difficulty depending on how much time you have and how courageous you are feeling. The Standard Level follows the rules exactly, all others are adjustments.

### QUICK:

- For a quicker game players can travel through walls, including the lair, but you must have a key to pick up the Stone of Life first time from the lair.
- Place both keys on the board at the beginning of turn.
- Leveling Up requires one less artifact or kill to level up – 2 items/kills for Level 2 and 4 items/kills for Level 3.
- If desired, you may disregard Hero Powers.

Gameplay: 30-45 Mins

**STANDARD:** The original gameplay with no adjustments (Recommended to start) Gameplay: 45-75 Mins. (**2 Player Game** 20-30 Mins)

### HEROIC:

- May not attack or steal through walls, undergrounds, or upstairs, unless attacks or steal actions go around corners. May still Attack the Dragon in the Lair Through Walls
- Withhold Both Keys until Phase 2

Gameplay: 60-120 Mins

### LEGENDARY:

- Same rules as Heroic, with variations
- Receive death token when you die, up to 4 deaths
- Strategic Variant: Players must show the cards in their hand to other players.

Game Play: 60-120 Mins

### 5-6 PLAYER GAME:

Same Gameplay as Standard; Exceptions are explained in Placement (pg 4), Turn Progression (pg 5-6) and the Pick Up phase of your turn (pg 6). (Expect a longer game)

**High Score Board:** A good score is ~35-40, a great score is 50+.  
Happy Questing!

## PHASE 1 OF GAMEPLAY

### CHARACTER PLACEMENT

Roll the 8-Sided Dice to see who goes first. The person who rolls the highest number places their Character Figurine on one of the numbered areas 1-5. Players go counter clockwise placing Character Figurines on the remaining locations, no overlapping on location placement is allowed for set up. After placing Character Figurines, the person left of the player who rolled the highest number goes first and receives the Torch Token reminding the group who goes first this round.



**5-6 player variation** – Players select where to place their Character Figurines. Multiple players are allowed to overlap and the player who rolls the highest number goes first.

Once the set-up is complete, each round is broken up into two parts: Hero Movement and Turns:

### MOVEMENT



Using the Movement Dice and the compass in the top right corner of the board, each player secretly chooses the three directions they wish to go.

The directions available are North, South, East, West, or Stay.

You move 3 spaces total.

You set up your movement by organizing your movement dice left to right in the order in which you'd like to move. Hide your dice from your opponents until everyone is ready to reveal.

When ready, every player reveals their movement to the other players at the same time, and they move immediately and simultaneously to their new location.

**The water and the pits** are purely decorative and do not impede movement.

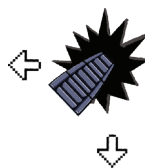
**Teleport Doors:** To travel through to another location, move one space in the direction as if you were traveling through the door. For example, if the



door is facing east, then you would travel west one space to arrive on the space adjacent to the other teleport door (you may not land on a teleport door, but rather the space next to it). If the Teleport Doors are placed in between squares without a wall, the teleport door becomes a wall and you cannot travel through it. You may not use

the teleport door from the backside, but must enter on the open face.

**Underground Tunnels:** You may transport from tunnel to tunnel as part of your movement. To move any direction requires one movement space in the direction indicated. For *Dungeons of Gorgath*, you will travel to the numbered stairwell going the direction indicated. Exits are not the same as tunnels (see Exit the Dungeon Rules)



### Exceptions to Movement:

You may not travel through the Dragon's Lair until opened in Phase 2 of the game.

If a Daze card is played on you, you roll the three dice and reveal the movement when every other player moves. You may not travel through walls, if you hit a wall, you stay in that location.

If you play the Scroll of Foresight, you choose your movement after everyone else.

### Movement Rules for the Red Mansion Board:

**Lava:** If you travel through lava, you receive the damage indicated on the board, but may move directly through as if there is no barrier.

For the center square, you may travel without damage if you travel north or south from the diagonal squares indicated.

For the double pick-up space indicated by "2x", you only receive the negative damage points once for entering and leaving. This is the only place to pick-up 2. The Underground and Upstairs can only be entered by way of the stairs. You may travel underneath the Upstairs (tunnel) or above the Underground (bridge) in the indicated spaces. You may only pick up treasure if you are on the floor level where the treasure is located.



