

PLATFORMER



GAME RULES

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GAME OVERVIEW

Platformer – as the name suggests is an adventure game inspired by platform computer titles. In this adventure, a player becomes one of the daredevils whose goal is to defeat the epic boss at the very top of the dungeons' tower, traversed and explored in the course of the game. There will be lots of jumping, pushing, killing smaller creatures and acquiring legendary items! And all of this is framed in the mechanics of rolling dice and insidious gravity, accompanied by cute illustrations!



GAME COMPONENTS



6 Hero standees



2 Boss standees



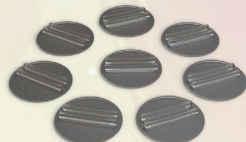
5 Action dice



4 Special dice



1 Enemy die



8 Plastic stands



16 Forest Dungeon tiles



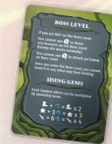
16 Void Dungeon tiles



2 Boss sheets



4 Help cards



4 Boss Help cards



6 Hero cards



15 Item cards



15 Potion cards



6 Enemy cards



11 Boss Attack cards



10 Artifact cards



12 Event cards



50 Gem markers



28 Enemy tokens



20 special Boss tokens

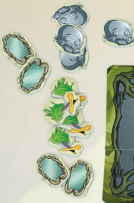


35 Gold tokens



25 Heart tokens

GAME SETUP



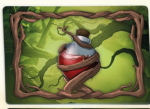
3

HIDDEN'S TEAM
 1. Start in the 3rd level.
 2. Start with 1000 gold.
 3. Start with 1000 health.
 4. Start with 1000 mana.
 5. Start with 1000 energy.
 6. Start with 1000 experience.

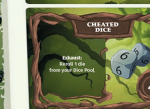
MEDUSA
 2 4 LEVELS



5



4



5

ANGELO
 5 5 LEVELS

6

SWEETY
 4 4 LEVELS

6

AVYS
 6 6 LEVELS

8

4

ETORN
 4 4 LEVELS

9

PLAYER TURN

1. Roll the dice.
2. Roll the dice.
3. Roll the dice.
4. Roll the dice.
5. Roll the dice.
6. Roll the dice.
7. Roll the dice.
8. Roll the dice.
9. Roll the dice.
10. Roll the dice.
11. Roll the dice.
12. Roll the dice.
13. Roll the dice.
14. Roll the dice.
15. Roll the dice.
16. Roll the dice.
17. Roll the dice.
18. Roll the dice.
19. Roll the dice.
20. Roll the dice.

RANGE ICONS

BOSS TURN

9

PLAYER TURN

1. Roll the dice.
2. Roll the dice.
3. Roll the dice.
4. Roll the dice.
5. Roll the dice.
6. Roll the dice.
7. Roll the dice.
8. Roll the dice.
9. Roll the dice.
10. Roll the dice.
11. Roll the dice.
12. Roll the dice.
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14. Roll the dice.
15. Roll the dice.
16. Roll the dice.
17. Roll the dice.
18. Roll the dice.
19. Roll the dice.
20. Roll the dice.

RANGE ICONS

BOSS TURN

9

PLAYER TURN

1. Roll the dice.
2. Roll the dice.
3. Roll the dice.
4. Roll the dice.
5. Roll the dice.
6. Roll the dice.
7. Roll the dice.
8. Roll the dice.
9. Roll the dice.
10. Roll the dice.
11. Roll the dice.
12. Roll the dice.
13. Roll the dice.
14. Roll the dice.
15. Roll the dice.
16. Roll the dice.
17. Roll the dice.
18. Roll the dice.
19. Roll the dice.
20. Roll the dice.

RANGE ICONS

BOSS TURN

9


PLAYER TURN

1. Roll the dice.
2. Roll the dice.
3. Roll the dice.
4. Roll the dice.
5. Roll the dice.
6. Roll the dice.
7. Roll the dice.
8. Roll the dice.
9. Roll the dice.
10. Roll the dice.
11. Roll the dice.
12. Roll the dice.
13. Roll the dice.
14. Roll the dice.
15. Roll the dice.
16. Roll the dice.
17. Roll the dice.
18. Roll the dice.
19. Roll the dice.
20. Roll the dice.

RANGE ICONS

BOSS TURN


1. Build the Map:

- Arrange random **face down** Map tiles (*without the  on their backs*) in the form of a 2x3 grid, as shown in the picture.
- Flip the first Level tiles (*the lowest*) face up.

