

UNSTABLE
GAMES™



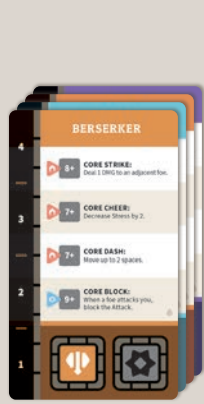
HERE TO SLAY™

DUNGEONS



RULE BOOK

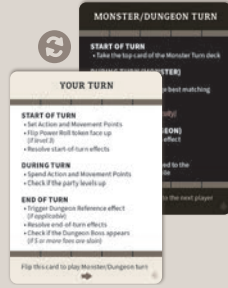
WHAT'S IN THE BOX



4 Class cards



4 double-sided Hero cards



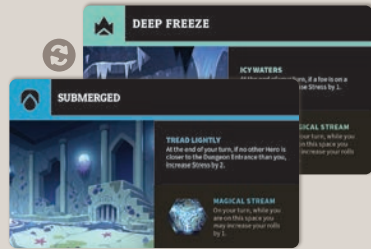
1 double-sided Active Player card



16 double-sided Monster cards



2 double-sided Dungeon Boss cards



1 double-sided Dungeon Reference card



2 double-sided Dungeon cards



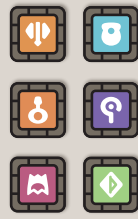
20 Item cards



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

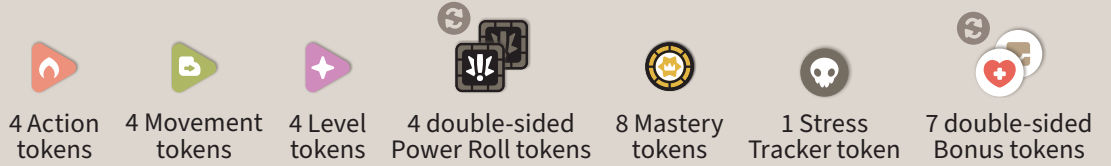


3 dice

4 Dungeon Boss meeples



4 Hero meeples



4 Action tokens

4 Movement tokens

4 Level tokens

4 double-sided Power Roll tokens

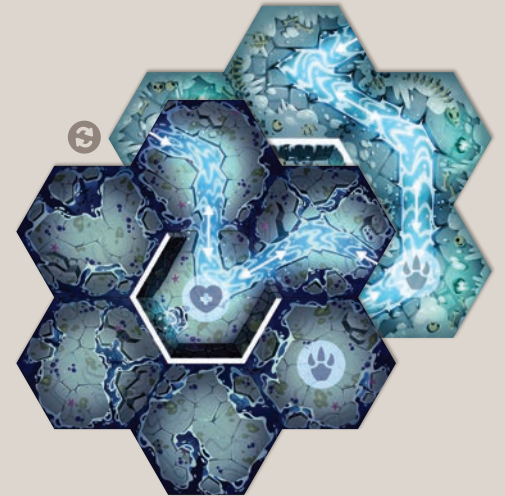
8 Mastery tokens

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.

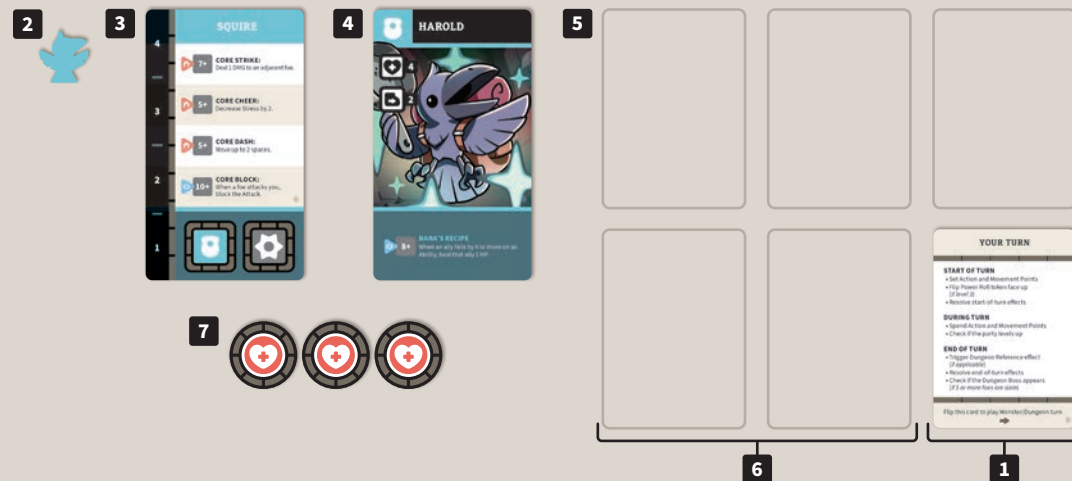
Start by choosing a Party Leader and give them the **Active Player card 1**. They will be the first player, and turn order will proceed clockwise.

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**.

