

Age 8+
Players 2-5
Time 45 Min.

Disney

KINGDOM HEARTS



PERILOUS PURSUIT

Rulebook

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Contents

5 Player Boards with 15 matching pieces each
 5 Health Trackers to snap on the Player Boards
 1 Heartless Marker • 14 Double-sided World Cards • 6 Dice
 30 Item Cards • 1 Rulebook



Object of the Game

Join the adventure in Kingdom Hearts Perilous Pursuit. Play as Sora, Donald, Goofy, Kairi, and Riku as they journey through the various worlds to rid them of Heartless. Players will need to collect sets of dice to take actions to protect each other, attack Heartless, collect items, and seal the door to save each world. If players can save six worlds before any one hero loses all their health, or any two worlds are overrun, they win.

Setup

Each player selects a character and takes the matching Player Board, Set and Ready chip pieces, 5 Shields, and 1 Health Tracker. Sort the pieces and slide the Health Tracker on the top of the Player Board with the arrow pointing to the 10.

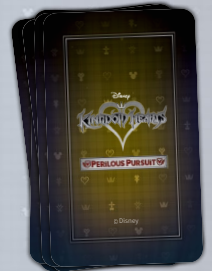


A sample setup for a 4 person game.

Player Board



Shuffle the deck of Item Cards and deal one to each player. Place them to one side of the World Cards in the center of the playing space.



Shields



Set Tokens



Ready Tokens



Separate the World Cards by their difficulty level and randomly choose 6:

- 1 Level One World
- 2 Level Two Worlds
- 3 Level Three Worlds

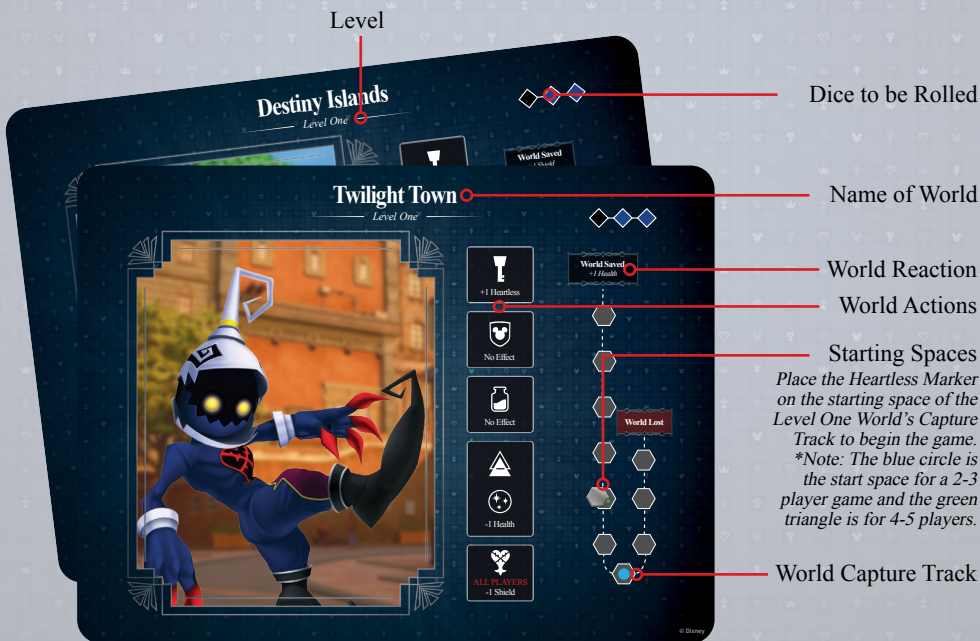
These cards are double-sided. Place the Worlds you will be playing in a face-up pile in the center of the playing space with the Level One World on top, the 2 Level Two Worlds behind it, and the 3 Level Three Worlds on the bottom. Place the Heartless Marker on the start space that corresponds to your player count.

- In a 2-3 player game, use the blue circle ● start space.
- In a 4-5 player game, use the green triangle ▲ start space.

Adjusting the difficulty:

- For a harder game, add an additional Level Three World to the bottom of the stack.
- For an easier game, choose 3 Level Two Worlds and only 2 Level Three Worlds.

World Cards



Each World Card features a unique Capture Track. All players must work together to move the Heartless Marker from its starting space to the World Saved space. However, the World will spawn Heartless at every turn.

Player Boards

Each Player Board depicts 5 abilities used throughout the game.



Health Meter

Shield Spaces

Set Space
Action Space
*(Created by the
Set Space Token)*

Ready Space

Actions

Each of the different die faces relates to the 5 abilities depicted on the Player Board.



PROTECT: Add 1 Shield Token to the Player Board. A Shield Token can be removed from a Player Board to prevent a single point of Health damage to the player.



ATTACK: This moves the Heartless Token 1 space closer to the World Saved space.



DISTRACT: Remove 1 die from the World's dice pool. The removed die must be the one in the Action Space.