2. Setup Enemy cards:

- Place a random Enemy I card next to the first Level, **face up**.
- Place a random Enemy II card next to the second Level and a random Enemy III card next to the third Level, **face down**.

3. Setup Boss:

- Select or pick at random a Boss Sheet and place it **face up** above the Monster III card.
- Randomly place Boss Level tiles (*with the  on their backs*) above the last Level **face down**.
- Place all special Boss tokens listed on the back of the Boss sheet next to the Boss sheet.
- Place the Boss Attack cards, with the proper icon on their backs, next to the Boss Sheet, **face down**.
- Place the Boss Miniature next to the Boss Sheet.

4. Setup Shop:

- Shuffle the Item cards and place them next to the Map.
- Shuffle the Potion cards and place them next to the Map.
- Draw 3 Item cards from the Item Deck and 3 Potion cards from the Potion Deck. Place those cards face up next to those decks to form a display. This is the Shop.


5. Prepare common components:

- Put all Coin/Gem/Health/Enemy tokens near the Map so all players can easily reach them. This is the common pool.
- Place 5 Action dice and 1 Enemy die near the Map so every player can easily reach them.

6. Setup your Heroes:


- Deal 1 random Hero card to each player.
- Deal 1 Special die to each player. They should be placed on Hero cards, in the Special die slots, on the side without any Symbol.
- Each player takes the miniature matching their Hero card and as many Heart tokens as listed on their Hero card.


7. Prepare the first Level:



- Place Coin tokens and Gem markers on the marked Spaces.
- Put Enemy tokens corresponding to the revealed Enemy card on the Spawn Spaces ().

8. Select the first player:

- Whoever climbed a tower most recently is the first player (*you may also pick at random*).
- Rest of the players get starting bonus:

Second player – 1 

Third player – 1 

Fourth player – 1  and 1 

9. Help cards:

- Deal 1 Help card and 1 Boss Help card to each player.



GOAL OF THE GAME

The goal of the game is to defeat the main antagonist in the finale, at the top of the dungeons' tower. Players have to fight to defeat the terrifying Medusa, the mighty Grand Overlord Ikee, or other ancients awaiting them there, who each have their own special attack sequences. In order to beat them, the daredevil will have to deal wounds to the opponent, the amount of which depends on the length of the game. To deliver a single attack capable of dealing 8 or even 10 wounds with only 5 dice at your disposal is extremely difficult (*or simply impossible*). However, there are small objects giving additional power,

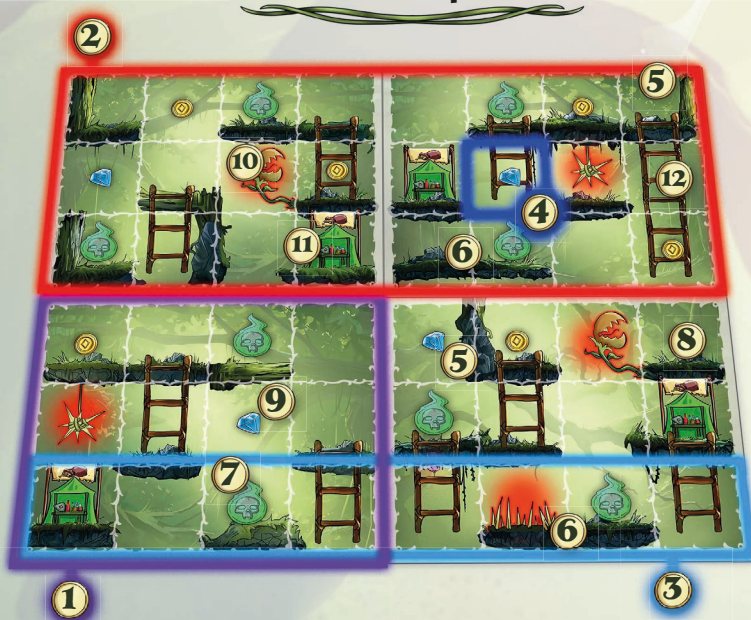
scattered in the Platformer's world – special GEMS that may be used to boost the hero's potential!

In short, the goal of the game is simple – climb the tower before other players do, gather gems on the way and strike the final enemy hard enough to defeat it.

The player may duck and dive, twist rivals, carefully plan his steps, deal with numerous enemies and greedy merchants – all whilst having tons of fun along the way!

GAME ELEMENTS

The map






1. Map tile

2. Level – 2 Map tiles in horizontal row.

3. Row – A single horizontal row of Spaces.



Void Portal – this Space is exclusive to the **Void Dungeon** tiles. When a Hero is on a Space with a Void Portal, they can use 1  to place itself on another Void Portal on the same Level. Using Void Portals Space does not trigger Enemy Attacks and Heroes can Push when moving through them.