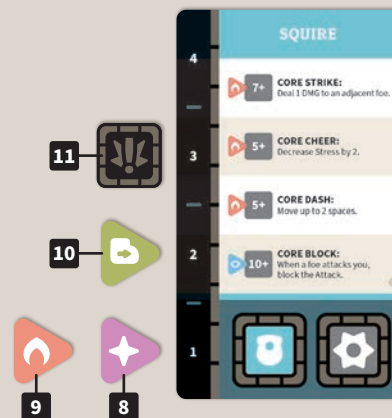
CLASS	HEROES	DESCRIPTION	SCHOOL
 BERSERKER	 OR  ZERK LEOPOLD	Fearless combatant whose fury leaves foes quaking.	SCHOOL OF RAGE
 SQUIRE	 OR  HAROLD CARA	Helpful ally who always has exactly what you need.	SCHOOL OF SUPPORT
 BARD	 OR  RIFF PIPER	Master musician capable of inspiring and killer tunes.	SCHOOL OF PERFORMANCE
 WIZARD	 OR  SNOWBALL COOKIE	Practiced spellcaster whose magic excels at a distance.	SCHOOL OF SPELLS

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.

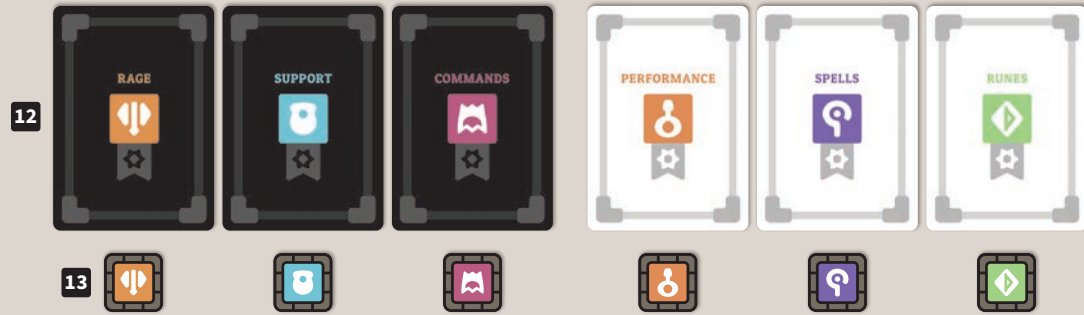


Take a **Level token 8**, an **Action token 9**, and a **Movement token 10**. Place the Level token and the Action token next to the 1 on your Class card to indicate that you are starting at level 1 and have 1 Action Point to spend, and place the Movement token next to the number corresponding to your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

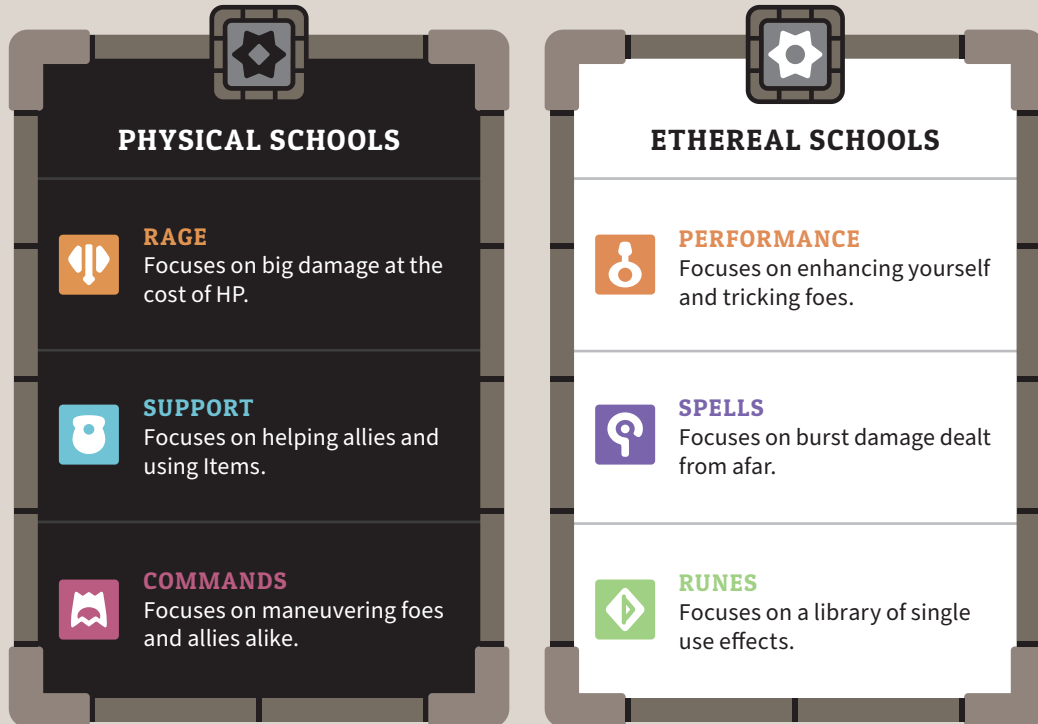
Take a **Power Roll token 11** and place it face down (with the darker side showing) next to the 3 on your Class card. This token will be available for you to use once you reach level 3.



