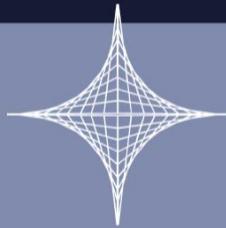


Dege's Demeo Setup & Users Guide



**Featuring the
"House Rules"
Mod Utility**

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1. Overview

This guide was put together for you the player. It was inspired by my trying to get the utility working and it didn't. Now it's time to streamline your time and setup time so that you can use this wonderful utility called House Rules. You will see a lot of screen captures along the way to make your journey more useful and get the utility installed. Follow the directions carefully and I will be sure to give you little bits of important information along the way.

2. Getting Started

Setting up is not hard if you know what you're doing. Let's get started.

Step 1 - Install the Steam application. This program requires Steam to operate properly.

Step 2 - Download and install Demeo software for the PC from Steam.



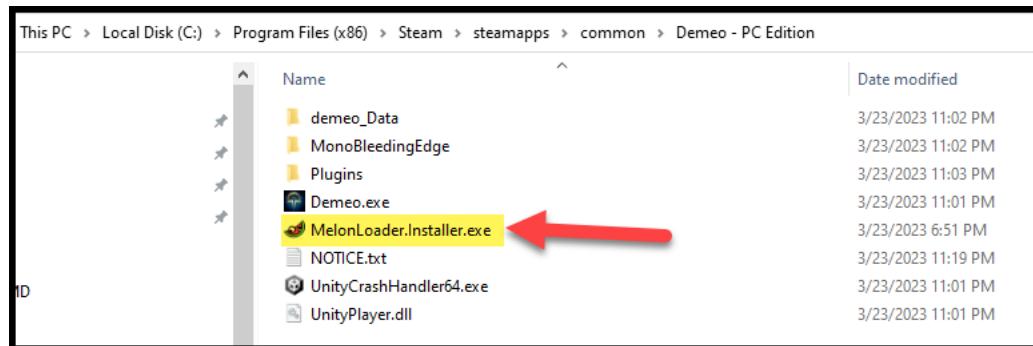
Step 3 - Download a program called MelonLoader. The purpose of this program is to establish some base folders in your Demeo software folder and work with mods that require it. It is used by Demeo when you boot the program.

- Download MelonLoader from [here](#).
- Make sure you review the instructions as provided by that author from [here](#).

A screenshot of a GitHub release page for 'v0.5.7 Open-Beta'. The page shows a list of assets, with the first item, 'MelonLoader_installer.exe', highlighted with a red arrow pointing to it. The table lists the following files:

File	Size	Last Updated
MelonLoader_installer.exe	720 KB	Oct 26, 2022
MelonLoader_installer.sha512	128 Bytes	Oct 26, 2022
MelonLoader_x64.sha512	128 Bytes	Oct 26, 2022
MelonLoader_x64.zip	17.4 MB	Oct 26, 2022
MelonLoader_x86.sha512	128 Bytes	Oct 26, 2022
MelonLoader_x86.zip	17.1 MB	Oct 26, 2022
Source code (zip)		Oct 26, 2022
Source code (tar.gz)		Oct 26, 2022

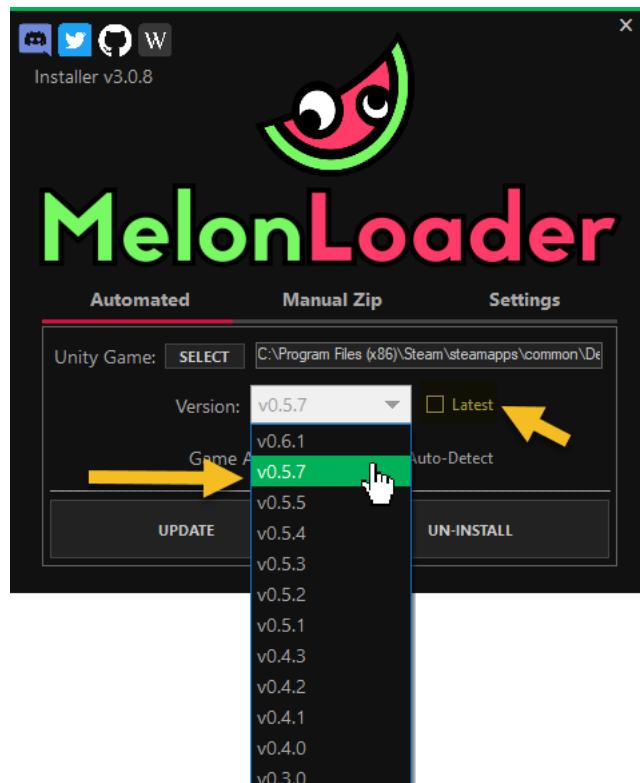
Step 4 - Copy the MelonLoader to the Demeo directory, using this picture as a guide.



