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# v1

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Game: **KNIGHT FALL**  
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# Knightfall

## STANDARD

2 to 6 players face each other in a team vs. team battle, 45-60 minutes. One team controls the demons, and the other team controls the knights.

## COOPERATIVE

1-3 players work together, 45-60 minutes This mode works exactly like standard mode except that the players only control the knights, while the demons are controlled by a deck of cards.

## CAMPAIGN

1-2 players work together to explore a map and read stories in a short campaign, collecting relics and rescuing villagers in small skirmishes before the final battle against the demons. 3-4 hours. This mode uses the standard rules, cooperative rules (with some slight changes), and campaign rules, plus the storybook.

## SETUP: STANDARD & COOPERATIVE RULES

Randomly arrange the 9 **location tiles** into a 3x3 grid with the **seal location tile** in the center. Put all **character and minion standees** in plastic stands and place them nearby.

Place the **victory point track card** near the board. Place each team's **scoring marker** on the indicated space on the path: **demons** on the demon symbol on the first space; **knights** one space ahead on the knight symbol. Once all players are very familiar with the game, the knight scoring marker should start on the same space as the demons.

Place 1 **elder** in each location tile except the seal tile. Place a **health tracker** on the 6 heart of each elder standee, indicating that the elder starts with 6 **HEALTH**.

Shuffle the **knight and demon power card decks** separately and place them, facedown, in reach of all players. Shuffle the **knight and demon character card decks** separately and place them, facedown, in reach of all players. Give each player 1 **basic action card**. Place the **player aid cards** nearby for easy reference during the game.

Divide the players into 2 equal or near-equal teams (1 vs 1, 2 vs 1, 2 vs 2, etc.). One team plays the **knights** and the other team plays the **demons**. Choose **characters** as follows:

**2 players:** Each player draws 3 random character cards from their team deck and chooses 2.

**3 players:** For the team with 2 players, each player draws 2 random character cards from their team deck and chooses 1. For the team of 1, the single player must control 2 characters, so they draw 3 character cards from their team and choose 2 (this player controls 2 characters during the game).

**4 and 6 players:** Each draws 2 random character boards from their team deck and chooses 1.

**5 players:** The team of 3 must play demons. Each player (knight and demon) draws 2 random character cards from their team deck and chooses 1. The knight team gains 4 stone golems at the end of each round instead of 1.

After players have chosen their knight or demon, shuffle the remaining unchosen knight/demon cards back into their respective decks.

On each character card, place a **heart token** on the light starting number. On each knight, also place a **defense token** on the light starting number. If playing with the *Frozen Lurker*, place the **wooden ice token** on the starting ice number on the card.

Seat players in alternating turn: demon, knight, demon, knight, etc. A player controlling more than 1 character must place them in turn order in front of them at the start of the game.

Randomly choose a demon character to go first and place the **end of round token** between their character board and that of the last knight in the round.

Each demon player draws 3 **demon cards**. Each knight player draws 3 **knight cards**. Even if a player controls multiple characters, they only draw a single hand of 3 cards.

The demon team places all demon standees on the seal location tile, then places 3 **imps** so that each is in a different location tile adjacent to the seal location tile. *If playing with 5 or 6 players, place only 2 imps.*

The knight team places each knight standee in a different corner location tile. Then they place 1 **stone golem** on each corner location tile that does not have a knight.

## GAME STRUCTURE

Starting with the first character (a demon), each character takes a turn in alternating turn order: demon, knight, demon, etc. If you control 2 characters, take each character's turn in the correct, alternating turn order. Once each character has taken 1 turn, teams resolve the end of round phase. Then start a new round. Turn order stays the same for the entire game. Each character gets only 1 turn each round.

## GAME TURNS

On your turn, play or discard *all* of the cards in your hand in any order, including the basic action card.

At the end of your turn, pick up the basic action card and draw 3 new cards from your team's power deck so that you have 4 cards in hand. Play then passes to the left.

Each **power card** can be played in one of 3 ways:

1. Play the card to use the **primary ability** written in the text at the bottom of the card,
2. Play the card to use the **secondary ability** displayed in symbols on the top half of the card, or
3. Play the card as a **minor action**. Discard the card and take any 1 of the 6 actions displayed on the back of the card.

The **basic action card** can only be played for 1 move action, 1 heal action, or 1 magic.