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.

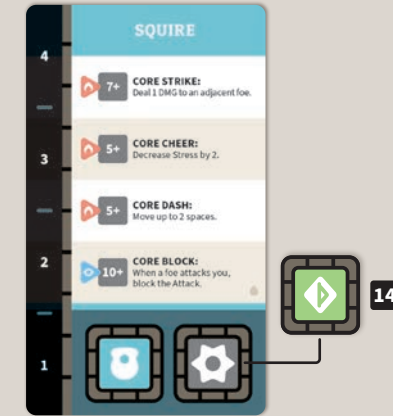


There are two types of Schools: Physical and Ethereal.



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 Bard 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 Berserker must choose one of the Physical Schools.
- The Squire and Wizard must choose one of the Ethereal Schools.
- The Bard 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.

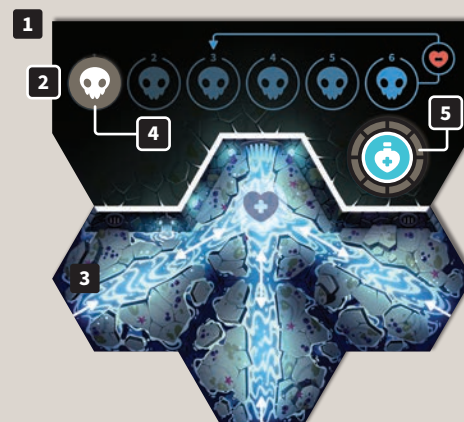
You're now ready to prepare the Dungeon!



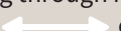
PREPARING THE DUNGEON

Before you begin, your party has to decide which difficulty you want to play: *Standard* or *Veteran*. If *Standard*, we suggest you explore the **Submerged Dungeon**, and if *Veteran*, we suggest the **Deep Freeze 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.



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.

When placing a new tile in the Submerged or Deep Freeze Dungeon, you must connect at least one Stream space (i.e. a space with the Stream running through it) on the new tile with a Stream space already in the Dungeon by lining up the arrows  on the edges of those spaces.


Are you ready to hunt some Monsters?

DUNGEON BOSS	SYMBOL	MINIONS			
 HYDROCODILE		 Gutter Mutant	 Chomper	 War Toad	 Minion #4
 SURGE SPIRIT		 Amped Jelly	 Blue Inker	 Crusted Claw	 Minion #4
 TUNDRATUGA		 Cold Snapper	 Frostmite	 Berg	 Minion #4
 DRACOS		 Bonefrag	 Skull Hermit	 Frooze	 Minion #4

CHOOSING A DUNGEON BOSS

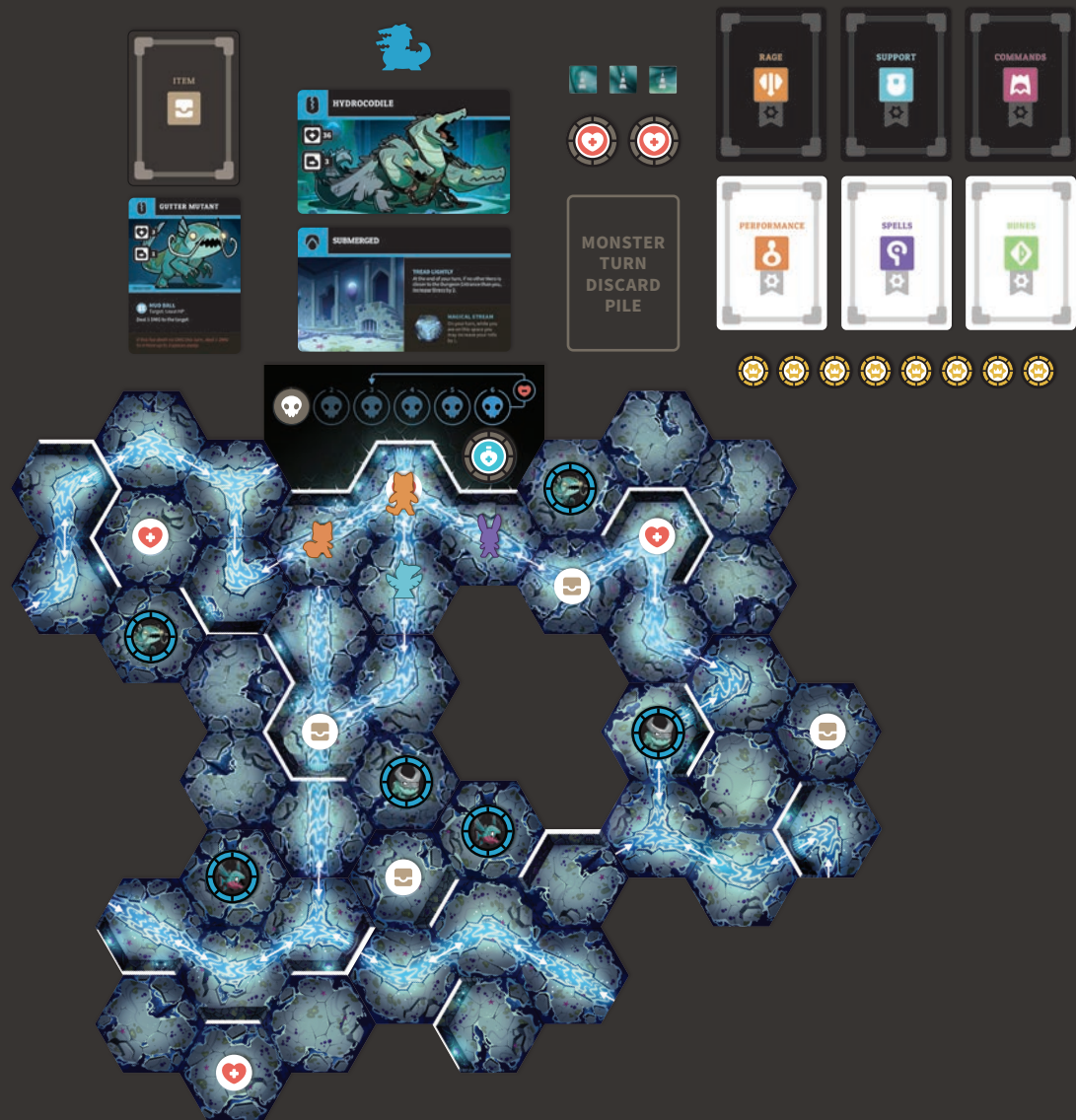
Choose which Dungeon Boss your party would like to hunt and place the corresponding **Dungeon Boss card 1** and **Dungeon Boss meeple 2** above the Dungeon Reference card. Find the **4 Monster cards 3** with a symbol matching the Dungeon Boss in the top-left corner, and the **8 Minion tokens 4** that correspond to those Monsters.

