

UNSTABLE
GAMES

HERE TO SLAY™ DUNGEONS

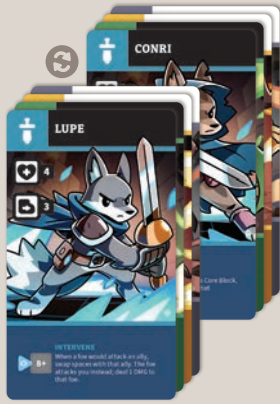


RULE BOOK

WHAT'S IN THE BOX



4 Class cards



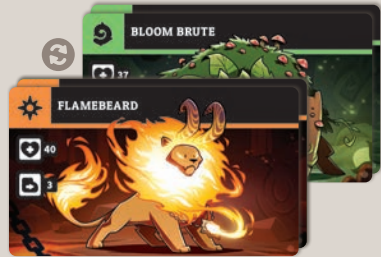
4 double-sided Hero cards



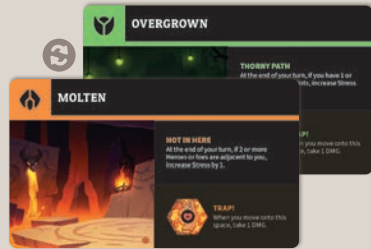
1 double-sided Active Player card



16 double-sided Monster cards



2 double-sided Dungeon Boss cards



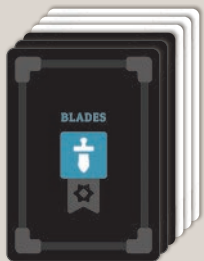
1 double-sided Dungeon Reference card



2 double-sided Dungeon cards



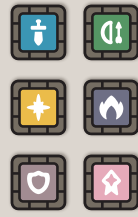
20 Item cards



48 School cards
(8 in each School deck)



1 School Library



6 School tokens
(1 for each School)



40 double-sided HP tokens

3 Extra Life Potion tokens



16 double-sided Minion tokens



1 Dice Tower

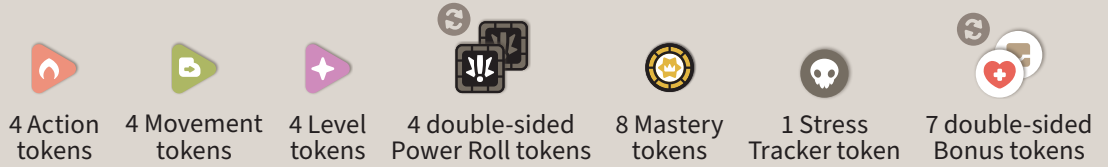


3 dice

4 Dungeon Boss meeples



4 Hero meeples



4 Action tokens

4 Movement tokens

4 Level tokens

4 double-sided Power Roll tokens

8 Mastery tokens

1 Stress Tracker token

7 double-sided Bonus tokens



1 double-sided Dungeon Entrance tile



9 double-sided Dungeon tiles













SETUP

To prepare for your adventure, you'll need to customize your Hero, set up the Dungeon, and choose the Dungeon Boss you wish to face.

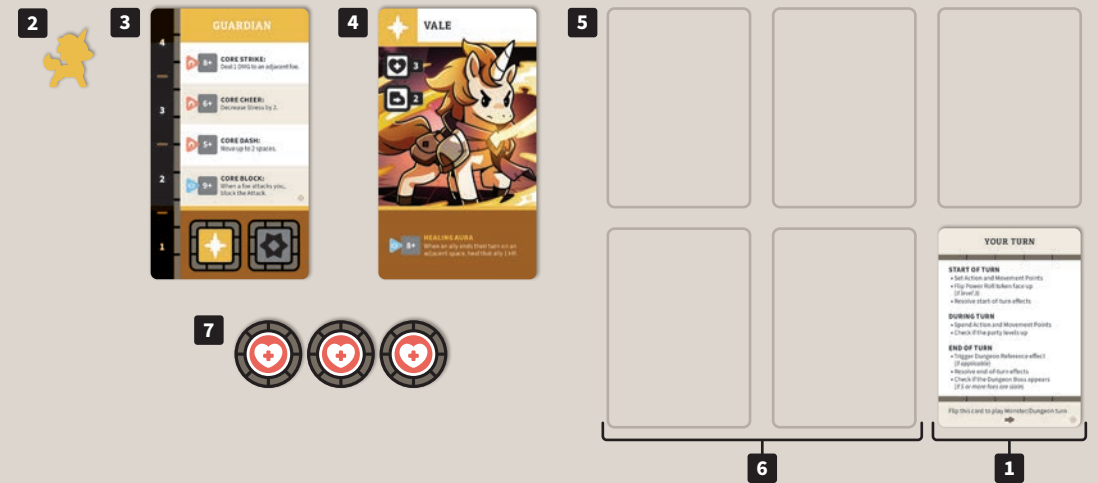
Start by choosing a Party Leader and give them the **Active Player card** **1**. They will be the first player, and turn order will proceed clockwise.

CUSTOMIZING YOUR HERO

Have each player choose a Class, starting with the Party Leader, and take the corresponding Class components: **Hero meeple** **2**, **Class card** **3**, and **Hero card** **4**.

