

# Here to Slay: 2v2 Variant

## Victory Condition

The combined team must do either of the following to win:

- SLAY 5 Monsters
- Collect 10 Heroes

Notice that the “Collect 10 Heroes” victory condition mentions nothing about the class requirements of these Heroes. For this rules variant, the classes of the Heroes in your Party do not matter.

### Seating Arrangement and Teammate Interaction

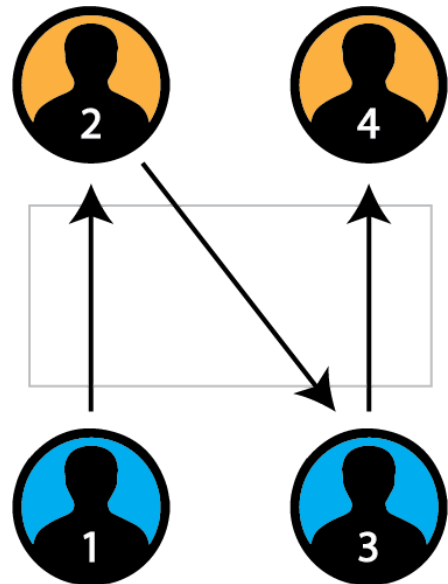
Players should alternate between teams each turn, never with the same team going twice in a row. (For example, Player 1 / Blue Team → Player 2 / Orange Team → Player 3 / Blue Team → Player 4 / Orange Team, etc.)

Teammates are allowed to discuss their plays, hands, and cards, although they cannot give each other cards from their hands.

## Team Monster Hunting

To meet the Party requirements to ATTACK a Monster, a player may use the combined Heroes from both Parties of their team. (For example, if Monster X’s Party requirement is “4 Heroes,” and Red Player A and Red Player B each have 2 Heroes in their Party, then either Red Player may, on their turn, ATTACK Monster X.)

- A player who wishes to use their teammate’s Heroes to meet the Party requirement for attacking a Monster **must have the consent of their teammate** to do so. This is because if a player uses Heroes from both of their team’s Parties to meet the Monster’s Party requirement and fails to SLAY the Monster, both players must pay the penalty for failing. (If a player can meet the Monster’s Party requirement strictly from their own Party, only that player pays the price for failing.)
- A player cannot use their teammate’s Party Leader to meet the Monster-attacking requirements.



## Limitations

- Each player may only have up to 5 Heroes in their Party.
  - If you wish to play a Hero into your Party when you already have 5, you must move one of your Party's Heroes to the discard pile. (You cannot use this rule adjustment to play a Hero into another player's Party and force them to move a Hero to the discard pile.)
  - A player may play a Hero card into their teammate's Party; however, if they do so, they cannot activate the effect this turn.
- Party Leader skills and Monster skills only apply to the player and Party they are in, not to both members of the team.
- You may not use a "Pull" effect on your teammate. This includes effects of the "Pull a card from each player..." variety; you can still play those effects, but your teammate is excluded from their effects.

## Banned Cards

Remove the following cards from the game during setup:

### Item cards:

- Fighter Mask
- Ranger Mask
- Thief Mask
- Guardian Mask
- Wizard Mask
- Bard Mask
- Sorcerer Mask (Dragon Sorcerers Expansion)
- Mask of Misfortune (Kickstarter Exclusive)

### Monster cards:

- Mega Slime
- Wandering Behemoth (Monster Expansion Pack)
- Saffyre Phoenix (Monster Expansion Pack)
- Venomous Gemini (Monster Expansion Pack)