

R

ULEBOOK



THE STORY OF



There are those of us who are destined for great things. Things that are larger than any one person, and yet we are each given the intelligence to know what we must do, and the tools to achieve it.

It has been said that if, from fault of our own, we fight our destiny, waste our talents, and simply let time slip by, we fail at our purpose. Regardless of our vice, the penalty is the same. We become stuffed.

Taken away from the luxuries we have known in our lives, we are to be haunted by the things that stopped us from achieving greatness and becoming who we should have been.

From there, we must redeem our losses and prove our worth, by facing and obtaining things which seem unattainable. All while constantly being reminded of the burdens which stopped us from conquering our goals in the first place. Your team. Your mission. Your soul. It all hangs by a thread.

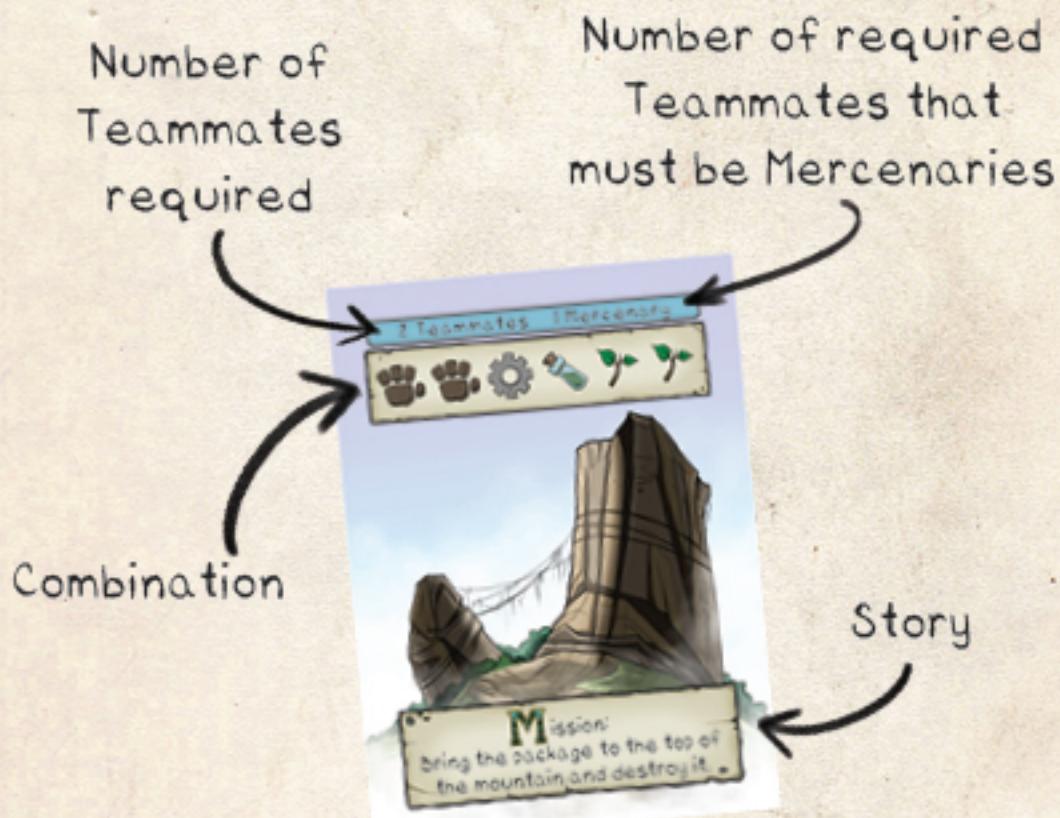
GAME COMPONENTS:



SETUP:

To begin, shuffle each of the 4 decks of cards, then follow the diagram to the right for game setup.

Your objective is simple; Be the first player to recruit the required amount of Teammates, and then match the dice to the combination on the Mission card. You cannot roll for the combination until you have the Teammate and Mercenary requirements met.



What do all these symbols mean?



COIN



ESSENCE



BIRDEN



INTELLIGENCE



CHARISMA



RESOURCE



ADVANTAGE
DECK



ADVANTAGE
DISCARD PILE



PLACE
1 MISSION
FACE UP



LOYALS
DECK



PLACE 2 LOYALS FACE UP



MERCENARIES
DECK



PLACE 2 MERCENARIES FACE UP

EACH PLAYER
PICKS A HERO

Heroes do not count as
Teammates. They all have
the same ability, just
pick the one you think
looks the coolest.



TURN

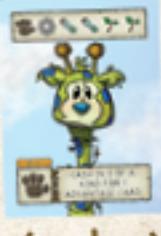
Players choose who will go first. On your turn, roll all 8 Attribute dice, then see if you can recruit a Teammate, draw an Advantage card, or gain a coin.

To recruit a Teammate, which can be either a Loyal or Mercenary, you must match the dice to the combination on the card, and you must spend those dice to gain that Teammate. Your turn continues as long as you have resources, (dice, coins, or cards), and want to continue. You may choose to end your turn at any point.

Match the Attribute dice to the Teammate's combination to recruit them!

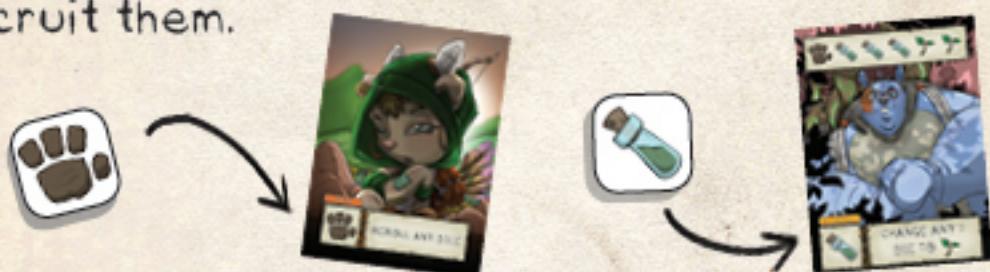


Set your newly recruited Teammate beside your Hero and flip over another Teammate to replace the one you recruited. When you can no longer use your dice, the next player's turn begins.