## PLAYING YOUR CARDS

**Primary abilities:** Follow the instructions, then discard the card. You must resolve the ability before playing another card.

An ability labeled **seal** or **mark** is played by placing it faceup in front of your character, granting them the ongoing benefit. Each character may only have 1 seal/mark in play at a time. To play another, first discard the current one. When a character dies, discard any seal/mark they have. Any seals/marks currently in play do not count towards your hand size.

**Secondary abilities:** Take one or both of the actions shown on the top of the card, then discard the card. You may resolve them together or separately. You may not play another card in the middle of the 2 actions.

**Minor actions:** Discard the card to take any 1 of the actions shown on the back of the card. You may combine minor actions from multiple cards.

**Basic action card:** Your basic action card cannot be played as a minor action. You may play it as 1 **move** action, 1 **heal** action, or 1 **magic**. If you play it as magic, you must combine it with another minor action to activate your magic ability.

On a rules conflict, the most specific card/ability takes precedent. If a deck runs out, shuffle the discards to form a new deck.

## ACTIONS

Each of these symbols represents an action. If you play a card with multiple symbols, you take a number of actions equal to the number of symbols, with one exception: magic abilities require 2 magic symbols to activate.



**Melee:** Deal 1 damage to 1 close enemy.



**Ranged:** Deal 1 damage to 1 adjacent enemy.



**Move:** Move your character to an adjacent location tile.



**Heal:** Heal 1 to yourself or a close ally.



**Magic:** For every 2 magic symbols played, use your magic ability once. A single magic symbol has no effect by itself.



**Defend (Knight team only):** Gain 1 **DEFENSE** (move up 1 on your track). These can be used to defend against attacks.



**Command (Demon team only):** Command 1 close or adjacent imp to either move 1 or melee 1. When using more than 1 command symbol, you may use each symbol on a different action and/or on a different imp.

Each knight or demon has a **magic ability** unique to them. To use it, you must play 1 or more cards with a total of 2 magic symbols. If you have the cards to do so, you may use this ability more than once per round. Each knight or demon also has an unique ongoing power which applies as long as that character is in play.

## END OF ROUND AND GAME END

The end of round phase occurs immediately after the last character's turn and before the first character's turn in each round (as indicated by the **end of round token**).

1. Knights gain 1 point.
2. Stone golems (if any) take 2 actions.
3. Imps (if any) take 2 actions.
4. The knight team places a new stone golem (if available) on any corner location tile.
5. The demon team places a new imp (if available) on the seal location tile.

## GAME END

The game ends immediately when one team's victory point marker reaches the end of the track (the door).

## SCORING

**Knight VPs:** Knights score 1 point each time a demon player is killed, and 1 point during each end of round phase. If the knights' scoring marker reaches the monastery door first, the knights have lasted until morning and win the game.

**Demon VPs:** Demons score 2 points each time an elder is killed, and 1 point each time a knight is killed. If the demons' scoring marker reaches the monastery door first, they have broken the seal and win the game.

## POWERS & ABILITIES

### SLOW

When a character is **slowed**, randomly choose 1 card (not the basic action card) from that player. They must place it facedown and may only use it as a minor action on their next turn. Each player may have a maximum of 1 **slowed** card. Players cannot slow minions or elders. If an elder is attacked with a slow effect and a knight takes or blocks the damage, the knight takes the slow effect.

**COOPERATIVE MODE:** If a demon is slowed, they instead take 1 extra damage.

### CHARACTER CLARIFICATIONS

**Blood shade:** Start with 6 **HEALTH**.

**Flame knight:** The halo of fire is removed from the board at the beginning of your next turn.

**Frozen lurker:** You may discard a card on your turn to gain 2 more ice (not on another player's turn).

**Imp lord:** When you activate *shackled souls*, any excess damage dealt to the imp is lost.

**Phase knight:** When the phase knight is killed, any portals on the board remain.

**Wrath knight:** When activating *retribution*, you may deal 2 damage to a close or adjacent enemy. If this kills the current active player, that player immediately spawns a new demon and plays their remaining action cards.

## ENGAGEMENT

Whenever you are **close** (in the same location tile as) to an enemy and you move to a new tile, you must take damage to **disengage**. Each time you move, take 1 damage per enemy on the tile you're leaving. Elders deal no disengagement damage.