4. **Space** – Only one Hero or Enemy may stand on a single Space.
5. **Walls** – Vertical obstacles. Impassable for Heroes and Enemies.
6. **Platforms** – Horizontal obstacles. Impassable for Heroes and Enemies.
7. **Enemy Spawn Space** – When a Level is Revealed, Enemies appear on these Spaces.
8. **Coin Space** – When a Level is Revealed, place 1  token on each Coin Space.
9. **Gem Space** – When a Level is Revealed, place 1  on each Gem Space.
10. **Trap** – Anytime a Hero enters a Trap (*or falls through it*), they suffer 1 Wound. Enemies ignore Traps.
11. **Shop** – When a Hero is standing on a Shop Space, they can buy Items and Potions.
12. **Ladder** – **Heroes** who stand **on Ladders** do not fall due to **Gravity**. **Ladders** also **connect Spaces** above and below the **Platform**. **Enemies** cannot use them to ignore Gravity.

Hero card



1. **Special die slot** – A place used for keeping your **Special die**.
2. **Hero Ability** – A trait unique to that Hero.
3. **Star effect** – Indicates what your Hero may use the ★ Symbol for.
4. **Health pool** – When you lose your last ♥, your Hero **Faints**.

Enemy card



1. **Loot** – Goods gained by the player who Defeats that Enemy.
2. **Damage** – How many Wounds the Hero will Suffer when Attacked by this Enemy.
3. **Health pool** – How many Wounds the Hero needs to deal with their Attack to Defeat this Enemy.
4. **Enemy Ability** – A passive feature, unique to each Enemy type.

Items and Potions



1. **Item/Potion price** – how much Ⓜ you need to spend in the Shop in order to obtain a given Item/Potion.
2. **Item effect** – there are basically 2 types of effects: Exhaust and Passive. Passive effects work alongside other Actions and are triggered automatically. However, when an Item has an Exhaust characteristic, you need to activate this Item with Action; resolve effects of the Item and then rotate the card by 90 degrees to mark that it is Exhausted and cannot be used until it gets Refreshed.
 - **Potions** – Potions are discarded immediately after use. When you discard a Potion, simply place it on the bottom of the Potion deck.



Action and Special dice



Action dice – When you roll your Action dice at the start of your Turn, the rolled dice form your **Dice Pool** – these are your resources. If you need a particular Symbol, you can perform **Forge** – Use 2 dice with the same Symbol to resolve the effect of another Symbol of your choice. If you decide to end your Action step and you still have an unused Symbol in your Dice Pool, you can save this Symbol for later, using your Special die (*note that you can do this only after you complete the 'Perform Actions' step*).

Special die – This die allows you to save a Symbol between Turns. It should be kept on your Hero card, in the dedicated slot. The basic state of this die is on its blank side – without any Symbol.

Reset Special die – Whenever you Reset your Special die, just turn it back to its basic state - without any Symbol. This happens most commonly when you use the Symbol from your Special die.

FLOW OF THE GAME

The game is played in Turns. Each Turn is played by a single player (called the Active player), who resolves the steps presented below.

During the first Turn of the game, you start from step 3.

1. Remove Level.

- As Heroes advance up, heading to the top of the Dungeon, lower Levels will disappear. During this step, if your Hero is at least 2 Levels higher than the lowest revealed Level, remove the lowest Level; flip it face down, discard all Enemies and tokens. All Heroes standing on the removed Level Faint (see *Hero Faint*, page 11).

2. Refresh all Exhausted cards.

- Turn all your Exhausted cards (turned 90 degrees) back to their original position – you can use them again this Turn.

3. Roll Action and Enemy dice.

- Roll 5 Action dice and 1 Enemy die.

4. Resolve the Enemy die effect.

- Apply the Enemy die effect:



– All Enemies Attack all Heroes on adjacent Spaces.



– All Enemies Move by 1 Space to the left.



– All Enemies Move by 1 Space to the right.

Enemies cannot step off Platforms when moving due to Enemy die.

5. Perform Actions:

- Spawn (if your Hero is not on the game Map, you **must** use Spawn).
- Use Symbols.
- Apply Gravity.
- Buy Item / Potion (Shop Space only).
- Use an Item / Potion.
- Use a Hero Ability.
- Forge a Symbol (use 2 Symbols as chosen 1).