Note: The Monster cards are double-sided, a Minion on one side and the Dungeon Boss on the other. The Minion tokens are also double-sided, with a Minion that corresponds to each of the two Dungeon Bosses on each side. If you can't find the Minion you're looking for, make sure to flip over the tokens to check the other side.

Mix up the Minion tokens, and randomly select and place one Minion token on each space in the Dungeon with a  symbol. When placing a Minion token, you will set it on top of a stack of HP tokens **5** equal to its HP Stat.

Find the **Dungeon card 6** corresponding to the Dungeon you're exploring and shuffle it into the stack of 4 Monster cards (Minion sides face up) to form the **Monster Turn deck**. Place this deck to the left of the Dungeon Reference card.

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.

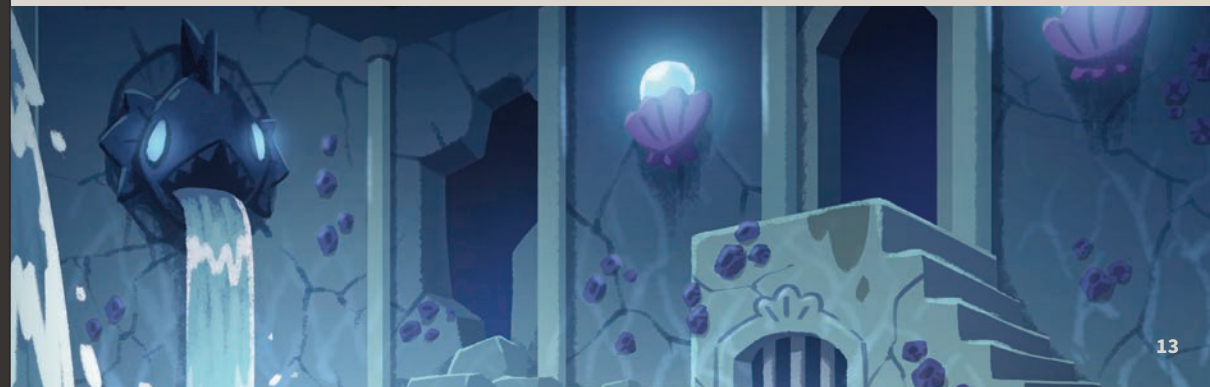
Note: When resolving an effect that tells you to perform an Ability immediately, that means you can perform the Ability without spending an Action Point.

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.



MONSTER & DUNGEON TURNS

When you finish your turn, you will play the turn of the Monster (or Dungeon) at the top of the Monster Turn deck. If multiple of the same type of Monster (corresponding to the top card of the Monster Turn deck) are in the Dungeon, you'll only play the turn of the Monster of that type that is closest to you.

Like Heroes, Monsters can spend Movement Points up to their Movement Stat on their turns. You'll move the Monster toward the closest Hero until either the Hero is within range of the Monster's Attack or the Monster runs out of Movement Points.

From there, you will take the following step(s):

- 1 Attack the Hero(es) in range as determined by the target of the Attack.
- 2 Resolve the Monster's Veteran Skill (only if you are playing at *Veteran* difficulty).

If you are playing the turn of the Dungeon instead of a Monster, resolve the effect on the Dungeon card.