You may pay **DEFENSE** to block this damage. Engagement only applies when it is your turn. It never applies when an ability used by another character moves your character or when you use **DEFENSE** on another player's turn to move.

**COOPERATIVE MODE:** Engagement does apply to demons when they move because they're instructed to by a cooperative card.

## ELDERS

Elders each have 6 **HEALTH**. When an elder's **HEALTH** is reduced to 0, they have been killed and are removed from the board. Elders take no actions or turns, do not engage, and do not take engagement damage; but they can be moved by card and character abilities.

## MINIONS

Imps, bone crawlers, and all types of golems are **minions**. Elders are not minions. Minions are controlled by their team unless the minion is spawned and/or controlled by a specific character. Teams score no points for killing minions.

Minion supplies are limited. Once the standees of one type run out, that minion is no longer available.

All minions have 2 **HEALTH**, except bone crawlers, which have 1. If a minion takes 1 damage, lay them down to show they have 1 **HEALTH** left (it can still take actions). When a minion takes a total of 2 damage, remove it from the board. When a bone crawler takes 1 damage, remove it from the board.

Minions are limited to minor actions (**move**, **heal**, and **melee**). They may only heal themselves.

**Imps and stone golems** take 2 minor actions during the end of round phase. If wounded, they must heal themselves first before taking any other actions. Their controlling team decides together which actions they use.

**Ice and slag golems** take 2 minor actions at the beginning of the ice knight or earth knight's turn respectively. Even if the ice knight or earth knight is killed, ice and slag golems stay in play until defeated and continue to take 2 minor actions at the beginning of the player's turn who initially placed them on the board.

**Bone crawlers** take 1 minor action at the beginning of the bone crusher's turn. When the bone crusher is killed, all bone crawlers are killed immediately.

## DEATH

When your knight or demon takes damage equal to their **HEALTH**, your character has been **killed**. Discard any mark/seal from the character, and remove the standee and character card from the game.

Draw a new character card at random from your team's stack and mark their starting **HEALTH**. Keep your hand of cards (including any **slowed** cards). If you are playing a knight, start with 1 **DEFENSE**.

Your new character goes into the turn order in the same place as the character that was killed. On that character's next turn, place the new character standee on the board: if it's a demon, on the seal location tile, and if it's a knight, on any corner location tile (even if it is occupied). Then take your turn as normal.

If a player controls 2 characters, they may not rearrange the turn order when one is killed. Turn order remains the same throughout the game.

**Minions/token effects when a character dies:**

**Imp lord:** Imps remain on the board after the imp lord is killed.

**Ice knight:** Ice golems remain until defeated.

**Bone crusher:** Bone crawlers are immediately killed when the Bone crusher is killed.

**Phase knight:** portals remain after the phase knight is killed.

**Earth knight:** Slag golems remain until defeated.

**Flame knight:** Fire tokens remain until a new character is placed on the board to replace the flame knight.

## DEFENSE

Knights use **DEFENSE** to block damage from attacks to themselves or their close or adjacent allies. If a knight has 1 or more **DEFENSE** and is the target of an attack, they can use any number of **DEFENSE** to block 1 damage per **DEFENSE** spent.

### DEFENDING ALLIES

If a knight has 1 or more **DEFENSE** and a close or adjacent ally is about to take damage (on the knight's tile or an adjacent tile), they can choose to **defend** as a reaction.

To do so, declare that you are defending the attack, then move into the target's location tile (if you are not already there). Only 1 **DEFENSE** is necessary to defend an attack, but you can use as much as you have available on your defense track. You take any damage that was aimed at the ally, and each **DEFENSE** you use **reduces the damage by 1**.

Track the amount of **DEFENSE** used on your defense track.

Elders close to a knight are **guarded** and cannot be the target of an attack as long as the knight remains close. Any damage dealt by the demon team in that location tile must be taken by a knight if possible. A knight does not need to use **DEFENSE** to take damage for an elder (they simply lose **HEALTH** in place of the elder's **HEALTH**). If there are multiple knights, the knight players decide which knight takes the damage for each attack.

Guarded elders can still take damage from attacks that damage 'all enemies' in a location tile even if a knight is present. If such a card is played, knights and elders and minions on the same location tile each take their own damage (however a knight can use **DEFENSE** to reduce damage to 1 or more elders, as long as the elders are on the same tile).

