

HERE TO SLAY

RULES

INTRODUCTION

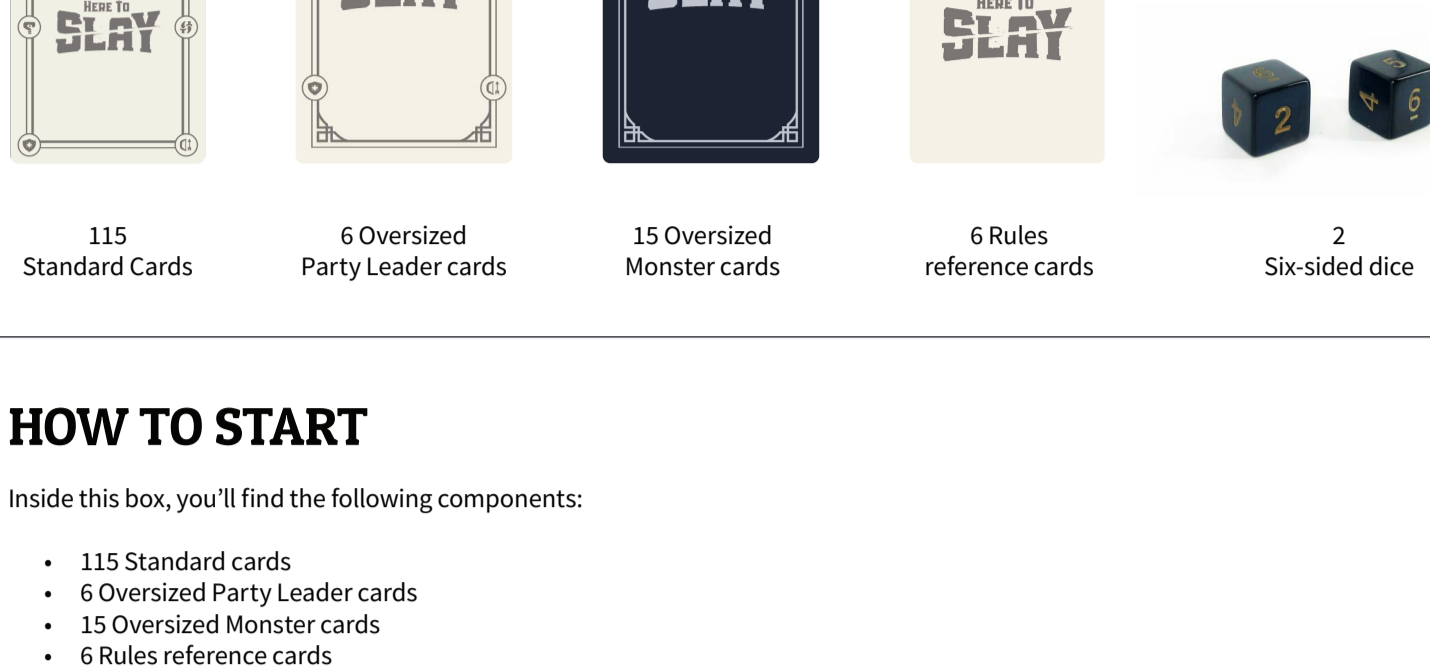
Welcome to Here to Slay!

In this game, you'll assemble a full Party of Heroes to slay dangerous Monsters while working to avoid the sabotage of your friends' enemies. The game also includes Items you can equip to your Heroes, 1v1 Challenge cards, and roll Modifiers to tip the odds in your favor.

The first player to SLAY three Monsters, or assemble a full Party with six different classes, wins the game!

A typical game of Here to Slay takes approximately 30-60 minutes to complete.

WHAT'S IN THE BOX



HOW TO START

Inside this box, you'll find the following components:

- 115 Standard cards
- 6 Oversized Party Leader cards
- 15 Oversized Monster cards
- 6 Rules reference cards
- 2 Six-sided dice

Start by having each player choose a Party Leader character to represent them throughout the game. Place your Party Leader card in your Party, which is the play area in front of you. You may roll to determine who gets to choose their Party Leader card first (or just make it a lawless free-for-all, because that's always fun).

Each player may also take a rules reference card to quickly reference the rules. Place any remaining Party Leader cards and rules reference cards back in the box; they will not be used for the remainder of the game.

Next, separate the different types of cards in the box. Shuffle the standard cards together, then deal 5 cards to each player. Place the remaining stack of cards face down in the center of the table to form the main deck. Leave space next to the deck for a discard pile, which is where you will place cards that are sacrificed, destroyed, and discarded throughout the game.

Shuffle the Monster cards and flip the top 3 Monster cards face up in the center of the table. Place the remaining Monster cards face down to form the Monster deck.



HOW TO PLAY

Players take turns by going clockwise around the table. You get three action points to spend on your turn, and you can use them to perform the actions below in any order. You can perform the same action more than once on your turn if you still have enough action points to do so.