CLASS	HEROES	DESCRIPTION	SCHOOL
 WARRIOR	 OR  LUPE CONRI	Master of weaponry who feels right at home when surrounded by foes.	SCHOOL OF BLADES
 RANGER	 OR  SCOUT ROBYN	Expert in long range combat that is ready to react in an instant.	SCHOOL OF PRECISION
 GUARDIAN	 OR  VALE PIERCE	Divine protector whose light guides and heals allies.	SCHOOL OF DAWN
 SORCERER	 OR  MAGNUS AMBROSE	Wielder of wild magic capable of bending it to their whims.	SCHOOL OF SORCERY

Your Hero card is double-sided, and each side shows a different Hero (with a unique Hero Ability). Choose which of those Heroes you want to play, then place your Class card and Hero card in front of you, leaving space to the right for your **School Abilities** **5** and **Inventory** **6**. Place a number of **HP tokens** **7** in your play area equal to the HP Stat shown on your Hero card.

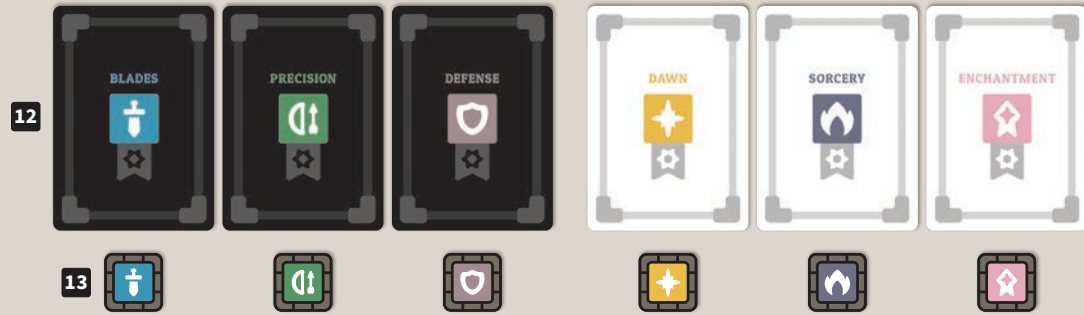


Take a **Level token** **8**, an **Action token** **9**, and a **Movement token** **10**. Place the Level token and the Action token next to the 1 on your Class card to indicate that you are starting at level 1 and have 1 Action Point to spend, and place the Movement token next to the number corresponding to your Movement Stat. You'll use these three tokens throughout the game to track your level, Action Points, and Movement Points.

Take a **Power Roll token** **11** and place it face down (with the darker side showing) next to the 3 on your Class card. This token will be available for you to use once you reach level 3.



Shuffle the **6 School decks** **12** and place them face down within reach of all players, then place the corresponding **School tokens** **13** next to them.



There are two types of Schools: Physical and Ethereal.

PHYSICAL SCHOOLS		ETHEREAL SCHOOLS	
	BLADES Focuses on dealing damage to nearby foes.		DAWN Focuses on light, fire, and healing magic.
	PRECISION Focuses on accuracy and ranged combat.		SORCERY Focuses on flexible spellcasting and power at a cost.
	DEFENSE Focuses on shielding and supporting your allies.		ENCHANTMENT Focuses on buffs and magical items.

Each Hero is assigned one School from which you can learn School Abilities, and you will choose a second School as part of customizing your Hero. Starting with the Party Leader and going in turn order, choose your second School based on your Class. Take the corresponding School token and place it on the designated slot on your Class card **14**.

Note: If a player in your party chose the Ranger Class, skip their turn to choose a second School; they will choose after the other players.



When choosing your second School, you must follow these rules:

- You may not pick the School already shown on your Class card.
- The Guardian and Warrior must choose one of the Physical Schools.
- The Sorcerer must choose one of the Ethereal Schools.
- The Ranger may choose a Physical or Ethereal School (after each other player has chosen their second School).

Once each player has chosen a second School, draw 2 School cards from your first School deck. Choose one of those School cards and place it face up to the right of your Hero card, then return the other one to the bottom of the deck. Next, draw 2 School cards from your second School deck. Choose one and place it face up next to your first School card, then return the other one to the bottom of the deck.

You're now ready to prepare the Dungeon!



PREPARING THE DUNGEON

Before you begin, your party has to decide which difficulty you want to play: Standard or *Veteran*. If Standard, we suggest you explore the **Molten Dungeon**, and if *Veteran*, we suggest the **Overgrown Dungeon** (but both Dungeons can be played in either difficulty).

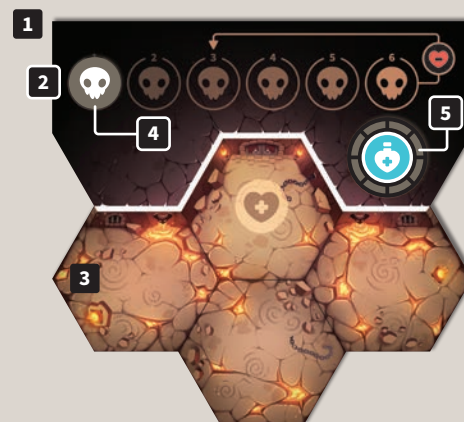
To set up the Dungeon, start by placing the **Dungeon Entrance tile 1**—which consists of the **Stress Track 2** and **4 spaces 3**—in the center of the play area with the side that corresponds to the Dungeon you're exploring face *up*. Leave space around the Dungeon Entrance tile to add Dungeon tiles. Place the **Stress Tracker token 4** on the Stress Track (which represents your party's current Stress) at 1 Stress, and stack the **3 Extra Life Potion tokens 5** on the Dungeon Entrance tile. Extra Life Potion tokens heal your Hero to maximum HP when you get knocked out.