6. Set up Special die.

- During this step, you may turn your Special die to a Symbol from 1 unused die from your Dice Pool. You can also apply Forge rules here - meaning that if you have 2 of the same unused Symbols, you can use them to set your Special die to any Symbol.

7. Apply Gravity.

- Each player's Turn always ends with applying Gravity. All Heroes and Enemies should stand either on other Heroes/Enemies or on Platforms/Ladders.

8. End player's Turn.

BOSS TURN

This phase is resolved only when the Active player, who just ended their Turn, is on the Boss Level. During the Boss Turn, you will resolve Boss Attack cards – each Boss works differently and has its rules listed on the Boss Sheet.

After all these steps are completed, the next player in the clockwise order plays their Turn.

Player Actions


During a player's Turn, players may perform an unlimited number of Actions, as long as they can afford them. All of them are optional, may be performed multiple times, and there is no required order of doing them (unless the Hero miniature is not on the map – in this case the player is obliged to perform the **Spawn** Action).



Using Symbols

The most basic way of doing things in Platformer is using Symbols from your dice (**Action dice** and **Special die**). When you use a Symbol from your Special die, Reset it (*turn this die to the side without any Symbol*). Whenever you use a Symbol from your Dice Pool, place the used dice out of the pool in which the rest of your dice are kept, so you can clearly see which Symbols are still available for you to use. Note that some game effects use Symbols from your Dice Pool, so try to avoid turning dice to other Symbols, once you have rolled them.



Symbols may also be enhanced with Gems (see using Gems, page 12).


These are the effects of using particular Symbols:


 - use this Symbol to Move your Hero by 1 Space (*for detailed Movement rules – see page 10*).

 - use this Symbol to Attack Enemies.
Multiple  may be used at once.

In most cases you need to use more than 1 Sword at once to Defeat an Enemy.

 - use this Symbol to gain 1 .

 - use this Symbol to Move 1 Enemy by 1 Space in any direction (*even off Platforms*).

 - this Symbol is used as other Symbols, depending on the Hero.

You don't have to use all of your Symbols, but they are lost when you finish your Turn.

Other Actions

Spawn – This Action may be used only when your Hero is not present on the game Map. This happens in two instances:


- At the start of the game.
- After your Hero has Fainted.

To use this Action, use 1 Symbol of any type from your Dice Pool and place your Hero miniature on an unoccupied Space (*with no Hero or Enemy on it*) on the lowest Row of the Map.

If your Hero is not on the game Map, you cannot do any other Action besides Spawn!

When a Hero Faints on the Boss Level, they Spawn on the Boss Level's Shop Spaces.

Apply Gravity – Players may trigger Gravity during their Turn. When doing so, all Enemies and Heroes not standing on Platforms (*or other Enemies/Heroes*) fall down until they hit the first thing that may support them; either a Platform or another Enemy or Hero. Note that there is no limit to using this Action during a single Turn and this Action has no cost.

Buy Item / Potion – When a Hero is standing on a **Shop Space**, they may discard their  to obtain certain Items and Potions. After an Item or Potion has been obtained, refill the missing space in the shop immediately. There is no limit for using this Action during a single Turn and this Action has no cost, apart from price of the bought Item/Potion.

Use an Item / Potion – If you have an Item with an 'Exhaust' characteristic, you need to rotate this Item card by 90 degrees when you use it. You can use multiple Items in a single Turn that way. Exhausted Items cannot be used until they are Refreshed. As for Potions, you can use any number of them in a single Turn, but each one of them must be discarded immediately after use.

Use a Hero Ability – Some Heroes have 'Once per Turn' Abilities. After you resolve the Ability's effect, rotate your Hero card by 90 degrees to mark that this Ability has already been used this Turn.

Note that all Abilities and Items with 'Passive' characteristic, take their effects alongside other Actions.

Forge a Symbol – If you have 2 of the same Symbols in your Dice Pool, you may use them both and apply the effect of any other Symbol. **You may also use Forge to set up your Special die** (*even by using a Symbol from the Special die*).

OTHER RULES

Adjacent Spaces



In normal circumstances, all 4 highlighted Spaces (up, right, down and left) from Sweetie would be adjacent to her. However, the left Space is behind a Wall, so it is not adjacent. The same is true for the bottom Space, as it is below a Platform. The right Space is unobstructed and up Space is above a Platform, but a Ladder connects it to the Sweetie's Space, so it is considered adjacent as well.

Movement

Platforms and Walls – All Space edges with Platforms and Walls are impassable. Spaces are not considered adjacent when there is a Platform or Wall between them. It is not possible to Attack or get Attacked through a Wall or Platform (the only exceptions are Ladders, see below).