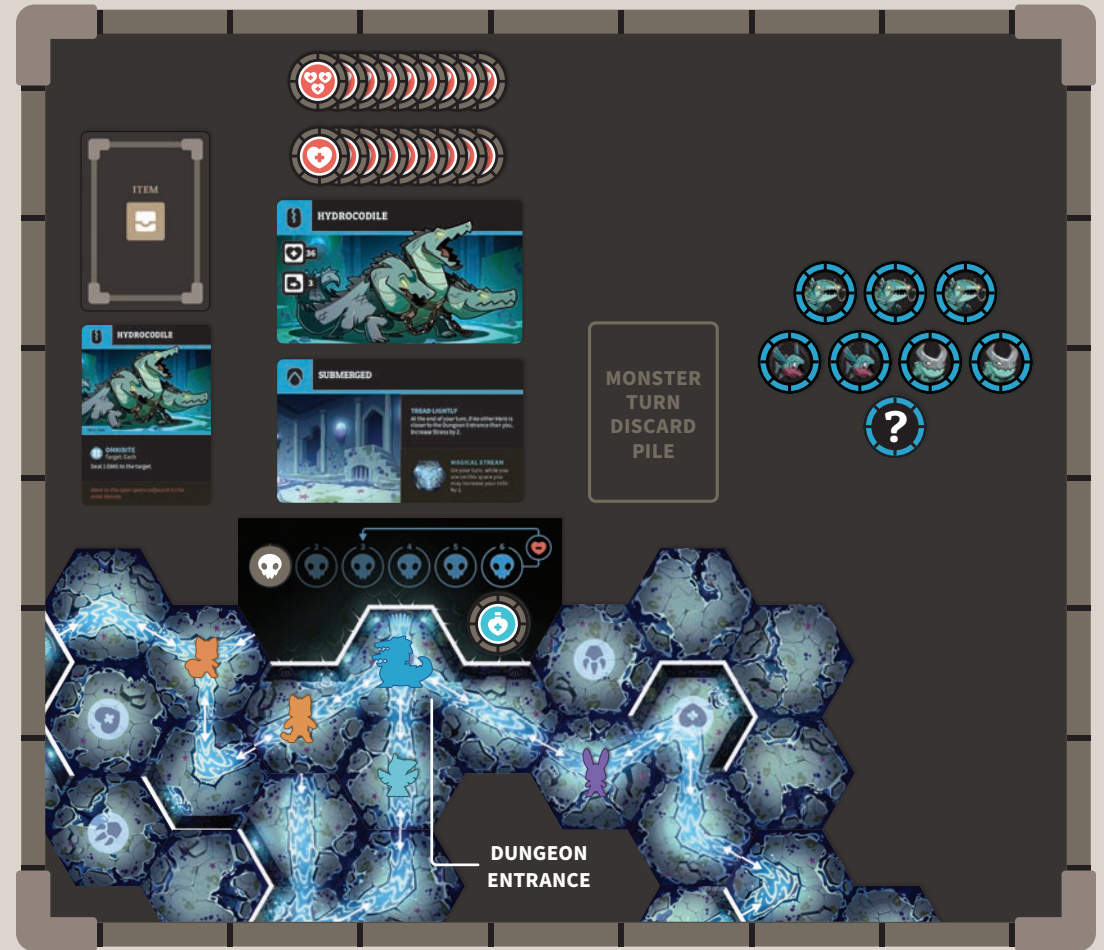
When you have finished playing the turn of the Monster (or Dungeon), place its card in a discard pile to the right of the Dungeon Reference card. When the Monster Turn deck runs out of cards, shuffle the discard pile and place it to the left of the Dungeon Reference card to form a new Monster Turn deck. Now, when the Monsters and Dungeon take their next turns, they will do so in a different order.

If no Monsters of a certain type are in the Dungeon, remove that Monster's card from the Monster Turn deck and set it aside for later. You will play the turn of the new Monster (or Dungeon) at the top of the Monster Turn deck instead.

THE DUNGEON BOSS APPEARS!

Each time you slay a Monster, move that Monster's token to the area next to the Dungeon Boss card. Once the party slays 5 Monsters, the Dungeon Boss will appear at the end of the current Hero's turn. Take the following steps:

- 1 Remove any Minion tokens remaining in the Dungeon (and the tokens of the Minions the party slayed) and set them aside.
- 2 Place the Dungeon Boss meeple on the Dungeon Entrance (i.e. the topmost space on the Dungeon Entrance tile). If a Hero is on that space, move that Hero to the closest open space.
- 3 Place HP tokens next to the Dungeon Boss card equal to its HP Stat.
- 4 Shuffle the Monster Turn deck and discard pile together (along with any Monster cards removed from the Monster Turn deck) and flip them over, revealing the Boss sides of the cards.



HOW TO WIN



If at any time during the game a Hero drops to 0 HP, and the party is out of Extra Life Potions, you immediately lose...




... but if you slay the Dungeon Boss while keeping the party alive, you win! Bask in the glory of your victory!