This type of damage is first dealt to knights, then elders, so if a knight starts in the affected tile, they take their own damage first, then take damage for others.

If a knight starts outside of the affected tile(s) and spends a **DEFENSE** to move in, they take damage for the elder but don't take their own damage.

## LOCATION TILES

Use the abbey side of the location tiles for the standard game, and the outside (forest) tiles for the campaign (marked with an r after the letter in the corner).

Movement between location tiles is orthogonal only and not diagonal unless a card or ability specifies.

You may choose whether or not to use the location bonuses when setting up the game.

**Sewer location tile effect:** Generally, treat this tile as if it were 1 location as normal. However, **when you are on this tile, you must treat it as 2 spaces**.

You may only use melee attacks against enemies on your same side, and you must use 1 movement to cross the water. You may attack enemies on the other side of the water with ranged attacks. Ranged attacks from adjacent tiles can target any enemy in the tile. Disengagement damage applies when moving across the water. If an enemy uses an ability to move you out of this tile, ignore the water border. If playing cooperative mode, enemies ignore the water when moving.

**Shadowy nook tile effect:** When you enter this tile, if at least 1 enemy is there, you take 1 damage.

**Magic orb tile effect:** This allows you to discard 1 card to gain 2 magic. You can only activate this once per turn. You can discard your basic action card.

## TERMS

**Enemy:** Any unit on the opposing team.

**Ally:** Any unit on your team, including demons/imps/bone crawlers (for demons), and knights/golems/elders (for knights). A character doesn't count as their own ally.

**Minion:** Minions only include imps, bone crawlers, and golems. They do not include elders, knights, or demons.

**Diagonal:** On a location tile that shares a corner with your location tile and which does NOT share an edge.

**Close:** On the same location tile.

**Adjacent:** On any location tile which shares an edge with your location tile. Adjacent does *not* include close units.

# Knightfall

## GAME TURNS

Each character takes 1 turn in alternating turn order, starting with a demon, then resolve the end of round phase.

On your turn, play or discard *all* of the cards in your hand in any order, including the basic action card.

At the end of your turn, pick up the basic action card and draw 3 new cards from your team's power deck so that you have 4 cards in hand. Play then passes to the left.

Each **power card** can be played in one of 3 ways:

1. Use the **primary ability** (the text at the bottom of the card),
2. Use the **secondary ability** (symbols at the top of the card), or
3. Play the card as a **minor action**. Discard the card and take any 1 of the 6 actions displayed on the back of the card.  
You may combine minor actions from multiple cards.

The **basic action card** can only be played for 1 move action, 1 heal action, or 1 magic.

An ability labeled **seal** or **mark** is played by placing it faceup in front of your character, granting them the ongoing benefit. Each character may only have 1 seal/mark in play at a time.

## ACTIONS



**Melee:** Deal 1 damage to 1 close enemy.



**Ranged:** Deal 1 damage to 1 adjacent enemy.



**Move:** Move your character to an adjacent location tile.



**Heal:** Heal 1 to yourself or a close ally.



**Magic:** For every 2 magic symbols played, use your magic ability once. A single magic symbol has no effect by itself.



**Defend (Knight team only):** Gain 1 **DEFENSE** (move up 1 on your track). These can be used to defend against attacks.



**Command (Demon team only):** Command 1 close or adjacent imp to either move 1 or melee 1.

Each knight or demon has an unique **magic ability**: play 1 or more cards with a total of 2 magic symbols to use it.

## END OF ROUND AND GAME END

1. Knights gain 1 point.
2. Stone golems (if any) take 2 actions.
3. Imps (if any) take 2 actions.
4. The knights place a new stone golem on any corner tile.
5. The demons place a new imp on the seal location tile.

The game ends immediately when one team's victory point marker reaches the end of the track (the door).

## SCORING

**Knight VPs:** Knights score 1 point each time a demon player is killed, and 1 point during each end of round phase. If the knights' marker reaches the door first, the knights win.

**Demon VPs:** Demons score 2 points each time an elder is killed, and 1 point each time a knight is killed. If the demons' marker reaches the door first, the demons win.

## SLOW

When a character is **slowed**, randomly choose 1 card (not the basic action card) from that player. They must place it facedown and may only use it as a minor action on their next turn. Each player may have a maximum of 1 **slowed** card. Players cannot slow minions or elders. If an elder is attacked with a slow effect and a knight takes or blocks the damage, the knight takes the slow effect.