Step 5 - Execute the MelonLoader installer from the Demeo directory.

Checkpoint & Warning

You must deselect the “Latest” version block before installing. The latest version will cause issues. You have been warned.



Step 6 - **Important - Execute the Demeo program.** Wait for it to load and after you get to the main menu screen, exit the program. This step creates the UserLibs folder and establish the MelonPreferences.cfg file that you might need to use.

When you're done executing Demeo and then exit the program, the Demeo folder structure will look like this.

Name	Date modified
demeo_Data	3/23/2023 11:02 PM
MelonLoader	3/24/2023 12:11 AM
Mods	3/24/2023 12:11 AM
MonoBleedingEdge	3/23/2023 11:02 PM
Plugins	3/23/2023 11:03 PM
UserData	3/24/2023 12:12 AM
UserLibs	3/24/2023 12:11 AM
Demeo.exe	3/23/2023 11:01 PM
MelonLoader_installer.exe	3/23/2023 6:51 PM
NOTICE.txt	3/24/2023 12:10 AM
UnityCrashHandler64.exe	3/23/2023 11:01 PM
UnityPlayer.dll	3/23/2023 11:01 PM
version.dll	3/24/2023 12:10 AM

Go ahead and delete or remove the MelonLoader from the Demeo folder. You don't need it anymore.

Step 7 - This was written on 5/22/23, The version of House Rules was Version 1.6.2.

- Download House Rules from [Github](#). Click the hyperlink and download the zip file.

Assets 4			
	Demeo.dll	9.5 KB	3 days ago
	HouseRules_1.6.2.zip	329 KB	yesterday
	Source code (zip)		4 days ago
	Source code (tar.gz)		4 days ago

[Full Changelog](#)

- Step 8 - Open the zip file for House Rules. Extract these folders to the Demeo software folder. The contents of these folders will overwrite the three, same named folders, that already exist and place program files into place.

Name	Date modified	Type
Mods	5/22/2023 2:57 PM	File folder
UserData	5/22/2023 2:57 PM	File folder
UserLibs	5/22/2023 2:57 PM	File folder

The folders you extracted should look like this after you paste them.

Name	Date modified
demeo_Data	3/23/2023 11:02 PM
MelonLoader	3/24/2023 12:11 AM
Mods	3/24/2023 12:20 AM
MonoBleedingEdge	3/23/2023 11:02 PM
Plugins	3/23/2023 11:03 PM
UserData	3/24/2023 12:20 AM
UserLibs	3/24/2023 12:20 AM
Demeo.exe	3/23/2023 11:01 PM
NOTICE.txt	3/24/2023 12:10 AM
UnityCrashHandler64.exe	3/23/2023 11:01 PM
UnityPlayer.dll	3/23/2023 11:01 PM
version.dll	3/24/2023 12:10 AM

The Userdata folder will look similar to this. You do NOT need to touch any files directly at this time.

Program Files (x86) > Steam > steamapps > common > Demeo - PC Edition > UserData >	
Name	Date modified
HouseRules	3/24/2023 12:20 AM
MelonStartScreen	3/24/2023 12:11 AM
MelonPreferences.cfg	3/24/2023 12:12 AM

Step 9 - This is the step that made the difference of getting House Rules installed or not.

1. They have a dedicated a very helpful forum found at [House Rules Discord Channel](#) to chat about gameplay, new rule ideas, report bugs or maybe get involved with writing some new rules. Go there and say  'Hi' 
2. In this forum you will find essential files that will get House Rules going. Before you proceed to the next step, connect to the forum now.
3. Now that you are connected to the forum, there are five files to download and replace in your Demeo\House Rules directory structure. It's not hard, you just need to know that it needs to be done. Download the first three files for House Rules first and the optional files should you have those add\ons installed. I will provide you links to those in the add\on section.
 - a. Download the replacement file, HouseRules_Configuration.dll from [here](#).
 - b. Download the replacement file, HouseRules_Core.dll from [here](#).
 - c. Download the replacement file, HouseRules_Essentials.dll from [here](#).
 - d. (Optional) download for the addon RoomCode. RoomCode_1.2.1.dll from [here](#).
 - e. (Optional) download for the addon RoomFinder, RoomFinder.dll from [here](#).