HERO INFORMATION

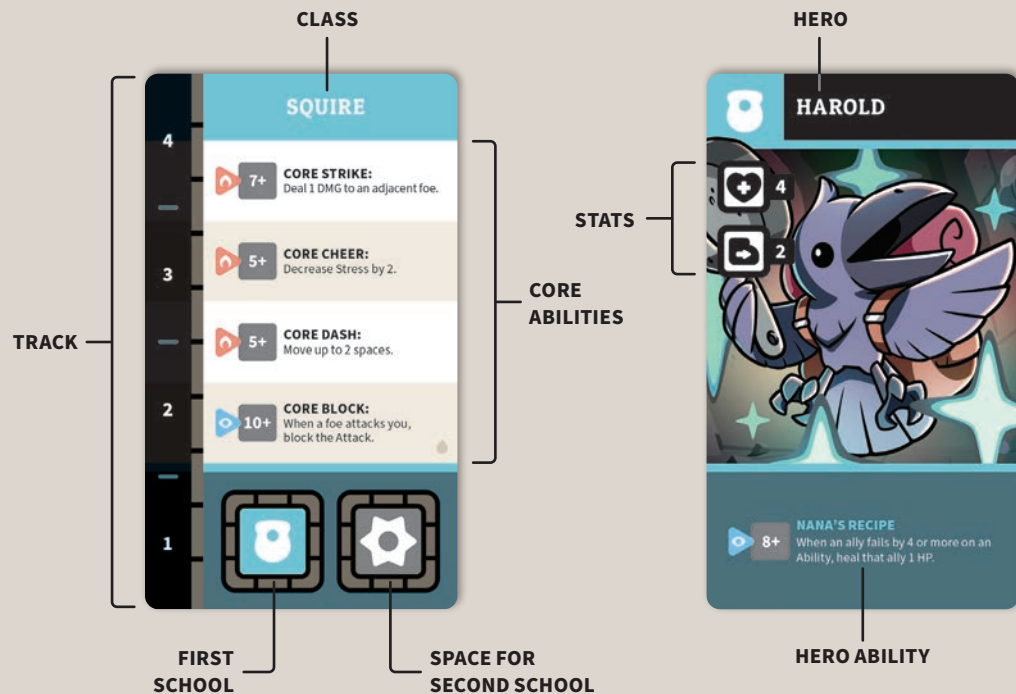
HEROES & CLASSES

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:

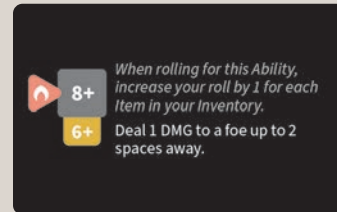
 **Active Abilities** are Abilities that you can perform on your turn by spending an Action Point. Performing these Abilities requires you to roll dice, and you'll only resolve the effect if you succeed on the roll. If you fail the roll, you do not get your Action Point back. With the exception of Core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

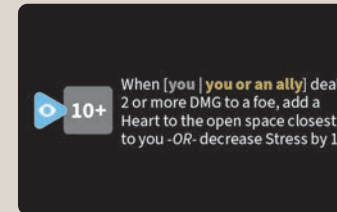
Passive Abilities are Abilities that provide you with a passive buff to help you through your adventure. These Abilities do not require you to roll dice.

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.

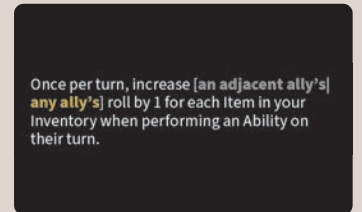
ACTIVE ABILITY



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.

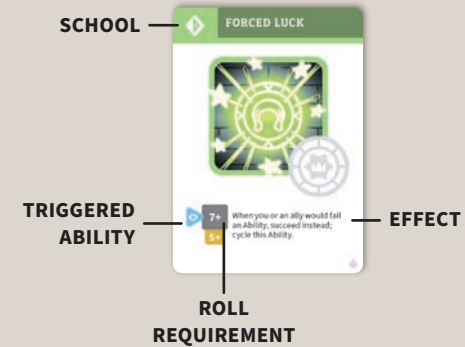
Each Hero also has a unique Hero Ability displayed on your Hero card. You may use your Hero Ability the same way you would other Abilities.



SCHOOL ABILITIES

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

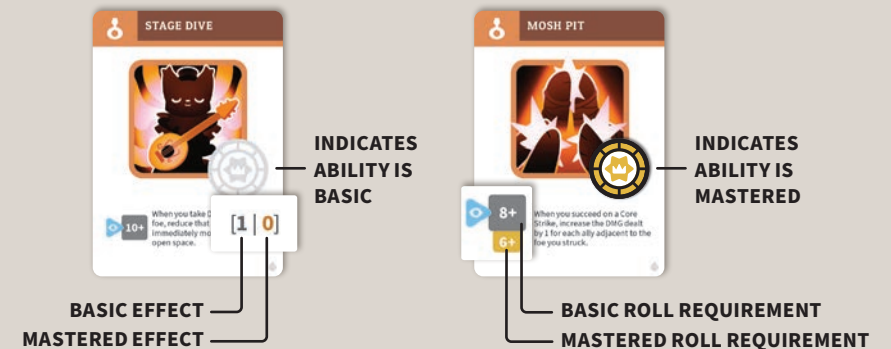
Your School Abilities start out as basic. If your basic School Ability shows 2 roll requirements, use the higher roll requirement (displayed in **gray**). If your basic School Ability has text in brackets in the effect, only use the first part of the bracketed text (displayed in **gray**).