MOLTEN DUNGEON

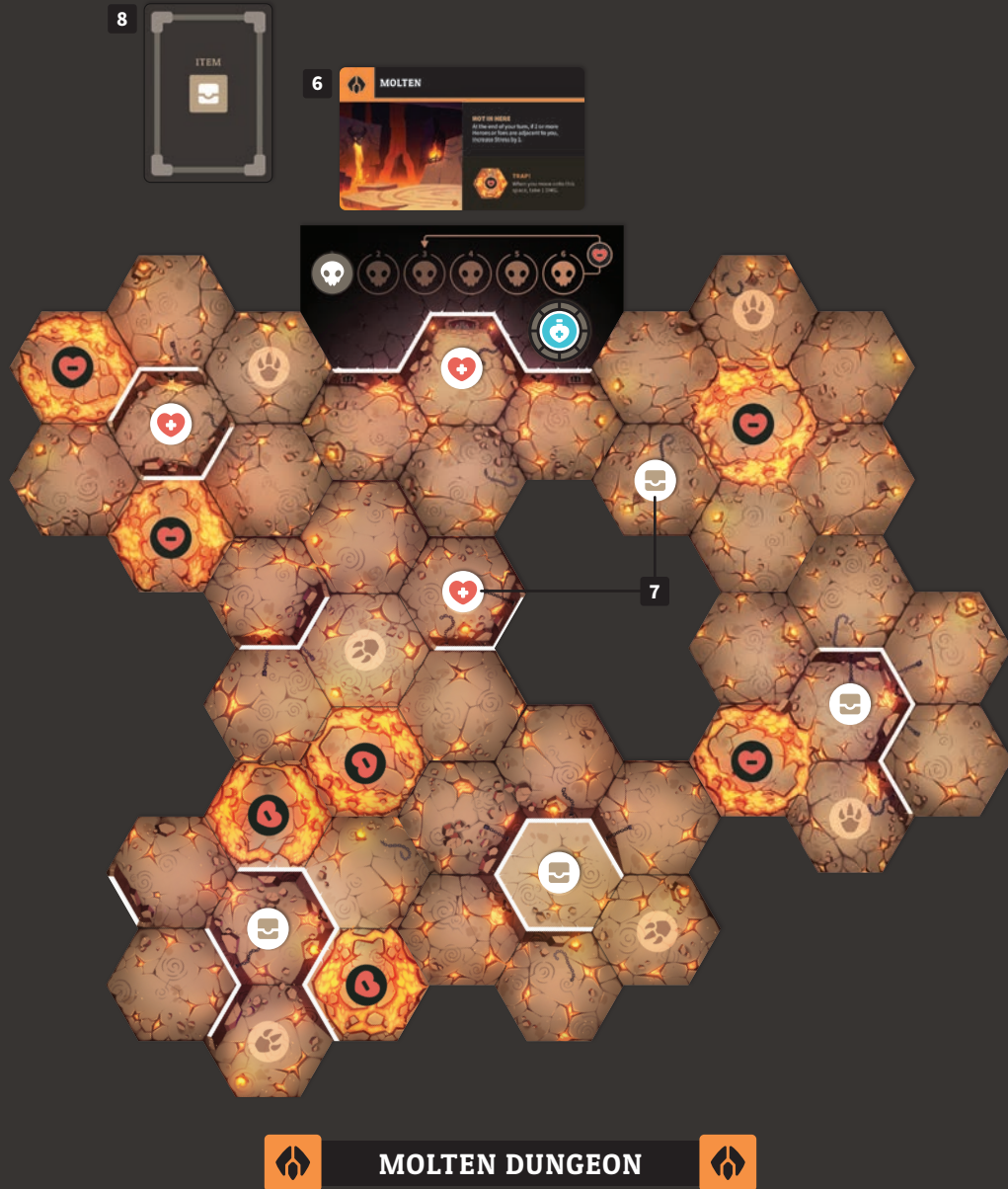


OVERGROWN DUNGEON

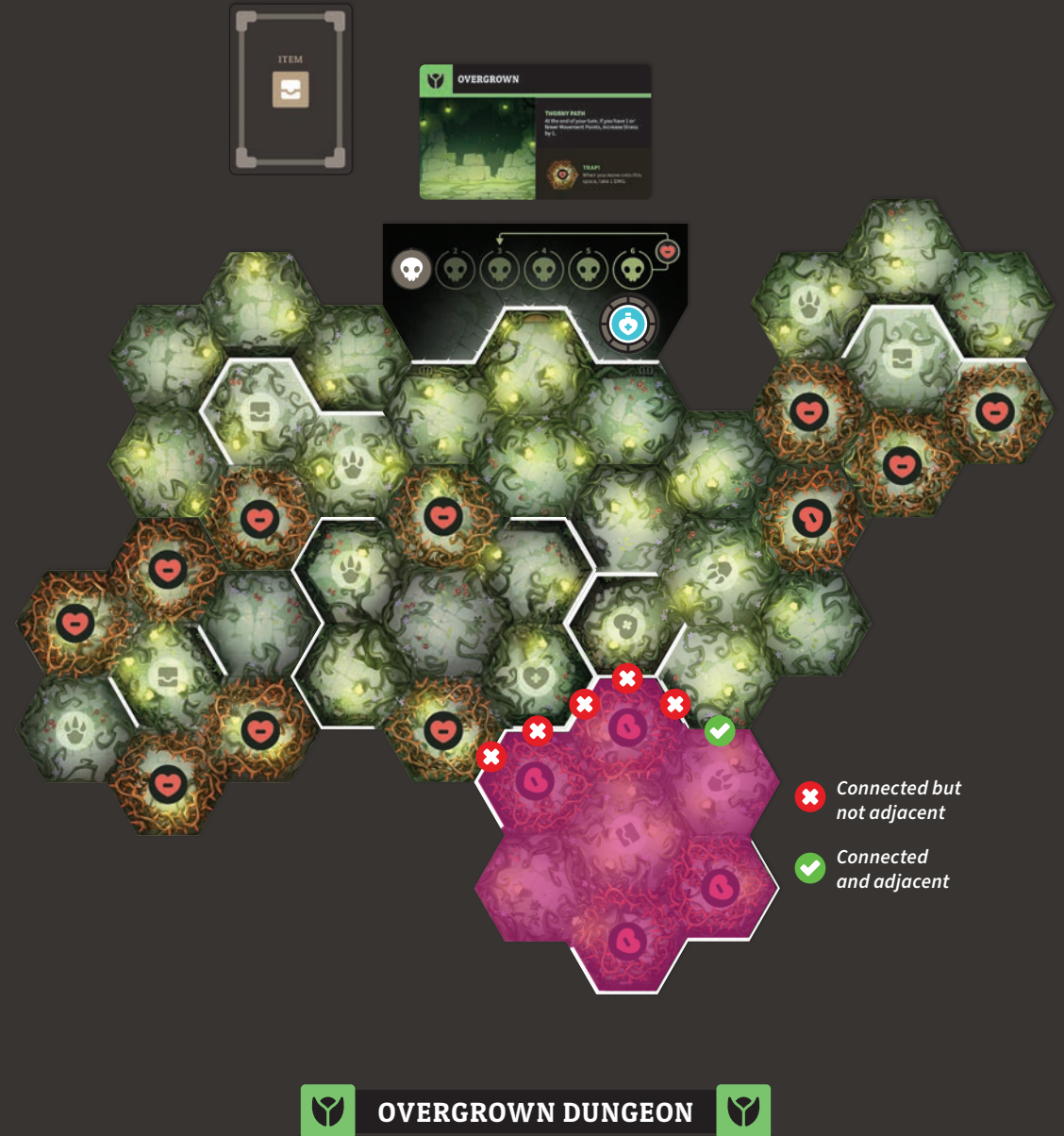


Mix up the Dungeon tiles with the side corresponding to the Dungeon you're exploring face *down*. You'll assemble the Dungeon by flipping over one Dungeon tile at a time and placing it in the Dungeon until you have placed 6 Dungeon tiles in the Dungeon. When placing a new Dungeon tile, you may do so anywhere in the Dungeon, but at least two of the edges on the new tile must be *connected* and *adjacent* to spaces already in the Dungeon. Connected means the spaces