

HEROICA™

FORTAAN DUNGEON



THE CARD GAME

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FORTAAN DUNGEON: THE CARD GAME

DO YOU DARE ENTER AND EXPLORE THE DUNGEON BENEATH CASTLE FORTAAN? SEARCH FOR GOLD, POTIONS, WEAPONS AND ANCIENT RELICS, BUT BEWARE THE ARMY OF GOBLINS AND OTHER MONSTERS THAT MAY BE LURKING BEHIND EVERY DOOR!

AIM OF THE GAME

The player who collects the most treasure and defeated monsters wins the game.

ABOUT THE DECK

You can play Fortaan Dungeon with any regular deck of cards or with the illustrated HEROICA deck.

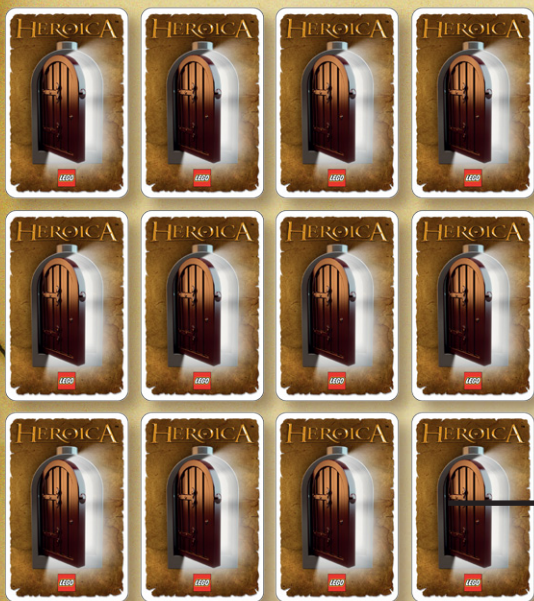
If you are playing with a regular deck of cards you will need some small counters, such as coins or LEGO bricks, to keep track of the health of the heroes during the game. You need enough to give each player 4.

BEFORE YOU PLAY

Remove the 4 hero cards (J♣, J♥, J♦, J♠) and the 4 health cards from the deck.

Starting with the youngest player, each player chooses a hero card and takes a health card.

Keep your cards face-up in front of you. Position your hero card over your health card so that your full health is showing. Put any unused hero and health cards back in the box.



THE DUNGEON

Shuffle all the remaining cards and deal out 12 cards face down in the play area, arranging the cards in 3 rows of 4 cards, as shown. These cards are the dungeon, and are the first 12 rooms you will explore beneath Castle Fortaan. Put the remaining cards face down beside the dungeon. These cards are the adventure deck. Leave space by the adventure deck for the discard pile.

ADVENTURE DECK



DISCARD PILE



PLAYING THE GAME

The youngest player goes first. Play then continues clockwise.

On your turn choose one of the rooms in the dungeon to explore.

Flip the card over to reveal it, keeping the card in position.

Each card is either treasure (A, 2, 3, 4, 5, 6, 7, 8) or a monster (9, 10, Q or K).

FIGHTING A MONSTER

If you reveal a monster you must fight it immediately.

- If the monster is the same suit (♣, ♥, ♦, ♠) as your hero, you instantly defeat it.
- If the monster is the same suit as a weapon you collected during a previous turn, you instantly defeat it. (see 'Weapons' below).



If you do not instantly defeat the monster, flip the top card of the adventure deck onto the discard pile.

- If the flipped card is the same suit as the monster, you defeat it.
- If the flipped card is NOT the same suit as the monster, the monster survives and your hero is wounded. You must retreat and cannot collect any cards from the dungeon this turn (see 'Retreat' below).

EXPLORE OR ESCAPE

Each time you reveal treasure or successfully defeat a monster you may choose to either explore or escape.

- If you choose to explore, continue your turn by revealing another card. The card must be directly adjacent to one edge of the card you just explored. If there are no adjacent cards you must escape instead.
- If you choose to escape, collect all the face-up cards you revealed during your turn and keep them face down in front of you. Then your turn ends.



RETREAT

If your hero is wounded, you must lose health matching the strength of the monster AND retreat from the dungeon. Slide your hero card over your health card to cover up the health you lost. Put the monster card and ALL other cards you revealed during your turn onto the discard pile. Then your turn ends.

- Strength 1: Goblin Warriors (all cards numbered 9 or 10). You lose 1 health.
- Strength 2: Goblin Guardians (Q♣, Q♠), Werewolf (Q♥), Golem Guardian (Q♦). You lose 2 health.
- Strength 3: Goblin General (K♣) Goblin King (K♠), Dark Druid (K♥), Golem Lord (K♦). You lose 3 health.



If you lose all your health you are temporarily defeated and must spend your next TWO turns healing.

Flip your hero and health cards face down. On your next turn flip your health card face up. Then, on the turn after that, flip your hero card face up and position it over your health card so that your full health is showing. When you start your turn with both cards face up you can begin to explore the dungeon again.

WEAPONS

If you collect the axe (A♣), staff (A♥), wand (A♦) or sword (A♠) keep it face up beside your hero.

From now on, you instantly defeat any monster you reveal that is the same suit as the weapon.



SETTING UP A NEW DUNGEON

When there are no more cards in the dungeon, pick up all the cards in the adventure deck AND the discard pile and shuffle them together. Now deal out 12 cards face down to make a new dungeon. Put the remaining cards beside the dungeon to make a new adventure deck. Play then continues clockwise.

WINNING THE GAME

The game ends when the last card in the adventure deck is flipped, or if the dungeon is empty and there are not enough cards to deal out a new dungeon. The player who has collected the most treasure and monster cards is the winner. If two or more players are tied with the most number of cards, the tied player who collected the most monster cards wins.



ADVANCED GAME

After you have played the games a few times, why not try the advanced game?

It is played in the exactly the same way, but now if you collect a potion, a relic or armour you may keep it face up beside your hero and use it later in the game. If you use a potion or relic, put it onto the discard pile.

POTIONS



RELICS



ARMOUR



You may not use a potion or relic while you are healing.

- Use the strength potion (2♣) to instantly defeat a monster.
- Use the health potion (2♥) to restore 2 health.
- Use the luck potion (2♦) to flip ONE additional card from the adventure deck to try to defeat a monster.
- Use the speed potion (2♠) to retreat without fighting a monster. You do not lose any health, but must put the monster card and all the cards you revealed during your turn onto the discard pile. Then your turn ends.
- Use the Crystal of Deflection (3♣) to force another player to fight a monster you reveal. If the other player defeats the monster, continue your turn as if you had defeated the monster. If the monster survives, you must retreat but the other player's hero is wounded.
- Use the Chalice of Life (3♥) to swap all your remaining health with all the remaining health of another player. Slide both hero cards over your health cards to show the swapped health.
- Use the Sceptre of Summoning (3♦) to exchange a monster you collected during a previous turn with a monster in the dungeon. Make the exchange immediately after the monster is revealed.
- If you collect the Helmet of Protection (3♠) keep it face up beside your hero card. The Helmet increases your full health by 1.