Platforms and Walls

The lowest Row is Platform – The **lowest Row** of the game **Map** (on the lowest revealed Level) is considered a **Platform**. It is not possible to fall out of the Map and Enemies may Move freely on the lowest Row.

Moving up & Gravity – During their Turn, Heroes may move up (or, in other words – jump) freely. No ladder is needed to climb; you can jump 1 or more Spaces upwards – the Gravity is triggered only at the **end** of the player's Turn (or when the player decides to actively **trigger** it by using the 'Apply Gravity' Action)! When Gravity is applied, all Heroes and Enemies that are not standing on a Platform or a Ladder (or on another Hero/Enemy), fall down until they stop on a Platform or other Hero/Enemy.

Players falling due to Gravity through Traps still suffer Wounds from them (but Enemies do **NOT** Attack falling Heroes). Gems and Gold tokens do not fall due to Gravity!

Ladders – When a **Hero** is standing on a Ladder Space, that **Hero** is immune to **Gravity** (however, the player may still decide to fall when the Gravity gets applied). When a **Ladder** goes through a **Platform Spaces** above and below this Platform are considered **adjacent** – it is possible to Move between them, Attack and get Attacked.

Enemies cannot use Ladders to ignore Gravity, but they may Move through Platforms with Ladders.

Moving your Hero adjacent to Enemies – When a **Hero** stands on a **Space adjacent** to an **Enemy** and then **Moves**, that **Hero** will be **Attacked** by this Enemy. You can visualize this as being inside the Enemies' zone of control.

Heroes who fall due Gravity are not Attacked by Enemies!

Pushing – When a **Hero Moves** to a **Space** occupied by another **Hero** or an **Enemy**, they **Push** – Place the other Hero or Enemy on a chosen, **adjacent Space** (in any direction – even the Space the Hero moves from). This Space cannot be occupied by another Hero or Enemy.

Pushing does not happen when a Hero falls due to Gravity.


When a Hero Pushes an Enemy, they get Attacked as they first Move from an adjacent Space. If the Hero Faints due to this Attack, Pushing does not take place!

Moving Enemies

There are 2 types of Enemy movement: due to the results of the Enemy die roll and due to the effects caused by players.

Enemy die roll may cause Enemies to Move 1 Space right or left. Enemies cannot Move to a Space without a Platform in this way. In other words, they will never jump off the Platform on their own. **Enemies also cannot Move if there is a Wall, another Enemy or a Hero.**

Note that Enemy movement caused by Enemy die happens simultaneously – if two Enemies are standing next to each other, they will both Move in a given direction if that is possible.






Player-caused movement is done mostly due using  Symbols. When doing so, a player may Move any Enemy (*regardless of the distance from their Hero*) in any direction (*but the target Space must be adjacent!*), even forcing them to move off a Platform or make them move up to a Platform in a higher Row.

Revealing and Removing Levels

Revealing a new Level – After a Hero Moves to the highest Row of Highest revealed Level for the first time, **Reveal** a new Level immediately – flip the Map tiles **face up**, flip the Enemy card next to this Level **face up**, place Enemy tokens on Spawn Spaces and place all Gold tokens and Gems on corresponding Spaces. The Active player may then continue their Turn.

Removing the lowest Level – that may happen at the start of a player's Turn. When the Active Hero starts their Turn at least **2 Levels higher** than the lowest revealed Level, **remove the lowest Level**: remove all Enemy tokens, Gold tokens and Gems from that Level. All Heroes on that Level **Faint**. Then, flip the Map tiles from this Level **face down**.

Dealing Wounds and Defeating Enemies

Dealing Wounds – In order to Defeat an Enemy, a Hero needs to **deal a fixed amount of Wounds in a single Attack Action**, matching the Health Pool of a given Enemy. The most basic way of dealing Wounds is using Action dice with  Symbols, but this may be altered by some Items and Gems. All sources of Wounds may be mixed in a single Action (*for example, to deal 4 Wounds you can use 1  from Dice Pool, 1  from your Special die, 1  to boost one of the  and a Greedymer Item, which says your next Attack deals 1 additional Wound*).

Note that, in order to Defeat any Enemy, you **must** deal all Wounds in a single Action; otherwise nothing will happen.

When an Enemy is Defeated, remove its token from the Map. The Hero who Defeats that Enemy gains the Loot.

Suffering Wounds and Hero Faint


Suffering Wounds – Heroes suffer Wounds mostly due **Enemy Attacks** (*which happen either due to **Enemy die** or when Heroes **Move** next to them*) or by entering **Trap Spaces**.


