



◆ ----- INTRODUCTION ----- ◆

Welcome to Here to Slay once more!

In this single player version, you'll assemble a 6 Party of Heroes to protect the Tavern where heroes spend free days resting, drinking and singing.

This game version takes approximately 15 minutes to complete.

◆ ----- HOW TO START ----- ◆

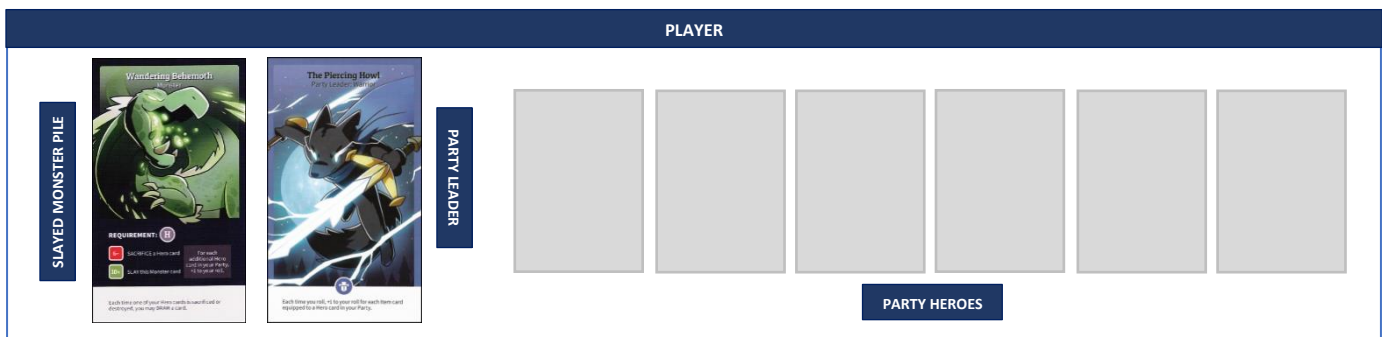
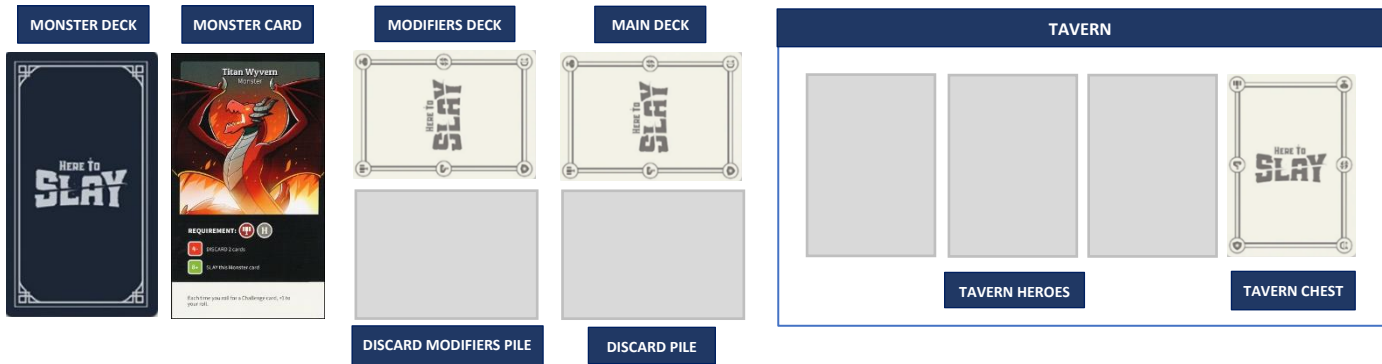
Start by separating the different type of cards in the box as follow:

- **MONSTER DECK:** The stack of monster cards.
- **MODIFIER DECK:** The stack of modifier cards which defines the action in *Monster turn*, modifier cards in this deck are those which absolute value of red number is different to absolute value of green number (E.g.: +1/-3, +3/-2, -4).
- **MAIN DECK:** The stack of standard-sized cards with Heroes, Items and Modifier cards which absolute value of red and green numbers are equal (E.g.: +1/-1, +2/-2).

Note: Put the challenge cards in the box, these cards are not used in this version.

Then search for three heroes in *Main deck* and place them in the *Tavern* area, shuffle *Main deck*, draw five cards and place them in the *Tavern chest* face down.

Finally choose a party leader character, this character will lead your party in the defend of the *Tavern*, put the rest of party leaders in the box. Shuffle the monster cards and flip the top monster card face up and place it next to *Monster deck*.



◆ ----- HOW TO PLAY ----- ◆

Player's turn is the same as plays against another player. Once player's turn ends, start monster's turn.

MONSTER TURN: Flip the top Modifier card face up and place it in the Discard modifiers pile, if absolute value of red number is higher than absolute value of green number, *monster will attack* your party, else skip its turn.

MONSTER ATTACK: Roll two dice to decide the effect of monster attack

- If result is equal or higher than green roll requirement DESTROY a hero from your party and DESTROY a hero from tavern.
- If result is equal or higher than red roll requirement and less than green roll requirement DESTROY a hero from tavern.
- If result is less than red roll requirement, monster's attack fails, and heroes are safe this turn.

After attack effect is resolved, you begin your turn again and cycle continues.

TAVERN HEROES: This area substitutes the heroes of another player from the core game. These heroes can be destroyed by monsters or stolen by a player's card effect. When there's no heroes in *Tavern* look for three heroes in the *Main deck* and place them in *Tavern*, then shuffle de deck.

TAVERN CHEST: This pile substitutes the hand of another player from the core game. These cards can be discarded by a player's card effect. When there's no cards in *Tavern chest* draw five cards from *Main deck* and place them in *Tavern chest* face down.

◆ ----- GAME CHANGES ----- ◆

Due to there's no other player in this game, some card effects are resolve as follow:

- When pull or discard a card from another player's hand, pull or discard a card from *Tavern chest* instead.
- When steal a hero card from another player's party, steal a hero from *Tavern heroes* instead.
- When move a hero card from your party to another player's party, move a hero card from your party to *Tavern heroes* instead.
- When return a card from another player's party to his hand, return a *Tavern hero* to *Tavern chest* instead.
- When destroy a hero, perform this action instead: move face-up monster card to the bottom of the *Monster deck* and flip the top card from the *Monster deck* face up.
- When trade party leader cards with another player, trade party leader skill with a monster in *Slayed monster pile* instead (slide that monster card underneath with the card text of the monster card still showing).
- When perform an action that involves each monster card in another player's party, it involves each monster in *Slayed monster pile* instead.
- The Unstable Unicorn has no class. The Unstable Unicorn's skill is monster card's skill until your next turn.
- All cursed item has this effect: "*This Hero card has no class.*"

New rules:

1. When player draw a card, if it's a cursed item card it must be equipped to one hero in the party, then draw a card.
2. Party max limit is six heroes.
3. If party is full and want to play a hero card, sacrifice a hero and then play that card.
4. Slayed monsters' effects can't be used.

◆----- HOW TO WIN -----◆

Base game: Slay SIX monster cards AND end your turn with FIVE different classes represented in your party before *Modifier pile* runs out.

Base game + Expansions: Slay SEVEN monster cards AND end your turn with SIX different classes represented in your party before *Modifier pile* runs out.

Congratulations you are ready to defend the *Tavern* from incoming wild monsters, revenge fallen heroes in this battle and maybe slay more monsters than duty dictates to set a record. How many monsters will you slay?