are touching each other, and adjacent means characters can move freely between the two connected spaces. In other words, you cannot place a tile with walls separating the only two connected spaces, since that would mean they are not adjacent.

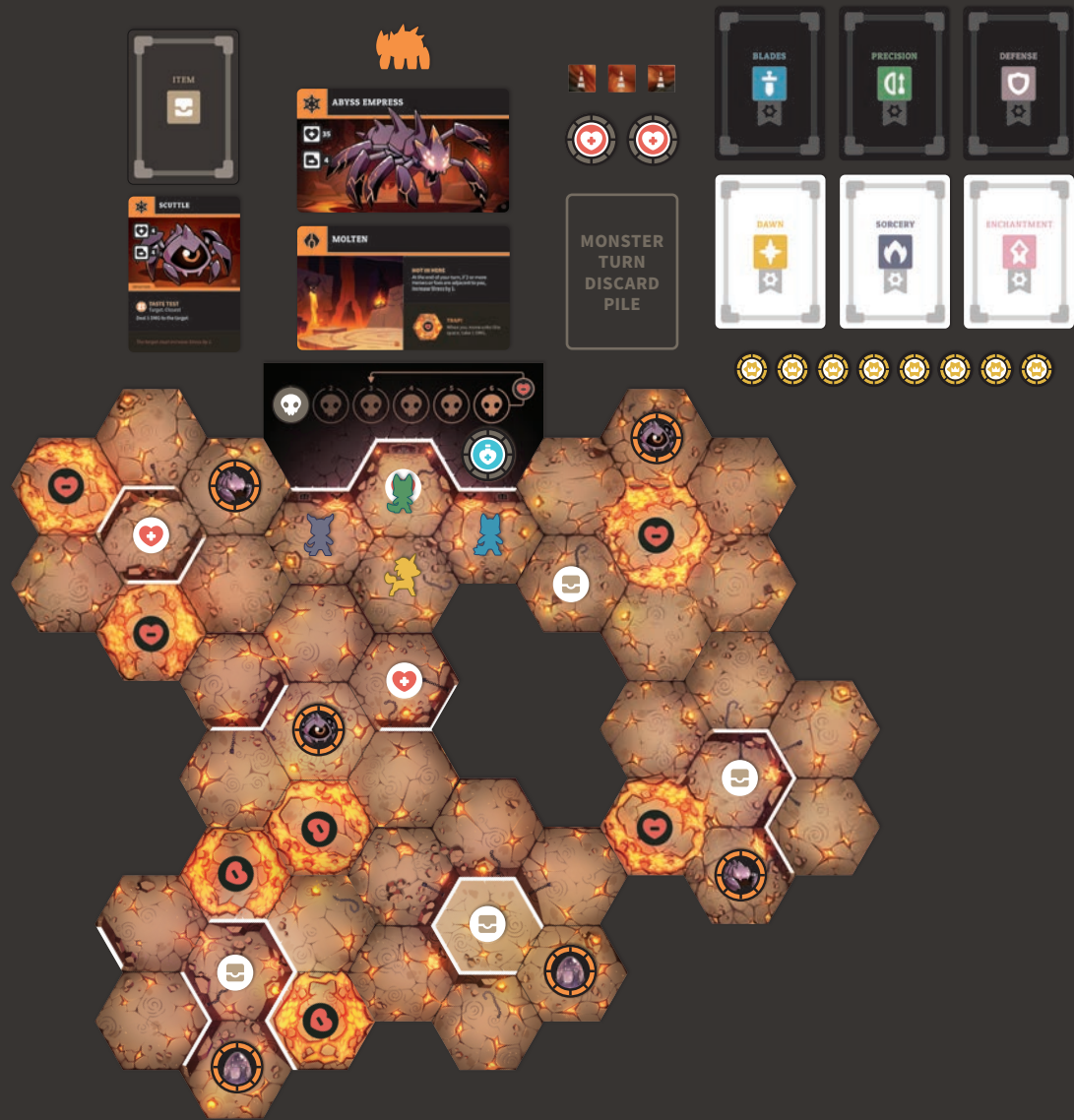
After you have arranged the Dungeon, place the corresponding **Dungeon Reference card 6** above the Dungeon Entrance tile and place a **Bonus token 7** on each space in the Dungeon with a corresponding  or  symbol. Finally, shuffle the **Item deck 8** and place it face down within reach of all players.