The following actions cost **one** action point:

- **DRAW** a card from the deck.
- Play a Hero, Item, or Magic card from your hand.
- Roll two dice to use the effect of a Hero card in your Party. You cannot roll to use the same Hero card's effect more than once in a single turn, even if you roll unsuccessfully the first time.

The following actions cost **two** action points:

- **ATTACK** a Monster card.

The following actions cost **three** action points:

- **DISCARD** every card in your hand (if you have any) and **DRAW** 5 new cards.

If a card's effect tells you to perform an action immediately, this means you do not have to spend an additional action point in order to take that action.

Your turn ends when either you have no action points left or you choose not to take any additional actions.

THE CLASS SYMBOLS

Each Hero and Party Leader card has a class. In this game, you'll find six classes, and each class is represented by a colored symbol. A gray symbol is used in the game to denote a Hero card of any class:



THE TYPES OF CARDS

The main deck, which is made up of all the standard-sized cards with cream-colored backs, contains five different types of cards: Hero, Item, Magic, Modifier, and Challenge cards.

HERO CARDS: Your Heroes are brave adventurers, and each Hero card has a class and an effect. You may only play Hero cards from your hand during your turn, and playing a Hero card costs one action point. Each Hero card's effect has a roll requirement. In order to use a Hero card's effect, you must roll two dice and score equal to or higher than that effect's roll requirement.

When you play a Hero card from your hand into your Party, you may immediately roll two dice to use its effect. Once that Hero card is in your Party, you may use an action point to attempt to use its effect once per turn. If you unsuccessfully roll, you do not get the action point back.

There is no limit to the number of Hero cards you can have in your Party.

ITEM CARDS: Item cards are enchanted weapons and objects that can be equipped to a Hero card. You may only play Item cards from your hand during your turn, and playing an Item card costs one action point. Most Item cards bestow positive benefits, such as bonuses to rolls or protections for the equipped Hero card; however, some Item cards, called Cursed Item cards, provide negative effects and can be equipped to enemy Hero cards to give them disadvantages. Cursed Item cards are still considered Item cards for the purposes of card effects.

When you play an Item card, you must immediately equip it to a Hero card. To equip an Item card, select a Hero card and slide that Item card underneath with the card text of the Item card still showing.

Item cards can only be equipped to Hero cards (and not to Party Leader cards). Only one Item card can be equipped to a Hero card at a time, and you cannot replace an Item card with another. If a Hero card with an equipped Item card is destroyed, stolen, or returned to your hand, that Item card also moves with the Hero card.

MAGIC CARDS: Magic cards are powerful spells with a one-time effect. You may only play Magic cards from your hand during your turn, and playing a Magic card costs one action point. If you play a Magic card, move it to the discard pile immediately after using its effect.

MODIFIER CARDS: Modifier cards can be used to tip the odds in your favor. You can play a Modifier card instantly from your hand when any player rolls the dice (including you) to modify the roll by the amount stated on the Modifier card. If you play a Modifier card, move it to the discard pile immediately after using its effect. Playing a Modifier card does not cost any action points.

Some Modifier cards give you two options (ex. +1 or -3). When playing a Modifier card with two options, simply declare the option you wish to use on the current roll.

When deciding whether or not to modify another player's roll, you may wait until that player chooses their targets (if applicable) before deciding whether or not to use your Modifier card.

When modifying a Challenge roll, you may wait until both players have rolled before deciding whether or not to use your Modifier card.

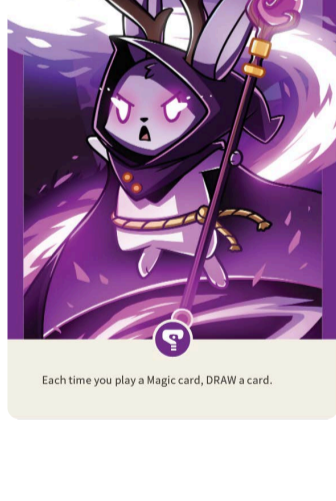
You may play multiple Modifier cards on the same roll, and multiple players may also play Modifier cards on the same roll. Once all players have completed playing their Modifier cards, combine the total change from all the modifier cards and adjust the roll total accordingly.

CHALLENGE CARDS: Challenge cards can be used to try to stop another player in their tracks. You may play a Challenge card immediately on another player's turn when that player attempts to play a Hero, Item, or Magic card from their hand to initiate a **CHALLENGE**. Playing a Challenge card does not cost any action points.

When you **CHALLENGE** another player, each of you must roll two dice. If your roll is equal to or higher than the other player's roll, that player must immediately move the card they attempted to play to the discard pile (and that player does not get back an action point). If that player's roll is higher, they may proceed with playing their card as planned.

Each card can only be challenged once; that means if another player has already challenged the card being played, you may not play a second Challenge card to initiate a second challenge.

THE PARTY LEADER CARDS



Party Leader cards are oversized cards with cream-colored backs, and each Party Leader card has a class as well as a skill that gives you a unique advantage throughout the game.

Party Leader cards are not considered Hero cards. Unlike Hero card effects, which can only be used once per turn, your Party Leader card's skill can be used each time the conditions for that skill are met.