Step 10 - This is the step that made the difference of getting House Rules installed or not. Here we go. You will use the first three files that you downloaded in the previous step, House Rules configuration, core and essentials, and overwrite an older version of the same named files found in the Mods folder.

 HouseRules_Configuration.dll	5/21/2023 5:54 AM	Application extension	46 KB
 HouseRules_Core.dll	5/21/2023 5:54 AM	Application extension	23 KB
 HouseRules_Essentials.dll	5/21/2023 5:54 AM	Application extension	103 KB

062723 Here is important to note that released files are not always the latest files. Released versions are baseline files for the mass players out there. There are times when newer files are available that make added functionality possible. These files can be obtained at: <https://discord.com/channels/@me/1088494441041506354/1123389862775636068>

Important information on next page.

Remember that you must be logged into Github to obtain these files. After you login click on the latest entry at the top. The following screen click on HouseRules zip file. Install per the [instructions](#) in this guide.

The screenshot shows a GitHub repository named "HouseRules". It displays 36 workflow runs. Two specific runs are highlighted with checkmarks:

- New rule and ruleset using it (#478)**: HouseRules #36: Commit 24859df pushed by jimconner
- New rule and ruleset using it**: HouseRules #35: Pull request #478 opened by TheGrayAlien

Below the workflow runs, there is a section titled "Artifacts" which lists a single artifact produced during runtime:

Name	Size
HouseRules	1000 KB

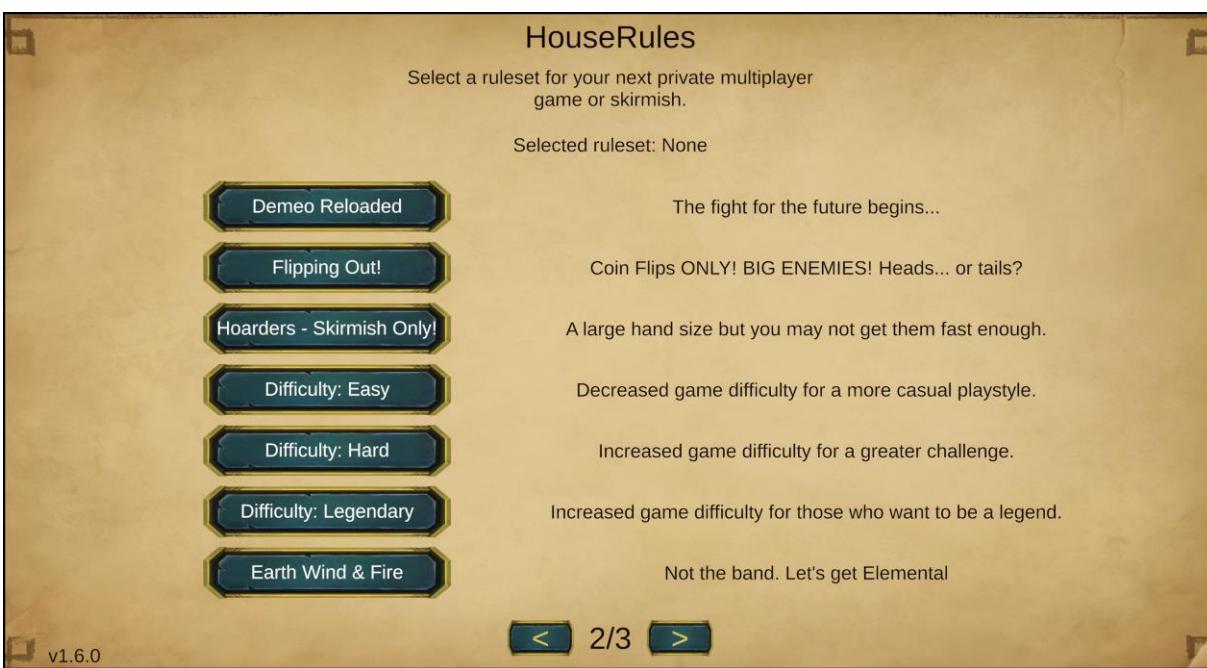
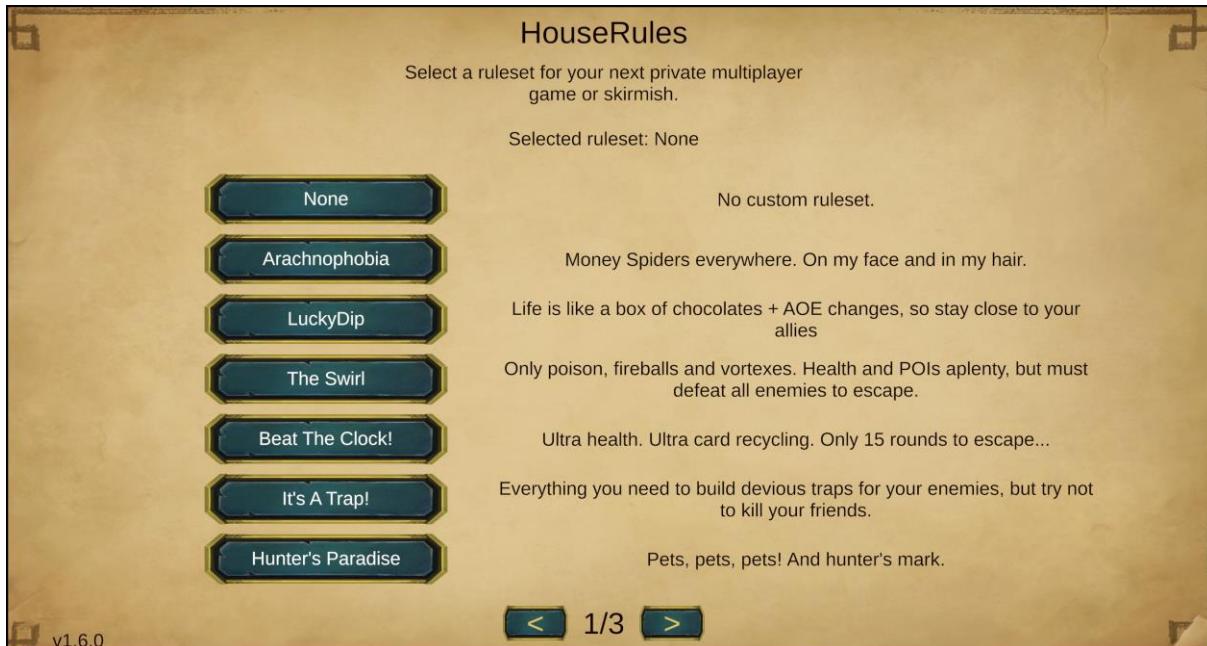
A yellow box highlights the "HouseRules" artifact, and a black arrow points to it from the left.

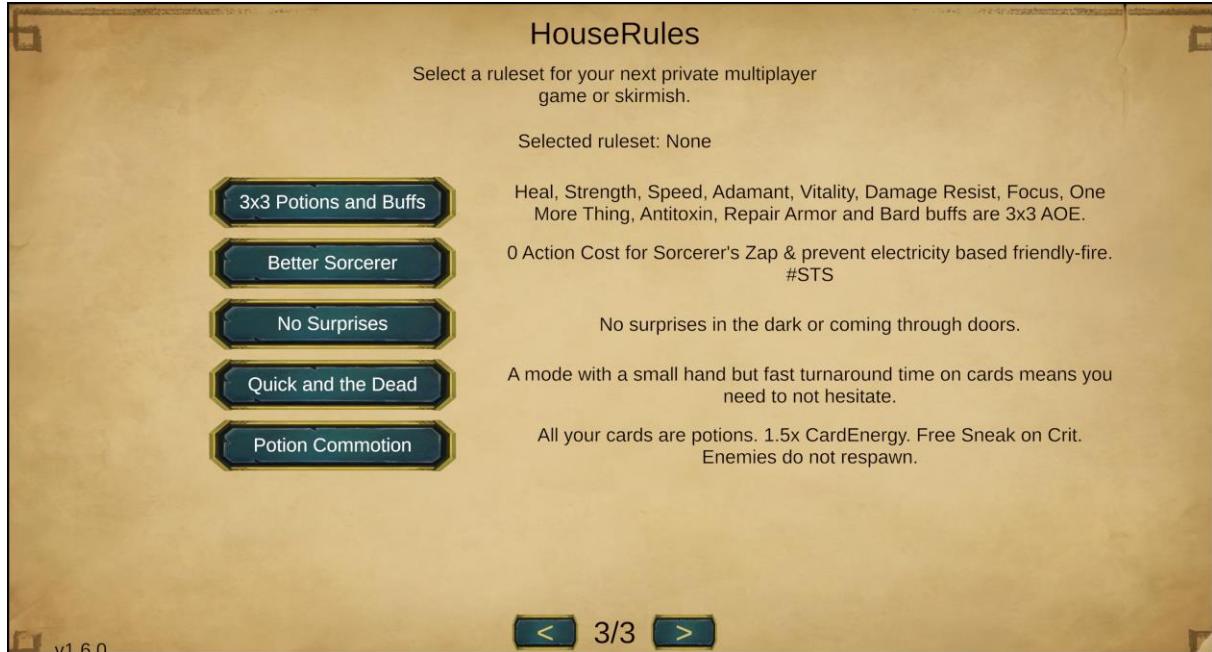
Step 11 - Execute your Demeo \ PC Edition software. After the game boots you should see a screen similar to this. Notice in the upper right\hand corner an added button called House Rules. Go ahead and click it now! Oh, by the way, the button is a toggle on and toggle off menu. This means, when you click the button, you will be provided different game choices. Click it again to turn off the menu and proceed to play Demeo.