## URNS

After the Movement phase of the round, each player completes their turn in sequential order going clockwise.

### Turn Leader

The Torch token indicates who takes their turn first. At the beginning of the game, the Torch token is passed to the left of the player who placed their character token first (character placement rules above).



After a round is finished, the player who went first passes the Torch token clockwise, and the new turn leader goes first for the new round.

**If playing with 5-6 players** – When passing the torch, skip one player every round to give the players who start the game going last more opportunities to progress as the game goes on.

## TURN ACTIONS

Each player may do the following on their turn:

Play ONE of the following from your hand\* (may use character power as well):

- Attack
- Steal
- Special Attacks
- Action Cards
- Discard (up to 2 cards)

\*If a player has a card stated as an “*Extra Action*” they may play one extra action per turn in addition to a regular action. They may not play two extra actions per turn/round.

**Pick Up Treasure or Artifact:** If you land in a square with treasure (indicated by the bag of treasure, treasure chest, and gold bricks) or an artifact, you may pick up ONE item per turn. This does not count as your action.



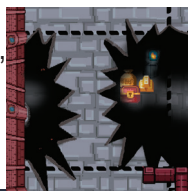
- For treasure, you may pick up a Ransack Card with a chance to receive a diamond/gold or a Mini Boss.
- You may not pick up items two turns in a row from the same location, you must move away for a turn and then return on a different turn if you want to draw from that square again (unless you have the action/power).
- **If playing with 5-6 Players**, the last two players to take their turns during each round may elect to pick up a treasure or artifact after the first player picks up, in order first to last. However, they must wait until their turn to perform any other actions.

**Re-Action Cards:** If you are attacked and have a “Dodge” or “Reflect” Card in your hand, you may play it to reduce damage (see Action Card Rules).

At the end of each turn, all players pick up cards to replenish their weapons starting from the turn leader, going clockwise.

If you cannot perform an action, you may discard up to two cards into the discard pile and draw a new card as your action.

**Red Mansion Attacks:** If you are on a different level of floor, i.e., the basement or upstairs, you may still attack as if they were on your level. For more difficult game modes, you may not.



## ATTACK AND STEAL CARDS

### Attack Cards:

Each Weapon has a grid indicating where you can and cannot attack. Your location is the X, and the areas highlighted in red are the distances/areas where you may attack only 1 player, if they are in the red area. You may attack in **ANY** direction as long as the distance is correct.



Each attack card shows the power of the attack with the respective attack dice to use on the attack – you will roll the dice indicated on the card to determine how much damage you will do to the opponent you are attacking. You may only attack one opponent per attack, unless otherwise indicated.

Defending an attack: You may only defend an attack if you have special cards or powers that indicate that ability.

If you are able to deplete a player's Hit Points to Zero with an attack (kill), you gain a kill token. However, your opponent does not receive a death token.

You may attack through walls (or undergrounds or upstairs).

Special Attack Cards have special instructions and generally do damage to multiple opponents.

### Steal Cards:

Each Steal has a grid indicating where you can and cannot steal. Your location is the X, and the areas highlighted in red are the areas you may steal from if the player is in that area. You may only steal from 1 player. You may steal in **ANY** direction as long as the distance is correct.



When you steal, the player you are stealing from has a chance to avoid the steal.

That player rolls the green dice, if the player rolls a zero (blank side) then you may steal one item of your choice from that player.

If the player rolls a 1, you choose 2 items you would like to steal, and the player gets to choose which item you steal.

If the player rolls a 2, then you do not steal anything.

You may steal through walls (or undergrounds or upstairs).

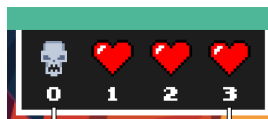
You may only steal Artifacts, Gold, and Diamonds.





## DYING AND RESPAWNING

If your Hit Points are reduced to 0 (the Skull symbol) then you die.



Roll the Respawn Dice – Place your character token on the number you rolled. If you roll a 6, then you are allowed to choose on which number (1-5) to respawn and place your token.



Move your hit points to full health depending on what level you are at.