**COOPERATIVE MODE:** If a demon is slowed, they instead take 1 extra damage.

## ENGAGEMENT

Whenever you are **close to** (in the same location tile as) an enemy and you move to a new tile, you must take damage to **disengage**. Each time you move, take 1 damage per enemy on the tile you're leaving. Elders deal no disengagement damage. You may pay **DEFENSE** to block this damage.

**COOPERATIVE MODE:** Engagement does apply to demons when they move because they're instructed to by a cooperative card.

## ELDERS & MINIONS

When an **elder's HEALTH** is reduced to 0, they have been killed and are removed from the board. Elders take no actions or turns, do not engage, and do not take engagement damage.

All **minions** (Imps, bone crawlers, and all types of golems) have 2 **HEALTH**, except bone crawlers, which have 1. If a minion takes 1 damage, lay them down to show they have 1 **HEALTH** left (it can still take actions). When a minion takes a total of 2 damage, or a bone crawler takes 1 damage, remove it from the board.

Minions are limited to minor actions (**move**, **heal**, and **melee**). They may only heal themselves.

**Imps and stone golems** take 2 minor actions during the end of round phase. If wounded, they must heal themselves first before taking any other actions.

**Ice and slag golems** take 2 minor actions at the beginning of the ice knight or earth knight's turn respectively. Even if the ice/earth knight is killed, these golems stay in play until defeated and continue to take 2 minor actions at the beginning of the player's turn who initially placed them on the board.

**Bone crawlers** take 1 minor action at the beginning of the bone crusher's turn. When the bone crusher is killed, all bone crawlers are killed immediately.

## DEFENSE

A knight who is the target of an attack can use any number of **DEFENSE** to block 1 damage per **DEFENSE** spent.

A knight can **defend** if a close or adjacent ally is about to take damage. Declare the reaction and move into the target's location tile (if not already there). 1 **DEFENSE** is needed, but you can use as much as you have. Take any damage aimed at the ally, and **each DEFENSE you use reduces the damage by 1**.

Elders close to a knight are **guarded** and cannot be the target of an attack if the knight is close. Any damage dealt by the demon team in that tile must be taken by a knight if possible (a knight does not need to use **DEFENSE**; they just lose **HEALTH** in place of the elder's **HEALTH**).

Guarded elders can still take damage from attacks that damage *'all enemies'* in a location tile even if a knight is present.

## PLAYER COUNT CLARIFICATIONS

### 1 PLAYER GAME

1 player plays 2 knights.

There are 2 demons controlled by the cooperative cards. One demon takes a turn at the start of the first knight's turn, and the other demon takes a turn at the start of the second knight's turn.

### 2 PLAYER GAME

1 player plays knights and 1 player plays demons.

Each player controls 2 different characters from the same team.

Each player has a single hand of cards to use. Draw a new hand for each character's turn.

Play rotates between players and characters in alternating order: demon, knight, demon, knight. A demon always goes first.

Players must decide turn order for each specific character and that order remains through the entire game.

### 3 PLAYER GAME

Divide into 1 team of 2 players and 1 team of 1 player.

Decide which team will play knights and which will play demons.

Each player on the 2 player team draws 2 character cards at the beginning of the game and chooses 1. The player on the team of 1 draws 3 character boards and chooses 2.

Play rotates between players and characters in alternating order: demon, knight, demon, knight. A demon always goes first.

Players must decide turn order for each specific character and that order remains through the entire game.

The player who controls 2 characters only holds a single hand of cards at a time, even though they control 2 characters. Draw a new hand for each character's turn.

### 5 PLAYER GAME

Divide into one team of 3 and one team of 2. The 3 player team must play demons. The 2 player team must play knights.

Each player draws 2 character cards from their team and chooses 1.

Play rotates between players and characters in alternating order: demon, knight, demon, knight. A demon always goes first.

Players choose turn order for each character and that order remains through the entire game.

**During the end of round phase, the knights gain 4 stone golems instead of 1.**

# Knightfall

## COOPERATIVE MODE

1-3 players play as knights against a team of AI-controlled demons. The demons' actions are dictated by cards drawn from the cooperative deck.