In the Overgrown Dungeon example below, the highlighted tile cannot be placed in its current orientation at the location shown because only one edge of the highlighted tile is connected and adjacent to a space on a tile already in the Dungeon.



Finally, place the **Mastery tokens, dice**, and extra HP tokens in piles within reach of all players, then return any extra cards or components you don't need to the game box. Now your party is ready to enter the Dungeon. Starting with the Party Leader and going in turn order, place your Hero meeple on an open space on the Dungeon Entrance tile and get ready to **SLAY!**



After completing setup, the play area will look something like this.

HOW TO PLAY

In Here to Slay DUNGEONS, you will play your own turn, followed by the turn of the Monster (or Dungeon) at the top of the Monster Turn deck.

HERO'S TURN

On each of your turns, you can spend a number of Action Points equal to your level and spend a number of Movement Points equal to your Movement Stat. At the start of your turn, reset your Action token to your current level and your Movement token to your Movement Stat to easily keep track of how many points you have left to spend.

Note: When resolving an effect that tells you to perform an Ability immediately, that means you can perform the Ability without spending an Action Point.

Each Movement Point you spend allows you to move to an adjacent space, and you may spend multiple Movement Points to move multiple spaces; however, you may not move through walls or other obstructions in the Dungeon. You may move through allies and foes, but you cannot stop on an occupied space.

Tip: You do not have to spend all your Movement Points at once. For example, if you start with 3 Movement Points, you can move two spaces, perform an Action, move one more space, then perform a second Action.

Each time you spend an Action or Movement Point, reduce the number of points you have remaining by moving the corresponding token along the track. Any Action or Movement Points that you don't spend do not carry over into your next turn, so use them wisely!

Before you end your turn, check if you've triggered the effect on the Dungeon Reference card before moving on to the Monster (or Dungeon) turn.