If you have not finished your turn for the round, you still complete your turn from your new location.

When you die, you don't lose any of your treasure, Mini Bosses, or artifacts.

**Exception:** Stone of Life – it is dropped where you die.

## RANSACK CARDS

This is a draw pile containing Gold, Diamonds, and Mini Bosses.

If you draw Gold or Diamonds, they are free points.

**Mini Bosses:** If you draw a Mini Boss who is protecting a room, it will attack you. You choose one of two actions:

- Escape – Roll Green Dice. Dodge rules apply.
- Fight – You may use **ANY attack card** from your hand (even if the distance doesn't match), but you only roll the dice indicated on the card. The Mini Boss also rolls the attack dice indicated. If you roll higher or the same amount, you defeat it and gain the point value. If you lose, subtract the values of the Mini Boss' attack and your attack and receive that damage. The Mini Boss is mixed back into the Ransack deck if you do not defeat it.



If the Mini Boss kills you, you receive a death token.

You may use a reflect re-action card on a Mini Boss but must roll a 2 to defeat it. Regular rules apply for damage taken. You may not play a re-action and an attack card.

If you defeat the Mini Boss, you receive the points indicated on the card.

## THE DRAGON



At the end of each round, roll the Dragon Dice to determine the Dragon's action. Each color represents a different attack/action.



Using the Redbane Dragon Board, match your Dragon roll color to the action. An attack hits every space indicated on the Dragon Board. Use the side that matches the game board side you are playing. (Red Mansion or Dungeons of Gorgath)

**Dragon Attacks:** If the Dragon attacks with his Dragon Fire Breath, determine the power of the Dragon's attack on the side of the game board. Roll the indicated attack dice, and every player in his line of view receives the damage indicated by the dice.

Every time he attacks, you move the dragon token one space down making him more powerful with each attack. When you roll a blank/steal, the dragon token is not advanced. If the dragon kills you, you receive a death token, (you may play a Dodge or a Reflect to minimize damage).



**Dragon Stealing:** When you roll the Yellow Dragon, he steals from the same spaces that he attacked last. If you roll the yellow first without any attack history, then he steals from the area as if you rolled a Red Dragon last time. For the Dragon to be successful in a steal, you must roll a 0 with the Green Dice; if you roll a 1 or 2, he fails to steal from you. When he steals, you decide what he steals from you, if you only have one item, he takes it. The artifacts/treasure go into his lair and are able to be picked up by players who are able to enter into the lair. Treasure is placed in a pile on the side of the board.



**Retaliation:** If you pick up an artifact/treasure in the lair while the dragon is with you in the lair, he retaliates by hitting you with a Red Attack Dice. (Different rules apply for Stone of Life).

**Killing the Dragon:** You and the heroes are able to attack and kill the dragon, the person who delivers the last hit on the dragon wins the dragon token for 6 points. He does not respawn when he dies. You may attack through the lair walls. The Dragon begins the game with 10 Hit Points.

## ARTIFACTS

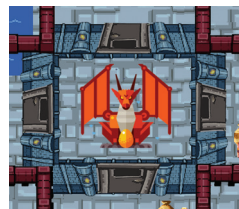
In addition to giving points and accomplishing quests, if you possess the artifact that is shown on your character board, then you get to use that power. If you lose that artifact, then you no longer get to use that power until you retrieve it again. (See Hero Powers)

Artifact powers are only given to specific characters. Each Character has 2 artifact powers, if you gain artifacts that are not on your character board, you do not gain their power, but still receive the point value associated with it.



## Keys and Dragons Lair

You must collect a key to open the Dragon's lair to enter the lair for the first time. Once the Dragon's Lair is open it stays open and any player can travel through any of the gates or pick up items in the lair. The Keys count as artifacts. Place the key at the same time as artifacts.



## LEVELING UP

To level up you must either acquire Kill Tokens and/or Artifacts. Once the tasks are completed, you level up and do not decrease your level for the rest of the game regardless of items being stolen from you.

You track your level on your Character Board.