When playing using the School of Runes, your School of Runes Abilities will include the phrase "cycle this Ability." When cycling an Ability, return it to the bottom of its School deck after resolving its effect, then replace it with the top card of that deck. If the Ability you cycled was mastered, immediately master the replacement Ability.

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.

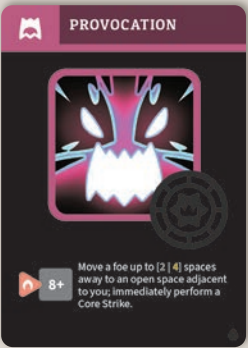
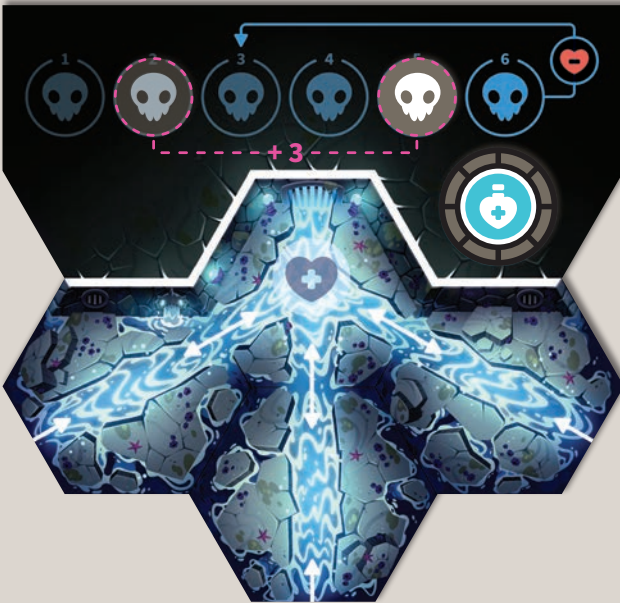
USING STRESS

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







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

When the party levels up, each player will take the following steps:

- 1 Draw 1 School card from each of your Schools. You may choose to keep one of these School Abilities by placing it face up next to your existing School Abilities, then return the other one to the bottom of its deck.
- 2 Master one of your basic School Abilities.
- 3 Move your Level token up along the track on your Class card.

Note: You may only have up to 3 School Abilities. If you already have 3 School Abilities but want to keep one of the new ones you drew, you must remove one of your existing School Abilities, including removing the Mastery token on it if the School Ability was mastered, and place that School card at the bottom of its corresponding School deck.

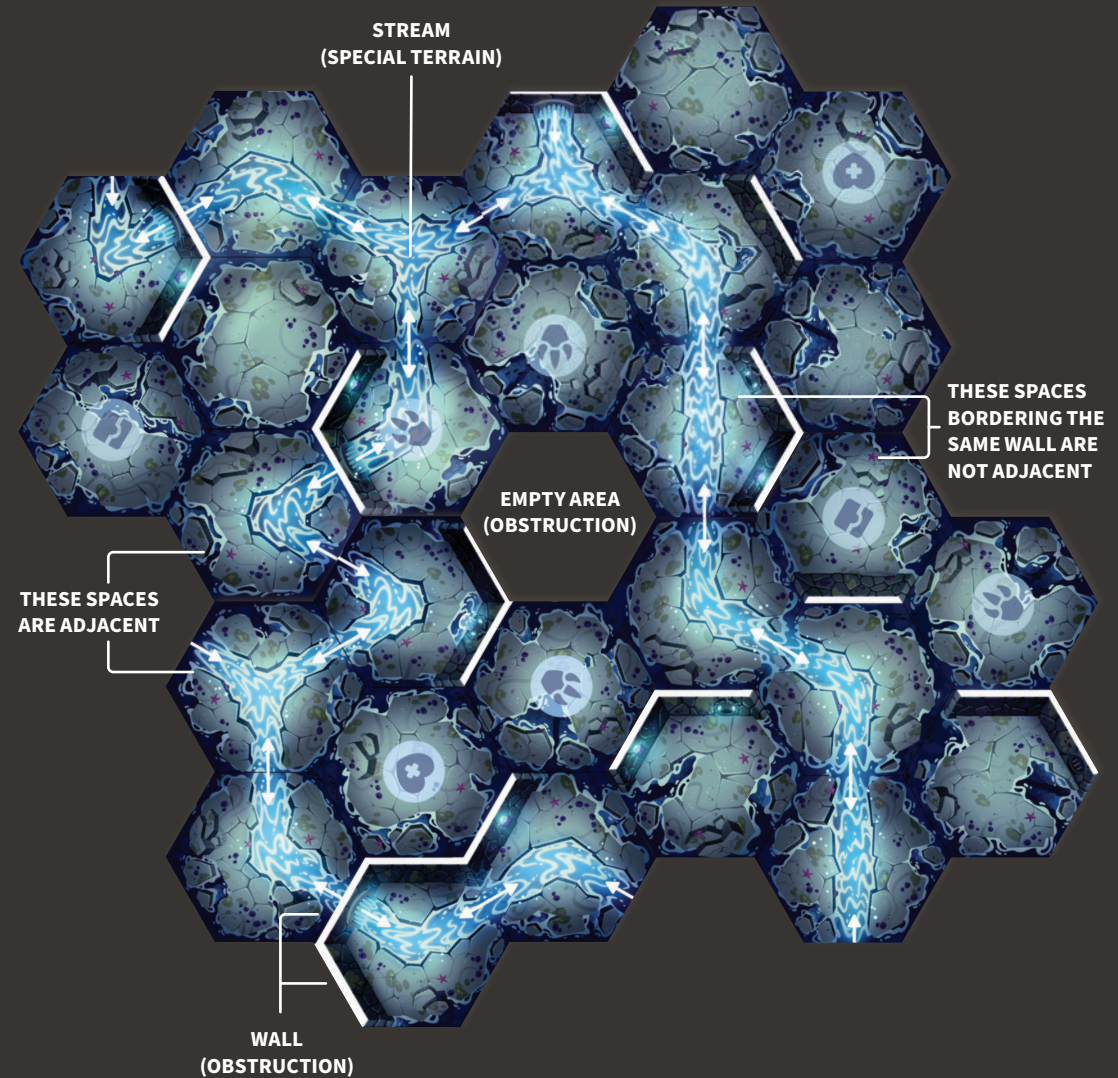
When you reach level 3, you'll unlock your Power Roll token. Move it from next to your Class card to your play area and flip it face up (with the lighter side showing); it's now ready for you to use. Before you roll the dice, you may flip your Power Roll token face down to roll 3 dice instead of 2. You will flip your Power Roll token face up again at the start of your next turn (which means you can only use it once on or between your turns).