Each time a Hero Suffers a Wound, discard one **Heart token** from their Health pool. When the last **Heart token** is discarded, the Hero **Faints**.


Faint – When a Hero Faints, remove their miniature from the Map, Reset their Special die, discard all their Boss tokens and Reset their Health pool back to full. To re-enter the Map, the player needs to use the Spawn action (*remember that Spawn Action works differently on the Boss Level – page 15*).

It is possible to Faint during your own Turn. If this occurs, resolve the Faint effect above. You can immediately Spawn, as long as you can use a Symbol for that.

Using Gems

Gems may be discarded in order to enhance Action or Special dice effects. When using a Symbol, you may discard a Gem to double its effect (for example, use 1  and 1 Gem to move by 2 Spaces). You can do this multiple times with a single Symbol, but the Gem cost increases by 1 each time; you can discard 2 additional Gems to triple the effect of a Symbol, 3 additional Gems to quadruple it, and so on.

This may be visualized this way ( is an example here, it works with any Symbol):

1 die with  Symbol allows you to:

Gems Discarded	Spaces Moved
0	1
1	2
3	3
6	4
10	5

You can enhance multiple dice this way.

To put this into perspective, take a look at this example:
A player owns 9 Gems.





x9

1
+1
+1

3 + 3 + 2 + 2 = 10

Case 2: the player has rolled 4 Swords. It is possible for him to assign 1 Gem to each of the dice. With 5 Gems left, the player is able to further enhance 2 dice, by adding 2 Gems to each. One of the Gems cannot be assigned. The total amount of Wounds the player can deal is 10.

Note that the Gems are arranged in layers in this example – in this way it is really easy to visualize and count how many  we can gather in total.

Gems may be used to enhance  and Forged Symbols!



x9

1
+1
+1
+1

4 + 3 = 7

Case 1: the player has rolled 2 Swords. It is possible for him to assign 6 Gems to 1 of the dice and 3 Gems to the other. The total amount of Wounds the player can deal is 7.





THE BOSS FIGHT

Note: if you are about to play your first game, you can start the game and come back to this section when you Reveal the Boss level.

About Boss

The Boss is the main antagonist in Platformer. Defeating it means winning the game! However it is important to note that the Boss is also an **Enemy** – whenever a game effect refers to 'Enemy', it applies to the Boss as well!

Revealing the Boss Level

The Boss Level is Revealed using the same rules as every other Level – when a Hero enters the highest Row of highest revealed Level. Reveal the tiles and place  and  tokens. Then, resolve the Setup section on the back of the Boss sheet.

Boss Components

Boss Level tiles



- 1. Special Icon** – This Space works differently for each Boss. You can find the details on Boss Sheets.

- 2. Boss Spawn space** – Boss appears on one of these Spaces.
- 3. Boss Level one-way passage** – It is possible to Move through these Platforms, but only from lower Level to the Boss Level and **never** down in the opposite direction.


Boss Sheet

Face up



Face down

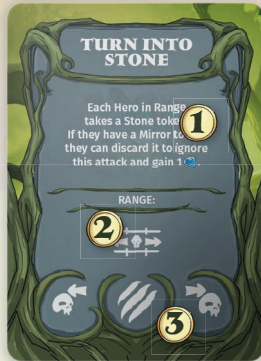


- 1. Boss Turn mechanics** – resolve this after a Hero ends their Turn on the Boss Level.
- 2. Boss Special rules** – special interactions Heroes may have with the Boss or information about the Boss' summons.
- 3. Boss Damage** – How many  the player will lose when Attacked by this Enemy.
- 4. Boss Health pool** – Formula for Boss Health pool. In a standard game there are 4 Levels, so Boss' Health pool will be 8. **That means that in order to Defeat the Boss, the player needs to deal 8 Wounds in a single Action.**

Please note that most of the time it is necessary to use Gems in order to Defeat the Boss.

- 5. Boss tokens descriptions.**
- 6. Boss setup** – Read this first after you **Reveal** the Boss Level.

Boss Attack cards



- Attack's effect** – always resolve these effects in order. If it is not possible to resolve an effect from an Attack card (*i.e. the Active Hero Fainted*), do not resolve it.
- Attack's Range** – indicated by a proper icon. **Bosses ignore Walls and Platforms when Attacking.**
- Special indicator** – each Boss has slightly different mechanics for defining which cards are resolved. For details look right.