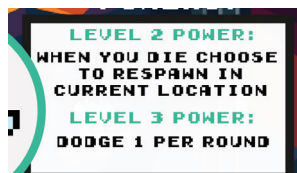


**Level 2** – Gather any combination of 3 of Kills or Artifacts. For example, if you pick up 2 artifacts and get a kill for a total of 3 between both Kills/Artifacts, you immediately level up to Level 2.

**Level 3** – Gather any combination of 5 Kills or Artifacts. For example, if you have 3 artifacts and 1 kill, if you obtain one more kill token for a total of 5 between both, then you immediately level up to level 3.

**When you level up**, your Hit Points (HP) increase, and you are healed to full HP immediately.

**When you level up**, you gain powers that will help you in your quest (see Hero Powers)



**When you level up**, you add an additional attack power. These are explained on each Character Board. For example, some heroes will add a Green Attack Dice when they hit level 2 and they upgrade their attack to a Red Attack Dice when they hit level 3.



## PHASE TWO OF GAMEPLAY

As soon as one of the players hits Level 3, you immediately enter into Phase 2. This means that someone can exit the board with the Stone of Life. Alternatively, if no one has hit level 3 but ALL artifacts have been picked up, you still enter Phase 2 and anybody can leave the dungeon.

## PLACE EXTRA ARTIFACTS

Immediately place the extra unplaced artifacts/key on the board at random using the 8-sided Dice.

Each Artifact room is numbered 1-8, and the artifacts will appear in those rooms. When placing artifacts you may have multiple in the same room.

## THE STONE OF LIFE



Worth 10 points to the person who owns it at the end of the game.

The Stone counts as an artifact, but when you die, you drop the stone in the location you died, and someone else can pick it up on their turn.

**Dragon Retaliation:** If the dragon is in the lair when you pick up the stone, in his anger he attacks you with a Black attack dice.

## EXIT THE DUNGEON

Once ANY Hero has hit level 3, the person with the stone may exit the dungeon regardless of his/her Hero Level.

*If you do not have the stone* but want to end the game, you may leave the dungeon. You will receive 2 points for exiting early and escaping the dungeon's fate. If you have the stone, you do not receive the 2 points. Your reward is the stone.

Once someone exits the dungeon, each player gets to finish their last turn, excluding the one who exited.



Locations to Exit the Board:

**Dungeons of Gorgath:** Exiting the dungeon requires moving one space "South" from the square with the stairs to the basement to the Game Over square.

**Red Mansion:** Exiting the dungeon requires moving one space "West" from the underground basement or one space "East" from the upstairs to the Game Over squares.

## SCORING

Add up total points and place your character figurine around the edge of the board to indicate the total number of points you earned during the game. The Winner is the player with the most points (reference Points at beginning).

## HIGH SCORE BOARD

If you've achieved one of the highest scores, add your initials to the board!

## ACTION CARD RULES:

**Slowed** – Limit one player's movement to only one space on their next turn. (Counts as an Action)

**Daze** – Roll the Movement dice to determine the movement of an opponent next turn. (Counts as an Action)

**Health Potion** – Heals 3 damage. Max Hit Points for your level still applies.

**Treasure Hunt** – This extra action allows you to pick up two items this turn.

**Reflect** – Roll the Green attack dice. If you roll a blank, you do not succeed in reflecting the attack damage, if you roll a 1, you reflect half of the damage. If you roll a 2, you reflect the full damage. If you reflect half damage and the number is odd, you take the larger half of damage. If you successfully use the reflect to send half or the full amount of damage back and your opponent is killed as a result, you gain a kill token (your opponent does not take a death token). If the number that is being halved is odd, the attacked player takes the extra damage.

**Dodge** – Roll the Green attack dice. If you roll a blank, you do not succeed in dodging the damage, if you roll a 1, then you dodge half of the damage, if you roll a 2 you dodge the full damage. If you dodge half damage and the number is odd, you take the larger half of damage.

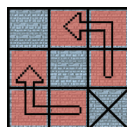
**Scroll of Foresight** – You must announce before players move that you are using the Scroll, not after.

## SPECIAL ATTACKS

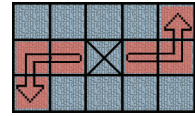
**Ambush** – Attack the whole line diagonally. For example, you attack every square Northeast to Southwest from where you are located. For more difficult modes of gameplay, the walls still don't protect you.