HERO INFORMATION

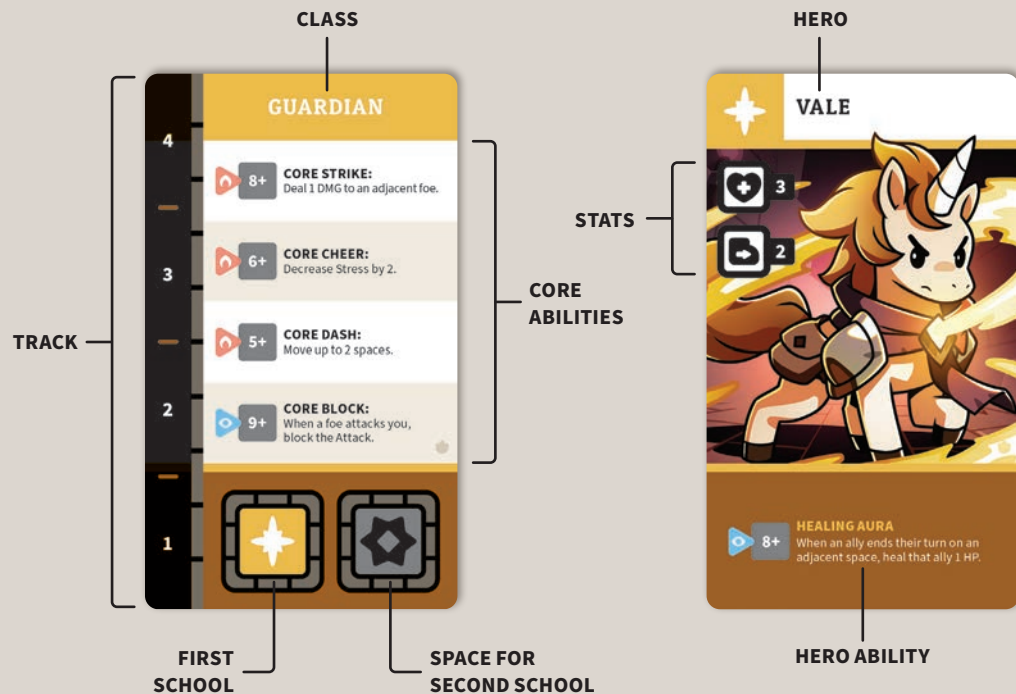
HEROES & CLASSES

Your Class card displays your Schools and the Core Abilities you can perform, and it has a track for your level, Action Points, and Movement Points.

Your Hero card displays two Stats—HP and Movement—along with your unique Hero Ability.


 Your HP Stat determines your maximum health; you may not heal past your HP Stat.


 Your Movement Stat determines the number of Movement Points you have at the start of your turn.



TYPES OF ABILITIES

There are three types of Abilities you will use throughout the game:

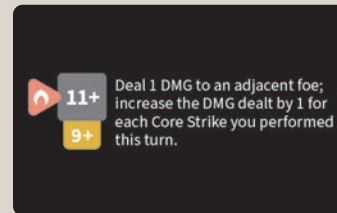
 **Active Abilities** are Abilities that you can perform on your turn by spending an Action Point. Performing these Abilities requires you to roll dice, and you'll only resolve the effect if you succeed on the roll. If you fail the roll, you do not get your Action Point back. With the exception of Core Abilities, you may only perform each active Ability once on each of your turns.

 **Triggered Abilities** are Abilities that you can perform any time the triggering event occurs (even on an ally's or foe's turn) without spending an Action Point. Performing these Abilities also requires you to roll dice, and you'll only resolve the effect if you succeed on the roll. You may only perform one triggered Ability in response to a single triggering event, even if you fail the roll, and with the exception of Core Block, you may only perform each triggered Ability once per turn.

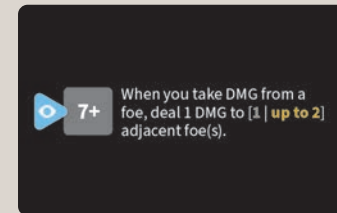
Passive Abilities are Abilities that provide you with a passive buff to help you through your adventure. These Abilities do not require you to roll dice.

Note: Triggered and passive Abilities are always optional. You may choose to not use the Ability, but if you do use it, you must resolve the full effect.

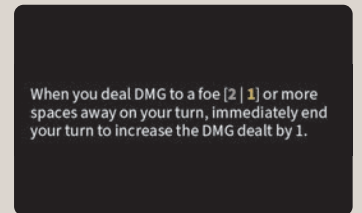
ACTIVE ABILITY



TRIGGERED ABILITY



PASSIVE ABILITY




ROLLING THE DICE


Throughout the game, you'll roll dice to perform active and triggered Abilities. Each time, you'll roll 2 dice, add their values together, and compare the result to the Ability's roll requirement. If the result is equal to or higher than the Ability's roll requirement, you succeed and resolve the effect. If an effect increases or decreases your roll, apply the increase or decrease before determining if you succeed.


CORE AND HERO ABILITIES

Every Hero has the same four Core Abilities, as shown on your Class card, but not every Hero has the same roll requirement for each Core Ability.


The first three are active Abilities you can perform on your turn; you may perform multiple of these Core Abilities, or the same Core Ability multiple times, as long as you have Action Points left to spend.

 **Core Strike:** Deal 1 DMG to an adjacent foe.

 **Core Cheer:** Decrease Stress by 2.

 **Core Dash:** Move up to 2 spaces.

The last Core Ability is triggered. You'll use this Ability when a foe attacks you. It does not cost an Action Point, but you cannot attempt it more than once for the same Attack if you fail your roll.

 **Core Block:** When a foe attacks you, block the Attack.

When you block a foe's Attack, you prevent the full effect of the Attack from resolving.

Note: When an Attack targets multiple Heroes, the effect of the Attack will resolve for each Hero attacked unless that Hero blocks the Attack. Each Hero who does not block the Attack will resolve the effect, even if another Hero successfully blocked the Attack.

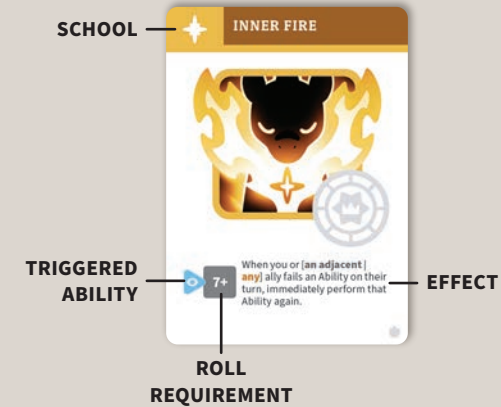
Each Hero also has a unique Hero Ability displayed on your Hero card. You may use your Hero Ability the same way you would other Abilities.



SCHOOL ABILITIES

School Abilities are your learned talents that you will use throughout your adventure.