Boss Range icons:

- All Heroes in the same Row as the Boss are affected.
- All Heroes on Spaces adjacent to the Boss are affected.
- All Heroes on 8 Spaces around the Boss are affected.
- All Heroes on the same Map tile as the Boss are affected.
- There are no range restrictions. Always hits the target.

Resolving Boss Turn - details

Medusa – Each time a player finishes their Turn on the Boss Level, they need to roll the Enemy die. Then, draw a card from the Medusa Attack deck. If this card has a matching Symbol in its lower part, its effects must be resolved. Otherwise, discard it and draw another one. Do this until you find a card with matching Symbol. **Medusa always resolves one Attack card.** Whenever you need to draw a card and the draw pile is empty, reshuffle the discard pile.

Grand Overlord Ikee – Each time a player finishes their Turn on the Boss Level, draw two cards from Ikee's Attack deck. Apply the effect of a card with the Symbol which appeared in highest number on the Active player's Action dice. It does not matter if you used all of these dice or not – you need to check all 5 Action dice. **This means you should not play with your dice after you roll,** because Ikee tends to react to your initial roll's result!

If Symbols from these cards appear in the same number (*for example one of them is , another one is , and the player rolled 1 and 1 , resolve both cards in random order.* The same happens if you draw 2 Attack cards with – in this case you resolve both of them (because there will always be a draw).

At every Boss turn, Ikee must resolve at least 1 Attack card. After that, both of the drawn cards are discarded.

Boss tokens – gathered by players from Spaces or due to effects of Boss Attacks.

When a Hero is about to gain a Boss token they already have, they suffer 1 Wound instead.

Defeating the Boss - End of the game

In order to Defeat the Boss, you need to deal a fixed number of Wounds (*minimum 8*). However, it is not possible to do this using your Action dice alone. You need to use **Gems** and **Items** (*see using Gems, page 12*). After the Boss has been Defeated, the game ends immediately and the player who managed to do it is the winner!


Other Boss Level rules

Entering the Boss Level – All Spaces of the lowest Row of the Boss Level have Platforms. However, it is possible to move through them, but only in the direction shown by the arrows – from lower Level to the Boss Level.

There is only one way of leaving the Boss Level – Defeating the Boss and finishing the game. **No other effect in the game allows Heroes to leave the Boss Level.**

It is possible to Push another Hero or Enemy when entering the Boss Level from the lower Level. When this occurs, resolve the Enemy Attack as normal.

When the last Hero enters the Boss Level, Remove all other Levels from the game – they will no longer be used in the game.

Boss Level is a sealed area – Players who are not on the Boss Level may not influence what is going on there – they cannot use  on the Boss or his Summons, nor Attack them. The same is in reverse; Heroes on the Boss Level cannot interfere with lower Levels anymore.

Note that effects of the Enemy die always work on all Enemies, regardless of their position. This is because the Enemy die represents actions of the Enemies which are independent from player actions.

Fainting and Spawning on the Boss Level – The Boss Level changes rules of Spawning Heroes. When a Hero **Faints** on the **Boss Level**, they may **Spawn** only on the **Shop Spaces** on the **Boss Level**. If all Shop Spaces are occupied, it is possible to Spawn on the closest possible Space to a Shop Space.

Boss summons – Some Bosses summon allies to help them on the battlefield. Summons work exactly like normal Enemies and have dedicated Enemy tokens. If a Boss is about to spawn a summon, but all summon tokens are already on the Map or all spawn Spaces are occupied, ignore that effect.



PLAYER TURN EXAMPLES

Here we have a gameplay example – this is a 2-player game between Sweety and Etern (*only part of the Map is visible*). The first one to take their Turn is Sweety, then we have Etern's Turn during the same game.



- 2. Refresh** – Sweety's Item – Boots of Haste – gets Refreshed.
- 3. Roll** – Sweety rolls Enemy Die – Sweety also has a on her Special die.










- 4. Resolve Enemy die effect** – The lower Werewolf on third Level cannot Move because it cannot step off the platform it is standing on. The upper Werewolf cannot move because it is on the edge of the Map. The Ent on the second Level however, Moves by 1 Space to the right. Even though there is no visible Platform, the lowest Row is always treated like a Platform.

Sweety's Turn




- 1. Remove Level** – Because Sweety starts her Turn 2 Levels higher than the lowest Revealed Level, the lowest Level is Removed – the Map tiles are flipped face down and all Enemies and other tokens are discarded. The Hero Etern Faints – his miniature is removed from the Map, his Special die gets Reset and Health pool is replenished.