ABILITIES & COINS

If you can't match the combination on a card initially, there's still plenty you can do. You can activate your Hero or Teammate's ability by spending a die of the matching Attribute on their card. Once you place a die on their card, it is spent for the remainder of your turn. Each character's ability can only be used once per turn, but you may use a Teammate's ability the same turn that you recruit them.



Some abilities allow you to reroll some or all of your Attribute dice. When rerolling, you must roll all of the dice you wish to reroll at the same time. For example, the Hero ability lets you reroll any dice. If you wanted to reroll 3, you must roll all 3 at once.

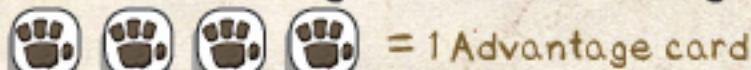
If you have 3 of a kind, you can spend them to gain a coin. However, Birdens cannot be used for this purpose. Coins can be used to recruit Mercenaries or buy Advantage cards.



Can be any set of 3, except Birdens.

ADVANTAGE CARDS

If you roll 4 of a kind —excluding Birdens— you can spend those dice to gain an Advantage card.



Alternatively, you could spend 2 coins to draw an Advantage card. can buy 1 Advantage card

You can hold onto them as long as you want, but you may only have up to 4 Advantage cards in your hand at any time. To draw more, you must first make room in your hand by playing or discarding Advantage cards to the discard pile face up. You may look at your Advantage cards.



There are 2 kinds of Advantage cards. Cards with white scrolls can be played at anytime during your turn and are then discarded. Cards with red scrolls are played at the end of your turn and effect each of your opponents during their turn. These cards are then discarded at the beginning of your next turn.

Note: Advantage cards, coins, and Teammates may all be used as soon as you get them!

LOYALS & MERCENARIES

Loyals can be recruited using the Attribute dice, and will remain at your Hero's side until the end. Each player can have up to 2 Loyals on their team, and they cannot be discarded or swapped for other Loyals.

Loyals cannot be stolen by other players once recruited.



Mercenaries require less Attribute dice to recruit, but each one must be paid 2 coins in order to join your team. They count towards your total number of Teammates required to complete the Mission.

Be careful! The other players can steal your Mercenaries by rolling their combination and spending 2 coins. Like Loyals, you can never have more than 2 on your team, and you cannot discard or trade them in for other Mercenaries.



Mercenaries are considered Teammates!

They can also be stolen by other players.

SPECIAL EXCEPTIONS

Grunt Loyal card: This Loyal's ability, "Trade in 3 of a kind for an Advantage Card," can only be used for one set of 3 of a kind in a single turn. Birdens cannot be used for the 3 of a kind.

My Birden Advantage card: This card states, "If you roll a Birden and 3 of a kind, draw 2 cards." A player can only use this ability for one set of 3 of a kind, and the required dice aren't spent.

Sacrifice Advantage card: This is the only Teammate that can be found in the Advantage cards deck, and it is also the only Teammate that is discarded when her ability is used. This Teammate does not count as a Loyal or Mercenary but does count towards the Mission total.

Scouting Advantage card: This card means that when a player gains any coins, all other players gain 1 coin at the end of that player's turn. If a player plays an Advantage card to gain coins while this card is in effect, that player gains the coins, and all other players only gain 1 coin.



LITTLE EXTRA HELP

Still confused? Let's clear things up.

Rerolling: When you reroll your Attribute dice, you must roll all of the dice you wish to reroll at the same time. This rule applies to an Advantage card reroll as well.

Spending a die: This means taking an Attribute die with the desired symbol and removing it from your turn in exchange for a character's ability, coin, Advantage Card, or whatever you want to "spend" it on. You may spend your dice at any point in your turn. At the beginning of your turn you start with all 8 Attribute dice again.

Spending a coin: When players spend a coin, it goes back to the bank. Players can spend 2 coins to recruit a Mercenary, steal a Mercenary from another player, or buy 1 Advantage card.

Teammate Requirements: If a Mission calls for 3 Teammates including 1 Mercenary, your team could be 2 Loyals and 1 Mercenary OR 1 Loyal and 2 Mercenaries. So long as you have 3 Teammates and at least 1 of them is a Mercenary, you're good to go. HEROES DO NOT COUNT AS TEAMMATES.

TO CLARIFY: The character abilities and Advantage cards are used to help you match the combinations you want. You do not have to roll the perfect combination to recruit, win, draw cards, etc. Use everything you've got!

STUFFED

Rules at a Glance:

Goal: Be the first player to complete the Mission by recruiting the number of Teammates required and matching the Mission combination.

Turn: Roll all 8 Attribute dice. Your options are to activate a Hero or Teammate's ability, recruit a Teammate, draw an Advantage Card, gain coins, or a combination of all of these, depending on what you rolled. Your turn continues as long as you have resources, (dice, coins, or cards), and want to continue. You may choose to end your turn at any point.

Advantage Cards: Cards with a white scroll can be played at any time on your turn. Cards with a **red scroll** are played at the end of your turn, and take effect on all other players' turns. They are then discarded at the beginning of your next turn. You can only hold 4 Advantage cards at a time.

Obtaining Coins and Advantage cards:

Spend 3 of a kind on the dice, gain 1 coin.

Spend 1 of a kind, draw an Advantage card.

Spend 2 coins to buy an Advantage card.

Birden symbols cannot be used to gain coins or Advantage cards!