**Flying Arrows** – Attack the whole line either North to South or East to West from where you are located. For more difficult modes of gameplay, the walls don't protect you from specials.

**Boomerangs** – Attack all players along the boomerang's path. The distance is the same as the regular boomerang but anyone in the path is hit, and you are allowed to choose two paths of attack. The two paths have a restriction: the path of the second boomerang needs to mirror and/or flip the path of the first boomerang vertically or horizontally. In this example, you are allowed to flip and then mirror the second attack.



**Cherry Bomb** – Attack all players in the area indicated, but you also do damage to yourself. If you die from the attack you receive a death token (-2 points). If someone uses a Reflect card and the reflect damage kills you, the person using the reflect would receive a kill token, however you would not receive a death token; however, if you would die even if they didn't use the reflect, then the player that attacked you does not get a kill token and you take the death token instead.



## HERO POWERS AND STORIES

As you enter the underground of the Dungeon, you and all of the would be heroes see a dark, glowing essence that protects the entrance.. After hesitating, you reach out to touch it. Instead of dying, you feel something warm and unexplainable change in your being, you feel a strange bond to the dungeon and you have distinct images of artifacts in your mind that seem to be calling to you... you have yet to discover why...

**Artifact Powers:** You must possess the artifact for the power to be in effect.

**Level Powers:** You must reach that level to unlock the character powers. You do not lose those powers once you gain them.

**Extra Level Attack Dice:** When you level up, you may gain an extra attack dice. The dice power is upgraded for some heroes. For this power, you will only use one dice as indicated on the character boards.

### THE ABANDONED TWINS JINXST AND DAYNAH DANAGON



**Back Story:** Jinxst and Daynah Danagon grew up on the streets of Roka. Abandoned at birth, they became members of the local assassin's guild – The Black Hand. Jinxst has become one of the quickest and deadliest young stars and if he proves himself on the quest, he is sure he will be promoted to the Council of the Hand. He brought his twin sister Daynah along for the journey, but unknown to Jinxst, Daynah has plans of her own. She is in love with Darin, a quick-witted assassin who has promised her marriage if she wins the quest.

## ***Jinxst Danagon***

### **Powers:**

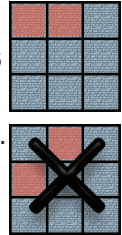
*Level 2:* Dash - When you move this round, you may move 5 spaces instead of three, in exchange, you cannot perform a normal action this round, but you may use an extra action. You may still pick up an item.

*Level 3:* When a player plays a steal card on you, you may roll the green dice twice and pick the better of the two rolls. (If a player has a steal power that gives them two rolls as well, just roll once)

### **Artifacts:**

*Hat of Magelius* - For your turn action, choose two adjacent squares to attack any hero/dragon who lands on or passes through those squares next round. You roll a blue attack dice for damage to each square after movement phase. If they pass through both squares, they are hit twice.

*Crown of Majesty* - Instead of picking up on your turn, you have the option to pick up an item before the round begins.



## ***Daynah Danagon***

### **Powers:**

*Level 2:* When you travel, walls and barriers do not impede your movement. You may travel through the Dragon's Lair before it is unlocked, but you may not pick up the Stone of Life unless you have the key. However, you may pick up other items that are hoarded there by the dragon.

*Level 3:* Teleport to any space within the dungeon during your turn. This counts as an action and can only be used once during the game. Excludes: Outside of the Dungeon and the Lair when it is locked.

### **Artifacts:**

*Hourglass of Time* - Time slows down, and you see an attack coming, you may dodge an attack. Roll a green dice, if you roll anything but a 2, you fail the dodge. If you roll a 2, you dodge the full damage of the attack. One use per round.

*Horn of Silence* - When you steal, your opponent rolls twice. You choose the better roll.