Your School Abilities start out as basic. If your basic School Ability shows 2 roll requirements, use the higher roll requirement (displayed in **gray**). If your basic School Ability has text in brackets in the effect, only use the first part of the bracketed text (displayed in **gray**).



MASTERING AN ABILITY

When you master a basic School Ability, place a Mastery token on the designated slot on the School card. When mastered, some School Abilities decrease the roll requirement for the Ability, while others make the effect more powerful. If your mastered School Ability shows 2 roll requirements, use the lower roll requirement (displayed in **gold**). If your mastered School Ability has text in brackets in the effect, only use the second part of the bracketed text (displayed in **gold**).



ITEMS AND INVENTORY

As you navigate the Dungeon, you will encounter Items when you slay Monsters or open Chests. When you obtain an Item, place it in your Inventory in your play area. If you ever have more than 2 Items in your Inventory, return Items to the bottom of the Item deck until you only have 2 remaining.

USING STRESS

Stress is a shared resource that you may use to boost a dice roll. Whenever you roll the dice, you may increase Stress by 1 to increase your roll by 1. You may increase Stress up to 3 times per roll to increase that roll by the same amount.


STRESS INCREASED BY 3 TO INCREASE ROLL

$\text{D6} + 2 = 3$

ROLL DOES NOT SUCCEED

$\text{D6} + 2 + 3 = 6$

ROLL SUCCEEDS



The image shows an 'IRON WILL' card with a shield icon and a text box that reads: '6+ Immediately perform a Core Ability and succeed on your roll.' To the right is a Stress Tracker diagram consisting of six skull icons in a row, numbered 1 to 6. A dashed pink line connects the 1st, 3rd, and 4th skulls, with a '+3' below it. A red heart icon is at the end of the row. Below the skulls is a large hexagonal tile with a glowing cross icon and a blue circle with a white cross icon.

The Stress Track starts at 1 (and Stress may not go below 1); however, although the Stress Track ends at 6, you may still increase Stress past 6. When you do, take 1 DMG, then move the Stress Tracker back down to 3 Stress.

EXTRA LIFE POTIONS

During your adventure, you will likely take DMG. If at any point your HP drops to 0, immediately use an Extra Life Potion to heal yourself back to your maximum HP by removing 1 Extra Life Potion token from the Dungeon Entrance tile. If there are no Extra Life Potion tokens left when your HP drops to 0, the party loses the game!

SLAYING MONSTERS

When you deal DMG to a Minion, remove the corresponding number of HP tokens from underneath that Minion's token. When a Minion has no HP tokens remaining, you slay it and take the following steps:

- Collect loot by drawing 1 Item from the Item deck. Either place it in your Inventory or give it to another Hero.
- Place the Minion token next to the Dungeon Boss card to indicate the number of Monsters the party has slain.
- If the party has slain enough Monsters to level up, do so immediately.

Once the party has slain 5 Monsters, the Dungeon Boss will appear at the end of the current Hero's turn.

LEVELING UP

Each time you slay a Monster, check if the party has leveled up using the following table:

LEVEL	NUMBER OF SLAYED MONSTERS
LEVEL 1	(START OF GAME)
LEVEL 2	2 MONSTERS
LEVEL 3 (MAX LEVEL)	5 MONSTERS

SPECIAL BONUSES



Each tile in the Dungeon features a space where you'll place a Bonus token at the start of the game. When you move onto an open space with a Bonus token, you may remove it from the Dungeon to immediately resolve its effect.



Open the Chest: Draw 2 Items from the Item deck. Choose one to either place in your Inventory or give to another Hero, then return the other one to the bottom of the Item deck.

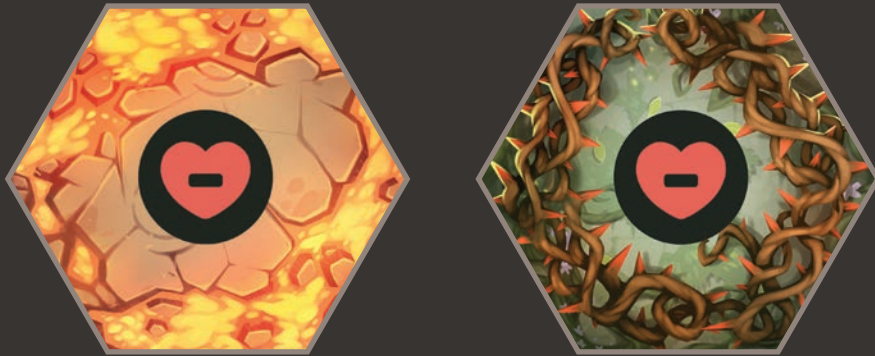



Take the Heart: Heal yourself 1 HP.

When a space with a  or  symbol no longer has a Bonus token, it functions as a normal space.

ENCOUNTERING TRAPS

In the Dungeon, you will also encounter Traps on certain spaces.



Trap spaces (i.e. spaces with Traps) are a special terrain denoted by a  symbol on a space, and when you move onto a Trap space, you'll take 1 DMG.

Note: Monsters do not take DMG from Traps.

MONSTER INFORMATION

Every Monster has 2 Stats (which mirror the Stats of Heroes).



A Monster's HP Stat is its maximum health (and tells you the number of HP tokens to place under a Minion token when it enters the Dungeon). When a Monster heals, it cannot exceed its HP Stat.