5. Perform Actions

- First of all, Sweety Uses a , empowered by her Hero's Ability, to Move the higher Werewolf by 2 Spaces. Note that  may force an Enemy to step off a Platform.
- Then, Sweety uses her , , and  to Defeat the Werewolf and gain the Loot.
- Next, Sweety Exhausts her Boots of Haste to Move by 1 Space to the left and gather a  from the Map.
- The player decides to end the Perform Actions step with 2 unused  in their Dice pool.








- Set up Special die** – Sweety uses 2  from Dice pool to Forge them into a  and turn the Special die to the  side.
- Apply Gravity** – The Gravity is applied, but all Enemies are on Platforms already, while Sweety is standing on top of the Werewolf, so nothing changes.
- End Turn.**

Boss Turn is not resolved because Sweety is not on the Boss Level.

Etern's Turn



- Remove Level** – This step is skipped, as Etern is not on the Map.
- Refresh items** – Etern has no Items, so this step is also skipped.
- Roll** – Etern rolls 2 , , ,  Enemy die – 

Etern's Special die has no Symbol because it got lost when Etern Fainted.



4. **Resolve Enemy die effect** – Sweety is standing on top of the Werewolf and gets Attacked. 3 ❤️ are discarded and Sweety's Special die gets Reset due to the Werewolf's Ability.

5. **Perform Actions**

- Because Etern is not on the game Map, the only Action possible is to Spawn. Etern's player decides to use ★ and Spawn on a Space adjacent to an Ent. Note that this does not trigger Ent's Ability, because it is not a Movement.
- Etern uses 2 🗡️ to Defeat the Ent and gains the Loot. Note that Etern gains 1 🪙 more due to his Hero's Ability.
- Then, Etern uses 🦴 to move a Werewolf 1 Space to the right and force him to leave the Platform.
- Next, Etern uses 🦶 to Move 1 Space up. Etern gains a 💎.

6. **Set up Special die** – Etern does not have any more unused Symbols in the Dice Pool, so it is impossible to set up the Special die.

7. **Apply Gravity** – Etern stays in place because the player chooses to use the Ladder. However Ladders cannot support Enemies, therefore the Werewolf falls 1 Space down. Same is true for Sweety, as the Enemy is removed from below her.



8. **End Turn.**

Boss Turn is not resolved because Etern is not on the Boss Level.

GAME VARIANTS

Artifacts

If you want to add another layer of depth to your Platformer adventures, you may use Artifact cards. During the Setup shuffle the Artifacts deck and draw 2 random Artifacts. These two cards will be used during your game. Place these 2 cards in the middle of the game area. Place the rest of the Artifact cards in the game box.

Longer Map

If you want to play a longer game, you can add 1 extra Level to your Dungeon. If you do that, use 2 'III' Enemy cards for upper Levels.

Artifacts overview

Artifacts work in a similar way to Items; they have Passive or Exhaustible effects. The main difference is that Artifact cards change hands frequently.



- 1. Condition** – When a player meets the Condition of a given Artifact, they take the Artifact card immediately (*even from another player's possession*). Recently obtained Artifact cards always come to the player **Refreshed** and may be used immediately.
- 2. Effect** – Works the same way as Item cards.



Solo mode

Solo mode is played on a standard size Map. The Goal of the game is basically the same as in a regular game – to Defeat the Boss. However, there is a time limit – if you fail to win the game in 12 Turns, the game is lost. On the other hand, when you win the game, you need to count your score.

Events

Solo mode uses Event cards. During the setup, take all 12 Event cards, shuffle them and create the Event deck. During a solo game, add one step to the Turn order, before the 'Remove Level' step:

Resolve Event step. During this step, reveal the top Event card from the Event deck. Place it next to the Event deck, **face up**. Some Events work throughout the whole Turn, some of them may work at the end of the Turn – in such a case apply their effects during the 'End player's Turn' step.




Do not discard Event cards. When you reveal a new Event card, just place it on the previous face-up Event card.

Winning and losing a solo game

The game is lost in two cases:

1. When you **Faint**.
2. When there are no cards in the **Event deck** during the 'Resolve Event' step.

When you manage to Defeat the Boss, count your score:

- **3 points** for each Event card remaining in the Event deck.
- **2 points** for each Enemy Defeated.
- **2 points** for each Wound dealt to the Boss above the Boss' Health Pool.
- **1 point** for each  you have (*remember that you discard Gems when you use them!*)
- **1 point** for each 3  - based on your net worth. Sum up the costs of all Items and Potions owned by you. Add all of your  and divide everything by 3 (*rounded down*).

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