3. Using the House Rules Application

Now that you have clicked on the House Rules button, we take the conversation forward. There will be three screens to review. Each feature selection has a subsection to read further on.





3.1. Arachnophobia

If you don't love spiders, then this isn't the option to choose. Post your feedback on the forum about this gameplay choice. If it is chosen, your name will be given credit and posted in this guide for others to learn from.



Money Spiders everywhere. On my face and in my hair.

3.2. LuckyDip

The explanation for this game play option is “Life is like a box of chocolates + AOE changes, so stay close to your allies.



3.3. The Swirl

Only poison, fireballs and vortexes in use. Health and POIs are plentiful. You must defeat all of the enemies to escape this map.



3.4. Beat The Clock

You will be provided Ultra health and major recycling of cards. You have only 15 rounds to escape.



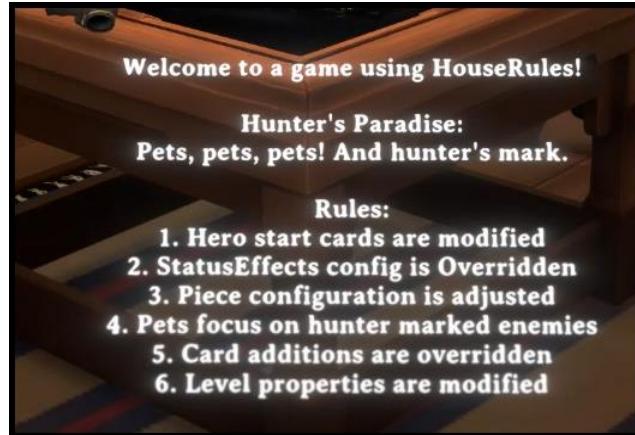
3.5. It's A Trap

Like traps, do you? In this game play you will have everything you build devious traps for your enemies. One note of caution, try not to kill your friends.



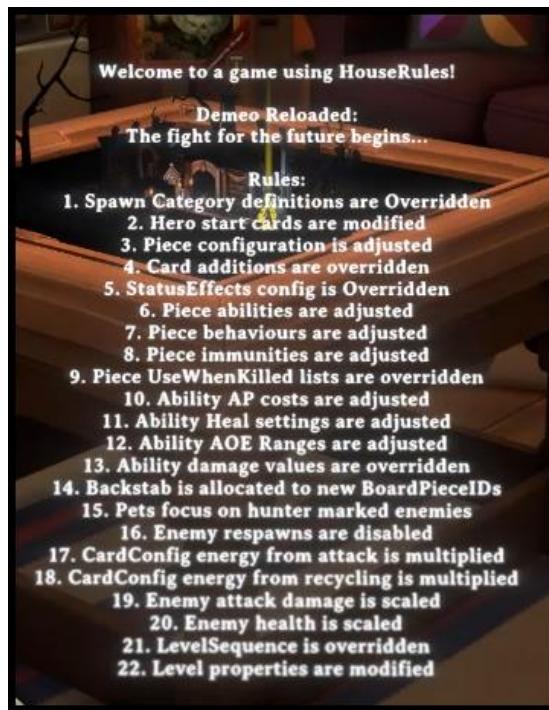
3.6. Hunter's Paradise

If you are like my beloved Katia the Hunter, you will love this. Pets, Pets and oh yes, more pets. Of course, there is a hunter's mark!