A Monster's Movement Stat determines the maximum number of spaces the Monster can move at the start of its turn.

Monsters also have Attacks and Veteran Skills. When playing at the Standard difficulty, Monsters will only perform their Attacks; however, when playing at the *Veteran* difficulty, Monsters are more dangerous and will perform both their Attacks and their Veteran Skills.

MONSTER MOVEMENT

Monsters won't stand idly by while you plunder the Dungeon. At the start of a Monster's turn, it will move a number of spaces up to its Movement Stat to try to put the closest Hero within range of its Attack. If a Monster cannot move to get a Hero within range of its Attack, move it a number of spaces equal to its Movement Stat toward the closest Hero.

Note: When a Minion moves, move its stack of HP tokens with it.

When determining if a Hero is in range or how many spaces away a Hero is, count the number of spaces along the shortest path from the Monster to the Hero without passing through any walls or obstructions. Similar to Heroes, Monsters may not move through or onto a space with an obstruction. Monsters may move through other Monsters or Heroes, but they may not end their movement on an occupied space. When a Monster moves to get in range of a Hero, it will move the minimum number of spaces required (which could be 0 spaces) along the shortest path.

Note: If two Heroes are an equal number of spaces away when determining where a Monster will move, the player controlling the Monster will choose the Hero toward which the Monster will move.

Tip: Because this is a cooperative game, you are welcome to get input from the other players when controlling a Monster, but you will ultimately make these choices yourself.

MONSTER ATTACKS AND VETERAN SKILLS

Each Monster's Attack has 3 parts:

- The **range** specifies the maximum number of spaces away from the Monster a Hero can be to be considered *in range* of the Attack. A Monster will never attack a Hero that is not *in range*.
- The **target** specifies which Hero *in range* the Monster will attack. When determining the target, find the Hero *in range* that most closely matches the target description. If multiple Heroes *in range* equally match the target description, the player controlling the Monster will choose which of those Heroes the Monster will attack.

If the target says "any", the player controlling the Monster will choose any Hero *in range*; if it says "each", the Monster will attack each Hero *in range* (going in turn order, starting with the player controlling the Monster).
- The **effect** will only resolve if a Hero fails to block the Attack. If the Monster attacks multiple Heroes, the effect will resolve for each Hero that fails to block the Attack.



Note: If no Heroes are in range of an Attack after the Monster has moved, the Monster skips performing that Attack.

If you are playing at the *Veteran* difficulty, the Monster will then resolve its Veteran Skill (even if a Hero blocks the Attack). A Monster's Veteran Skill does not require it to attack a Hero.

Perform the Attack a second time, targeting a different Hero in range.

DUNGEON BOSS

During the second part of the game, you will face off against the Dungeon Boss. When the Dungeon Boss appears, you will shuffle the Monster Turn deck and discard pile (along with any Monster cards removed from the Monster Turn deck), and then flip it over so the Boss sides are face up. You will now play a turn for either the Dungeon Boss or the Dungeon after each of your turns.

The Boss side of each Monster card shows a different Attack and Veteran Skill that the Dungeon Boss will unleash, and the Boss side of the Dungeon card shows a different effect for when the Dungeon takes a turn. You'll resolve these cards in the same way you did during the first part of the game.

When the Dungeon Boss appears, place HP tokens next to the Dungeon Boss card equal to its HP Stat. (*The HP tokens are double-sided, with 1 HP on one side and 3 HP on the other, to help you conserve HP tokens.*)

RESOLVING EFFECTS

There are a few additional rules you should know when resolving effects.

Effects will often refer to allies (other Heroes in your party) or foes (all Monsters, including both the Minions and the Dungeon Boss). Some effects target allies or foes a specific number of spaces, or up to a maximum number of spaces, away from you. When determining how many spaces away an ally or foe is, count the number of spaces along the shortest path without passing through any walls or obstructions.

When a rule or effect tells you to do something immediately, do it without spending any Action or Movement Points. If an effect tells you (or a foe) to "immediately move," ignore all obstructions and special terrain in your way while moving.

Note: You may not immediately move to a space occupied by another Hero or a foe.

Other effects refer to the closest or farthest ally or foe. When an effect refers to the closest foe, for example, find the foe that is the fewest spaces away along the shortest path to that foe. Similarly, when an effect refers to the farthest foe, find the foe that is the most spaces away along the shortest path to that foe.

Many effects have multiple parts, and those parts are sometimes separated by a semicolon. If an effect has a semicolon, only resolve the second part if you successfully resolve the first part.

Some triggered Abilities have a triggering event of "When you succeed..." such as on a Core Block or on an active Ability. In these cases, fully resolve the effect of the first Ability before rolling for the triggered Ability.



Gather your party for a strategic role-playing adventure for 2–4 players. In this cooperative dungeon crawler, you'll explore dangerous terrains, roll dice to slay monsters, and level up as you hunt for the dungeon boss. Customize your hero with synergistic abilities and looted items to cover your party's weaknesses. Every choice matters, because the dungeon fights back with obstacles, dangers, and swarms of foes. Work together to bring down the boss before your whole party falls, lest your legend end before it's ever told...



DUNGEONS INCLUDED

Molten & Overgrown



CLASSES INCLUDED

Warrior, Ranger, Guardian, & Sorcerer



DUNGEON BOSSES INCLUDED

Abyss Empress, Flamebeard, Rootgnaw, & Bloom Brute

MOLTEN | OVERGROWN