COLLECT: Draw an Item Card. A player may hold up to three cards. If a player draws a fourth card, they must discard one card of their choice.



ABILITY: This is unique to each character.



WILD: This symbol can be used for any of the above actions. It is only found on the blue dice.



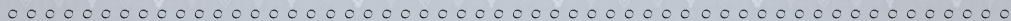
HEARTLESS: Dice rolled at the same time a Heartless is rolled cannot be set aside. It is only found on the black die.



Item Cards

There are two different types of Item Cards: cards with dice symbols and cards with text (Action Cards).

- Item Cards with dice symbols can be used during the Assign Dice phase as additional dice. Any player can play dice face cards during this phase to help the active player complete their board or take an action. Cards with the x2 under the symbol are worth two dice, but they must be assigned to the same player's board and cannot be used to take an action twice.
- Action Cards can be played by any player, at any time! Use them to reroll the dice, to keep the Heartless from rolling as many dice, or to ignore a ♡. If the *Ignore a ♡* Card is played when the Heartless rolls, none of the players will have to suffer the effect.



Game Play

Worlds are saved from the Heartless through the use of the 6 dice. On a player's turn, they will roll dice to make sets and then assign them to their Player Board and their companions' Player Boards. A turn consists of four phases: ROLL DICE, ASSIGN DICE, ACTIVATE DICE, and ROLL FOR THE WORLD - HEARTLESS SPAWN & ATTACK.

1. ROLL DICE

On their turn, players roll the 6 dice up to 3 times to create sets to complete their Player Board. After each roll, if there are no Heartless showing, the active player may set aside any number of dice. A player may change their mind about which dice to set aside after each roll. However, after the 3rd roll they must keep and attempt to use the symbols shown on the dice. If the black die shows a Heartless, the player must gather up all dice rolled with the Heartless and reroll them. If the Heartless symbol is rolled on the third roll, the player will have fewer dice to assign for the turn.



2. ASSIGN DICE

After a player is finished rolling, they use the symbols rolled to create and take actions on their Player Board. Wilds are grouped into the appropriate set during this phase. It is important to note that all players have the same actions, but in different orders. This means it is easier for some players to take certain actions than others.


The Three Parts of an Action

Actions are created by adding tokens to the Player Board from left to right.

1. First a player must Ready the action by filling the leftmost space. To do so they must, in a single turn, assign dice showing the indicated dice symbols.
2. Next, they Set the action, by assigning one additional die of the indicated symbol, and placing the Set Token in the righthand space. This may be done on the same turn the action was made Ready, or on a future turn.
3. Once an action is Set, a player may activate and take the action once per turn by assigning a die with the matching symbol.


READY



For example, for Donald Duck to Ready his +1 Attack action, he must roll a set of 3  symbols in a single turn. Now he can fill in the lefthand section of the Player Board.

SET

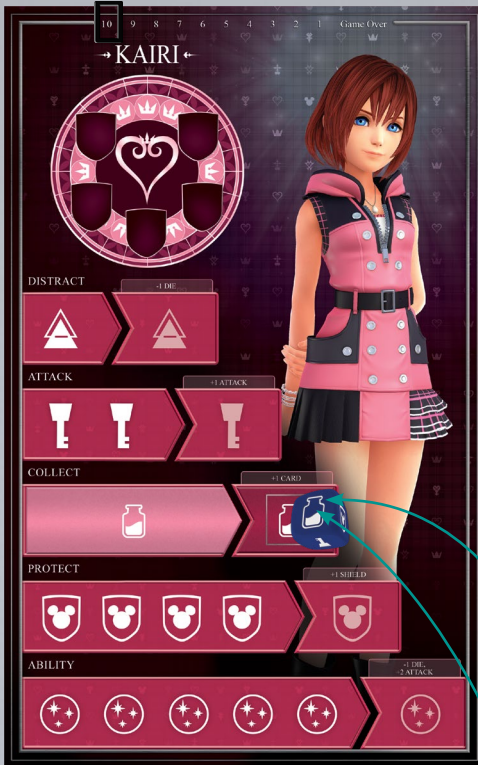







Once he has done this, one additional  symbol, either on the same or a future turn, will allow Donald to fill the space to the right and Set this action.