## **THE FALLEN KNIGHT SONICO OXBLADE**



*Back Story:* Sonico Oxblade was once one of the great known knights in the kingdom. From a young age, Sonico's love was jousting. When he was knighted, he had studied and practiced so ardently that he immediately became a champion contender. He won so many tournaments that even the king took a

liking to the young knight and promoted him to his Honor Guard to protect the treasures of the King. Drunk on his early successes, he began to gamble, and then even secretly “borrow” from the treasure room, always expecting to pay off the debts. One boisterous evening, some jeering knights challenged his ability to beat their champion in the next days’ tournament, and he personally staked 200 gold pieces on the victory. If he won, he could pay the King in full and leave his gambling days for good. But he lost. And lost bad. Distracted and flustered about the money he owed, he went straight to the treasure vault and started to gather the 200 Gold pieces to pay for his loss. In his haste, he did not notice his fellow guard watching him... his actions should have sent him to the executioners. But the King loved him so much that he spared his life, electing to only banished him to the far reaches of the kingdom. Many years later, Sonico has finally found a way to repay the king for his kindness. A life for a life.

### **Powers:**

*Level 2:* When you attack you can gamble for more power by rolling a green dice, if you roll a 1 or a 2, add 2 damage to your attack. If you roll a 0, you receive 1 damage.

*Level 3:* As your turn action, trade any artifact for another players artifact. The opponent rolls a green dice, if he/she rolls a 2 he/she blocks the trade; if he/she does not block the trade, you are able to trade an artifact of your choice in exchange for one of your artifacts. Artifacts include the Stone of Life, the Keys, and all other artifacts. Does not include Treasure or Gold.

### **Artifacts:**

*Enchanted Armor* - When attacked, the lowest attack amount from a dice is taken off, so you do not receive that dice’s damage amount. If someone is attacking you with 1 dice, then this power has no effect. For example, if someone rolls a 2 and a 1, the 1 damage is taken off.

*Staff of Might* - Wielding the Staff, adds 1 extra damage to all attacks on foes. Includes battles with Mini Bosses. Does not include re-action cards.

## **THE EXILE CORTANA ZELDRA**



*Back Story:* Born to nobility, Cortana’s father was a high-ranking official in the king’s court. He was one of the most powerful diplomats in the kingdom. However, his decisions began to be unfavorable to a dark faction of the political ranks, and they conspired to overthrow him. After successfully framing him, Cortana’s



father was executed, and the Zeldra family was exiled to another kingdom. Cortana's mother taught her all skills of a diplomat, wanting her to be successful as a courtesan in their new country, but her anger and confusion about the death of her father drove her into woods to hunt and be alone. She got into a lot of fights; she was even feared by older boys after she fought one for insulting her father. As she matured, she harnessed her passion to become a skilled diplomat as her mother wished, but also a stealthy marksman from her years of hunting. Now the exile has returned to the kingdom of her father, determined to restore honor to the Zeldra name.

### **Powers:**

*Level 2:* When you die, you may elect to either respawn in the same location that you died, or move to the location the respawn dice indicates.

*Level 3:* Using your quick thinking and reflexes you are able to use a Dodge effect once per round. Regular Dodge rules apply (see Dodge in Action Card Rules)

### **Artifacts:**

*Map of Secrecy* - Gain one extra move during the move phase. Gain an extra movement dice to use.

*Torch of Truth* - When attacking from a distance (any card that is not on your same square), you gain an extra red attack dice. This is not applied to special attack cards.

## **THE BARMAID FLORA PLUMLEE**



*Back Story:* Born and named Janice Stump, her future looked about as good as her last name - Stumpy (and many other nicknames that came). Her family was large and poor. She barely received any education, and being a girl meant that she would learn dish washing, cleaning, and cooking like her sisters. She was good at it, and so she became a barmaid at a rundown local tavern following the footsteps of her two older sisters. But she had dreams; dreams of doing things that no woman was expected to do. She dreamed she was a hero, she dreamed she owned the nicest Tavern in town without the rough dirty men that constantly insulted her, and mostly she dreamed she wasn't named Janice Stump. She began introducing herself as Flora Plumlee. It sounded like a beautiful purple flower to her. The Tavern owner, Duff, was mean and crude, he didn't care about people, nor did he care for her name – he called her Stumpy 3 instead. Duff was especially mean to her. One night he beat her harder than usual for dropping

a pint of brandy, but her older sister Jane stepped in to stop him. He was so enraged that he pulled out his knife and stabbed her sister, killing her instantly. No one stood up to him, not even the constable did anything when Flora told the story. It was swept under the rug, and she knew that she needed to be stronger to bring justice and fight against this corrupt world. She trained for a year with a sword in her anger; now Flora is determined to retrieve the Stone. Fight the Dragon. Gain wealth and influence to bring justice to Duff. She might even buy his tavern, clean it up and call it Jane's Place in memory of her sister.