All rules are the same as standard mode, with these changes:

## SETUP

Each player chooses 1 knight from 2 drawn (for 2-3 players) or 2 knights from 3 drawn (if playing solo). Then, each player draws 1 demon card and places it to the left of their knight card (if playing solo, place a demon to the left of each knight).

Do not use demon power cards, but keep track of demon **HEALTH**. Choose where to place the imps as if you were a demon player. Place the end of round token after the last player's knight.

The knight scoring marker starts on the same space as the demons.

## GAME TURNS

When it's your turn, the demon to the left of your knight takes a turn first.

Each cooperative card has a **primary action** at the top and a **secondary action** at the bottom (upside down). Draw 1 card and place it so the primary action is at the top, then draw another card and place it so the secondary action is at the top. Perform the first card's primary action, then perform the next card's secondary action (ignore the upside-down text on both cards). When the text says *you* it means the demon.

After completing the demon's actions, take your normal turn with your knight.

## KILLED DEMONS

When a demon is killed, draw a new demon immediately. At the start of the next player's turn, place the new demon on the portal tile.

## TARGET HIERARCHY

When the cooperative cards instruct you to move or attack with a demon, the demon moves towards or attacks the closest enemy (elder, golem, or knight).

If there are 2 enemies at the same distance, the demon moves toward/attacks the enemy that is highest on the target hierarchy:

- 1st: Undefended Elder,
- 2nd: Defended Elder,
- 3rd: Knight with less than 3 combined **HEALTH/DEFENSE**,
- 4th: Golem,
- 5th: Knight.

If you're instructed to move, you *must* move (unless otherwise stated), even if you're already on a tile with an undefended elder.

Follow the target hierarchy for each movement point. Do not return to tiles you've already moved to in the same turn if possible. If tied on the hierarchy, choose the target with the lowest **HEALTH**. If still tied, choose the target with the fewest close/adjacent allies. If still tied, the players choose.

**Clockwise movement:** If you're in the center of the board, first move out of the center based on the target hierarchy. Then move in a clockwise (or counterclockwise) direction, ignoring target hierarchy. Follow the outer edge of the location tiles.

**CAMPAIGN MODE:** If there is a dead end, move to it, then return to the previous space (if you have multiple movement).

If the cooperative deck runs out, shuffle the discards to make a new deck.

## CLARIFICATIONS

**Imps:** At the end of each round, imps perform their 2 actions following the target hierarchy.

**Frozen lurker:** Always blocks with ice if able.

**Imp lord:** Always activates *shackled souls* if able.

**Bone crusher:** Activates *shatter* when killed.

**Dread mistress:** Activates *petrifying gaze* after moving (players choose to slow a close knight or deal damage to a golem).

**Horned demoness:** Activates her *malevolence* at the end of her turn.

**Molten scion:** Deals 1 damage to all enemies and loses 1 **HEALTH** each time it moves to a new tile.

**Soulstealer:** After taking the actions described on the cooperative mode cards, it takes 1 extra move action. It moves based on target hierarchy (players choose if there's a tie).

**Storm fiend:** His passive ability does not function in this mode.

**Blood shade:** If the cooperative mode cards move the blood shade, she takes 1 extra move action at the end of her turn. She moves based on target hierarchy (players choose if there's a tie).

**Feral reaver:** At the end of the turn, heal 1. If at full **HEALTH**, move 1.

## COOP CARD RESPAWN

When instructed to **spawn** a new demon, draw a new card from the demon character deck. Replace the active demon with the newly drawn demon, matching the current **HEALTH** of the active demon (unless the active demon's current **HEALTH** is higher than the new demon's max **HEALTH**, in which case the new demon should start at their max **HEALTH**).

## VARIANTS

**Desperate variant:** 4 of the elders start with only 5 **HEALTH** (you choose). Knights start with no golem, and demons start with 1 extra imp.

**5 card variant:** Play with this variant for a bit more control over the cards you play. At the start of the game, draw 4 cards from your power deck instead of 3. Including the basic action card, you now have 5 cards in hand.

You may only play your basic action card and 3 of your power cards on your turn, keeping 1 power card in hand. At the end of your turn, draw 3 power cards and pick up your basic action cards so you have 5 total cards in hand.

# Knightfall

## CAMPAIGN MODE

### SETUP

Follow the standard instructions with these changes:

Place the **location tiles** in a pile nearby. Shuffle the **cooperative card deck** and place it nearby. Take a page from the **campaign map pad** and write the players' names and the date on the back.