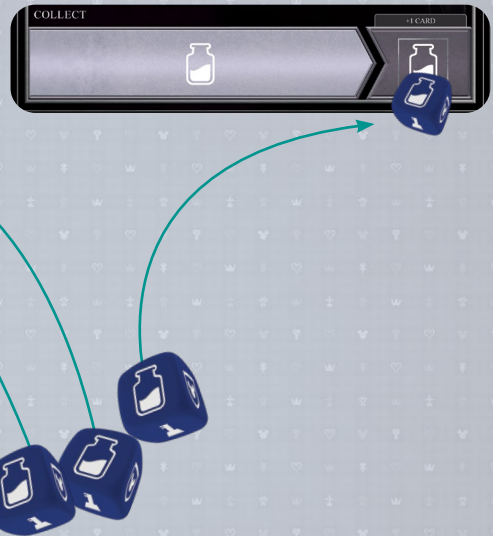
ACTIVATE



In addition, once the active player has Set an action, they may assign dice of that type (or a Wild) to another player's board if that player has the same action Set. This allows the other player to take the action during the current turn. Sometimes it will be advantageous for the active player to choose to forgo placing a die on their own board. This is especially true if another player is low on Health and could benefit from an extra Shield, or if the active player already has three cards.



Example: On her previous turn, Kairi rolled 3  and Readied her Collect action. On her current turn, she rolls 3 more . She uses 1  to Set her Collect action. She can then assign the second  to her own Player Board to take the Collect action. Kairi then sees that Riku has also Readied and Set his Collect action. So she assigns the last remaining  die to the Collect action space on Riku's Player Board.



3. ACTIVATE DICE

Once all dice that can be assigned have been, it is time for the players to Activate their dice.

Note: It is important to share dice among the players. A single action space may not hold more than one die. Therefore, teamwork is required because a player cannot make more than one attack or gain more than one Shield Token on a turn.

Actions can be taken simultaneously in any order, but it is helpful if players return the dice to the pool after taking their actions to remind them not to perform the same action twice. The exception to this is the Distract action. Each die that is held on a player's board in the Distract space keeps the Heartless from doing as much harm to the World. Subtract these dice from the World dice pool. Keep them on your board until after you roll for the World in the next step as a reminder.

4. ROLL FOR THE WORLD — HEARTLESS SPAWN AND ATTACK

At the end of each player's turn, they must make one roll for the World. Each World Card shows how many dice to roll and what the effect of each die facing will be.


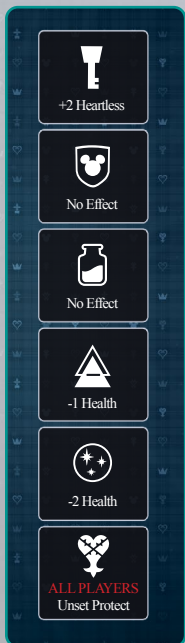


Example: For Wonderland, you will roll 4 blue dice and the black die.

The Heartless in the World will then either:

- *Spawn more Heartless*—move the Heartless Marker 1 or 2 spaces per symbol closer to the World Lost space to show how many Heartless remain in the World.
- *Attack*—attack the active player's Health reducing it by 1 or 2 for each symbol rolled.
- *World Effect*—this symbol is on the black die only, and the effect is unique to each World.

Note: Players can play Item Cards such as "Roll 2 less blue dice for the World" or "Ignore a ♡" to negate some of the effects.



Example: If the active player rolls a ♡, two more Heartless will need to be defeated. Move the Marker towards World Lost. If the active player rolls ▲ or ☺, that player loses Health. If Wonderland rolls ♡, all players will unset their Protect.





Shields

If a player has Shields on their Player Board, they may choose to lose one Shield for each attack prior to (or rather than) losing Health.



IF A WORLD IS SAVED

If a player defeats the last Heartless in the World (moving the Heartless Marker to the World Saved space), do not roll for the World at the end of the current player's turn. Instead:

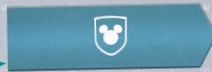
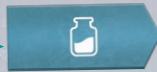
1. Start (or add to) the contained World Stack. You will need to save six Worlds to win the game.
2. Each player rolls a black die and removes the corresponding Ready and Set Tokens from their Player Board. If anyone rolls a ♣, they must remove all Set Tokens from their Player Board and roll the die again and remove the corresponding Ready Token.
3. Pass the dice to the next player.






IF A WORLD IS OVERRUN

If the Heartless Tracker moves off the end of the track, the World is overrun with Heartless. When this happens, discard the current World Card and randomly select one of the Worlds set aside at the beginning of the game and add it to the bottom of the stack.

1. Start (or add to) the World Overrun stack. If this is the second card in the stack, you lose the game.
2. All players remove all the Set Tokens for each action.
3. Each player in turn rolls a blue and black die. They must remove the corresponding Ready Tokens from their Player Board. If anyone rolls the ♣, they must remove the Ready Tokens from the 3 shortest actions on their Player Board in addition to what they rolled on the blue die. If they are lucky enough to roll a Wild on the black die at the same time as they roll a Heartless, they may leave all their Ready Tokens on their Player Board.
4. Pass the dice to the next player.



In Sora's case this would be his , , and  actions.



GAME END

The game can end in one of three ways.

- Players win if six Worlds have been saved from the Heartless.
- Players lose if any two Worlds are overrun.
- Players lose if any one player's Health is reduced to zero.

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WARNING: Choking hazard. Game contains small parts.

Not intended for children under 3 years.

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