### **Powers:**

*Level 2:* When you occupy the same square with other heroes, you are able to attack all of them (however, you need a card that allows you to attack on your own square); when you do, you add a Blue attack dice to the attack.

*Level 3:* Pick up an extra item per turn as an extra action. Can only use 1 extra per turn.

### **Artifacts:**

*Chalice of Spite* - Any time you receive damage, you roll a green dice in retaliation. Can be used in conjunction with re-action cards.

*Apple of Vitality* - On your turn, you may heal 2 health as an extra action.

## **THE RAIDER MAVERICK GREGGERNAUT**



*Back Story:* Maverick was always destined to be in the army. His father was part of the army, his uncle was in the cavalry, his grandpa was a sword smith and his great grandpa was a captain in the War of Dunshire. He basically didn't have a choice. When he came of age, he joined the local Army and was shipped off to the parts of the kingdom no one wanted to go. After 5 years of fighting pointless battles, he convinced a small band of his army brothers to join him on a more exciting and lucrative path. He set up an operation of raiding enemy towns in the night, stealing gold, and killing enemy soldiers. He and his band blazed trails for the Kingdom, gained wealth, and he was nicknamed "Raider". On one particular raid, the enemy King had caught word of the coming raid and prepared. The King trapped Maverick, killed his band in front of his eyes, and threw him in prison. The king had plans for him. He knew of the quest for the Stone of Life and wanted to use Maverick to bring it back to him to stop the King from healing. In return, Maverick could go free. Before sending Maverick on his way, the king brought

in a sorcerer and cast a powerful bonding spell that made sure that if he didn't return to the king within a month, he would die a slow painful death.

### **Powers:**

*Level 2:* Place a booby trap on any two adjacent squares vertically or horizontally. Any player that enters or passes through the spaces next round will trigger an attack. The attack strength depends on the attack card you attach to the booby trap, It can be ANY attack card in your hand. The attack card loses its natural properties and acts as the booby trap, but maintains the same Attack Dice. Using this power counts as an action. It lasts until the end of next round. Includes attacks on the dragon.

*Level 3:* Using your persuasion, you can call on a monster from the depths of the Dungeon to assist you in battle. You can use it once per round. When attacked, you can use a Red Dice to reduce the damage that is given to you. Subtract the red dice roll from the total damage. You must decide before the attack is rolled if you want to use it. *When attacking*, add a Green Dice to your attack.

### **Artifacts:**

Helm of Strength - Saves an extra health when attacked. If you are attacked for 2 damage, and you have the Helm, then you only take 1 damage on that attack.

Bow of Hope - On any attack, add an extra green dice to your roll.

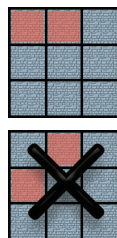
## **HONORARY 3-BIT THANK YOU CLUB:**

We, at Gatwick Games, cannot say Thank You enough to the many Kickstarter Backers who were so supportive and patient, and just plain awesome! We loved waking up to your comments and ideas. Your ideas shaped this game.

We want to recognize a few specific individuals for their exceptional support during the campaign:

Michael Towns, Backer #72  
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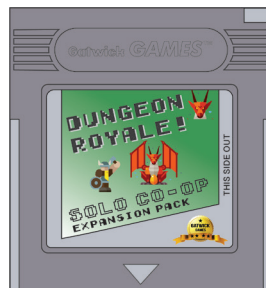
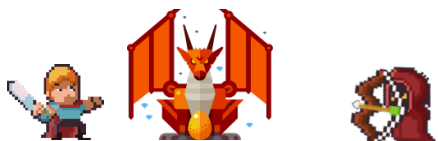
Thank You to the friends and family who played this game over and over again, and who were patient beyond belief with the many iterations and mid game rule changes. You are so important to our success!



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