DUNGEON INFORMATION

EXPLORING THE DUNGEON

Each Dungeon tile includes 7 individual spaces. If two spaces border each other and are not separated by a wall, those spaces are considered adjacent to each other, and you may move from one to the other. Walls are obstructions, and if two spaces are separated by a wall, they are not adjacent to each other. When moving or determining how many spaces away a foe is, for example, you must go around walls.

When assembling the Dungeon, you may leave empty areas between Dungeon tiles as long as you place the tiles in a way that meets the requirements listed in the Preparing the Dungeon section. These empty areas are also obstructions, meaning you cannot move onto or through them.



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.

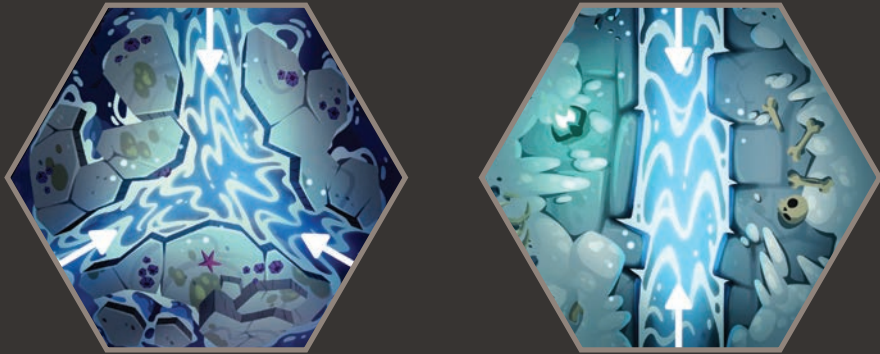



Take the Heart: Heal yourself 1 HP.

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

STANDING IN THE STREAM

In the Dungeon, you will also encounter a magical Stream.



Stream spaces (i.e. spaces with the Stream running through them) are a special terrain denoted by two or more  symbols on a space, and while you are on a Stream space, you may increase your rolls by 1 when performing Abilities on your turn.

Note: This increase only affects rolls on your turn and does not apply when performing triggered Abilities on a foe's or ally's turn.

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.

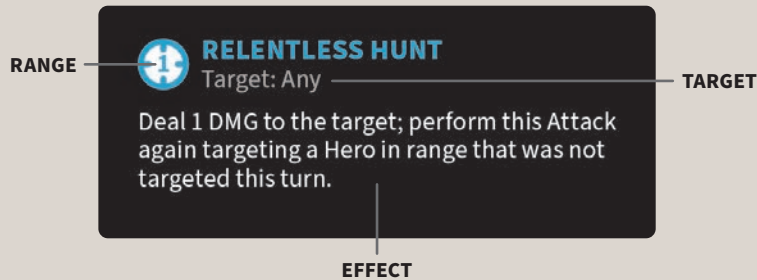
Tip: Because this is a cooperative game, you are welcome to get input from the other players when controlling a Monster, but you will ultimately make these choices yourself.

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.

Move 2 spaces closer to the Hero with the most HP.

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.

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