For example, a Party Leader card might state the following:

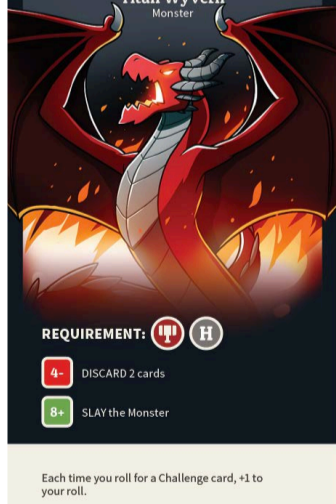
Each time you play a Magic card, DRAW a card.

This skill can be used every time you play a Magic card, even if you play multiple Magic cards in the same turn. You must first meet the Party requirements listed on that Monster card. Some Monster cards require you to have at least three Hero cards of any class in your Party in order to **ATTACK** it, that player must immediately move the card they attempted to play to the discard pile (and that player does not get back an action point). If that player's roll is higher, they may proceed with playing their card as planned.

Your Party Leader card is permanently in your Party and cannot be sacrificed, destroyed, stolen, or returned to your hand.

NOTE: You may not use as your Party Leader card in 2-player games.

THE MONSTER CARDS



If you successfully **SLAY** three Monsters, you win the game, but attacking a Monster may come at a price.

Monster cards are oversized cards with navy blue backs, and in order to **ATTACK** a Monster card, you must first meet the Party requirements listed on that Monster card. Some Monster cards require you to have a certain number of Hero cards in your Party, while others may require you to have a certain class represented in your Party in order to **ATTACK** that Monster card.

For example, if a Party requirement to **ATTACK** a Monster card is , you must have a Wizard in your Party (either a Hero card or the Wizard Party Leader card) in addition to a Hero card of any class. Note that a Wizard Hero card can fulfill either or requirements, but it cannot fulfill both.

Some Monster cards also require multiple Hero cards in your Party. For example, if a Monster card requires you to have at least three Hero cards of any class in your Party in order to **ATTACK** it, you will see on that Monster card. Please note that your Party Leader card is not considered a Hero card and does not count towards this Party requirement.

You can only **ATTACK** Monster cards that are face up in the center of the table. Attacking a Monster costs two action points.

Each Monster card also has a roll requirement. In order to **SLAY** that Monster card, you must roll two dice and score equal to or higher than that Monster card's roll requirement. But be warned: Each Monster card has a roll range in which they'll fight back, and if you score within that range, you'll have to pay the price.

For example, a Monster card might state the following:

5-: SACRIFICE a Hero card

8+: SLAY this Monster card

In this example, if you roll an 8 or higher (including Modifier cards), you successfully **SLAY** this Monster card. If you roll a 5 or lower (including Modifier cards), you must instead **SACRIFICE** a Hero card, and the Monster card remains unscathed. If you roll a 6 or 7 (including Modifier cards), nothing happens, but you do not get your action points back.

Each time you successfully **SLAY** a Monster card, your Party gains a new skill (listed at the bottom of the Monster card) for the rest of the game. Add the slain Monster card to your Party next to your Party Leader card. Monster card skills work just like the skill of your Party Leader card. Monster cards in your Party cannot be stolen, destroyed, attacked, or returned to your hand.

Each time you successfully **SLAY** a Monster card, turn another Monster card from the Monster deck face up in the center of the table.

IMPORTANT TERMS

Here is a list of defined terms you will see in the game.

SETUP TERMS

PARTY: The area in front of you in which you play Hero and Item cards.

DECK: The stack of standard-sized cards with cream-colored backs from which players **DRAW** during the game.

DISCARD PILE: The face-up stack of cards that have been sacrificed, destroyed, and discarded throughout the game.

MONSTER DECK: The stack of oversized cards with navy blue backs from which a new Monster card gets flipped face-up each time a player **SLAYS** a Monster card.

GAMEPLAY TERMS

DRAW: Take the top card from the deck and add it to your hand.

DISCARD: Move a card from your hand to the discard pile.

DESTROY: Move a card from another player's Party to the discard pile.

SACRIFICE: Move a card from your own Party to the discard pile.

STEAL: Move a card from another player's Party to your own Party.

CHALLENGE: Attempt to stop another player from playing a Hero, Item, or Magic card. You and that player must two roll the dice. If your roll is equal to or higher than the other player's roll, the card being challenged is moved to the discard pile. If that player's roll is higher, they can proceed with playing their Hero, Item, or Magic card.

ATTACK: Roll to **SLAY** a Monster card.

SLAY: Add a Monster card that you successfully attacked to your Party.

HOW TO WIN

There are two ways to win the game:

- Option 1: **SLAY** three Monster cards.
- Option 2: End your turn with a complete Party, meaning that your Party (including your Party Leader card) represents six different classes.

Congratulations, you can officially brag that you are the best adventurer and monster slayer in the entire world! But don't get too smug, because your champion status resets the next time you shuffle the deck.