Return these components to the box: **victory point track card**, **demon power cards**, **demon/knight victory point markers**.

Write your chosen difficulty and starting **elixirs**: **easy** (7 elixirs), **medium** (4 elixirs), or **hard** (1 elixir).

### HOW TO PLAY

Read the introduction on p30 of the rulebook. Then, players take turns exploring the map and reading from the storybook. On your turn, you may move 0-2 squares and then **explore** (read a storybook number). **You may choose not to explore and move 1 extra square.** After moving and exploring, cross off 1 **time box** on the side of the map.

Record your location on the map with a dotted line to mark your path. You may move anywhere, but you cannot cross water. To cross the river in the middle of the map, you must move on 1 of the 4 bridges.

You start in the center of town at the square with the well. After moving, you may read one of the story numbers in your current square (circle the number if you do this to remember where you have explored). Turn to the number in this book and read it aloud.

If a choice requires you to lose something, you *cannot* make these choices if you cannot lose the specified resource.

If a story instructs you to cross off a number on the map, you may not visit it again on a future turn. You can, however, explore a circled number that has not been crossed off.

When the storybook instructs you to gain a **keyword**, write it on your keyword list.

As you explore, you gain keys, coins, scrolls, and elixirs. Write these on your sheet. When you lose a resource, write the new total on your sheet. **At any time you may purchase a scroll for 5 coins.**

### RELICS

At any time outside of battle or reading from the storybook, you may pay scrolls and/or coins to buy **relics**. When you buy a relic, mark it on the sheet and retrieve the appropriate card from the relic deck. Relics can each be used once per battle.

### VILLAGERS

As you explore, you may find **villagers**. When you do, mark the appropriate villager on your sheet and retrieve their card from the villager deck. Villagers give passive bonuses that apply as soon as you gain them.

### ELIXIRS

During battle, on your turn, you may lose 1 elixir to restore the **HEALTH** of your knight completely. This is a free action on your turn, but you cannot do it during anyone else's turn.

## BATTLES

When the storybook tells you there is a **battle**, set up the board as indicated in the storybook. If a tile letter has an **r** after it, it means the reverse side of the tile.

When you have defeated each demon, the battle ends and you keep reading in the storybook.

If a knight dies during the battle, write their name under *Fallen Knights* on your campaign sheet and place their character card in the box. You can no longer use them in the current campaign (defeated demons can be used in other battles). Draw a new knight and place it on the 'starting space' at the beginning of your turn, with 6 **HEALTH** and 1 **DEFENSE**.

There are no victory points. To win, you must defeat all demons (but not their minions). When you defeat a demon, only replace it with a new one if there is a *looming* demon.

If all of your knights are defeated, you lose the campaign. Add up your final score.

At the end of each battle, mark any saved elders on your campaign sheet, discard any equipped seal cards, and reset your active knights' **HEALTH** to 6 and their **DEFENSE** to 1.

*Battles work like cooperative mode, with these changes:*

**Imp spawning:** If an ability spawns an imp, place the imp at the demon's location instead of the seal.

**End of round:** The only end of round steps you follow are: stone golems take 2 actions, then imps take 2 actions. Ignore all of the other normal end-of-round steps.

**Looming demons:** There should never be more than 2 demons on the board at once. Some battles have *looming* demons, which appear when an active demon is defeated (place the demon on the same tile where the previous one was defeated). If there are no more looming demons, do not spawn another one, just skip their turn each round.

**Coop card respawn:** When instructed to spawn a new demon, shuffle the unused demon cards and draw a new card from the stack. Replace the active demon with the newly drawn demon.

## FINAL BATTLE

After all time boxes have been marked, you must immediately read 28 and the final battle at the abbey begins.

Set up the board according to the instructions. This time, you draw 7 random demon character cards and must defeat 6 of them to win. If you win the battle, read the finale and write your final score as indicated in the storybook. Mark any saved elders on your campaign sheet.

If you lose this final battle, your campaign is a failure.

### SCORING

2 points per knight still alive.

6 points per relic you own.

6 points per rescued villager.

3 points per rescued elder.

1 point per unspent scroll or key.

1 point per unused elixir.

10 points if playing normal mode.

20 points if playing hard mode.

-30 points if you failed the campaign.