3.7. Demeo Reloaded

The fight for the future begins...



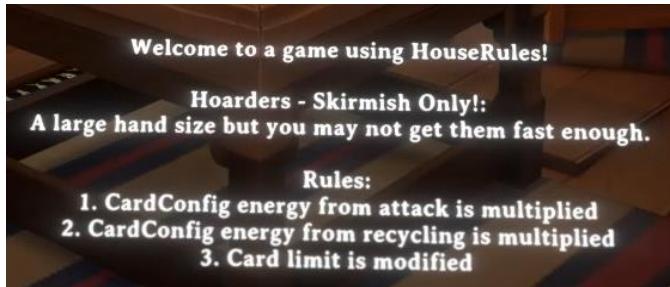
3.8. Flipping Out!

Now it's time to flip the coins and only the coins. Will you understand if I say Heads or Tails? BIG ENEMIES are ready to say hello.



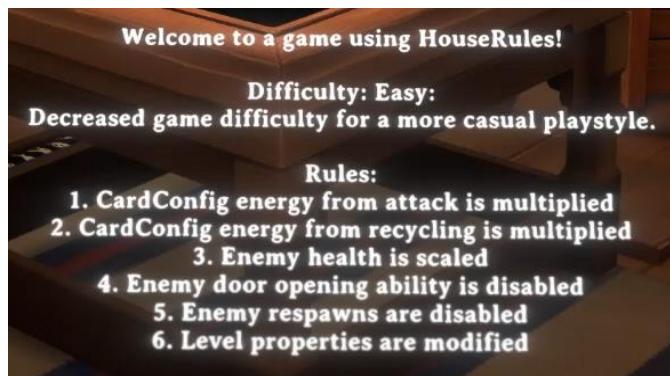
3.9. Hoarders \ Skirmish Only

A really big hand awaits you! Will they come fast enough is the question.



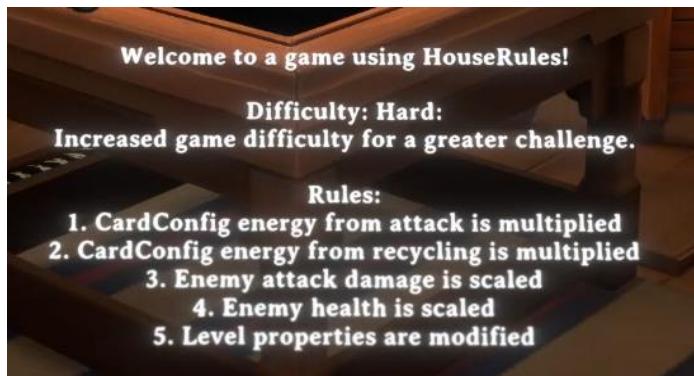
3.10. Difficulty: Easy

A decreased game difficulty for the more casual play style.



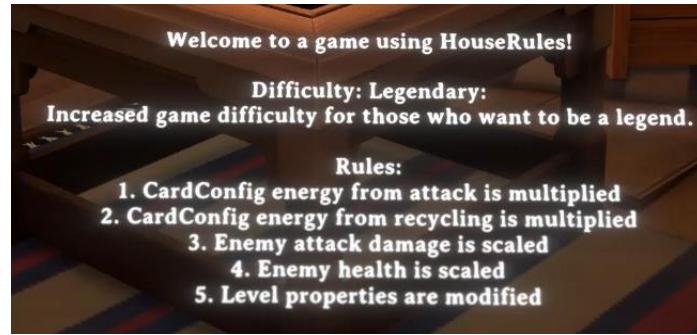
3.11. Difficulty: Hard

An increased difficulty option makes for a greater challenge.



3.12. Difficulty: Legendary

If the game weren't difficult enough, now you get to terrorize yourself and beat them all! Become the legend!



3.13. Earth Wind & Fire

Not the band at all. Remember the lyrics to the song as she sings "Let's get Physical"? This version is "Let's get Elemental".



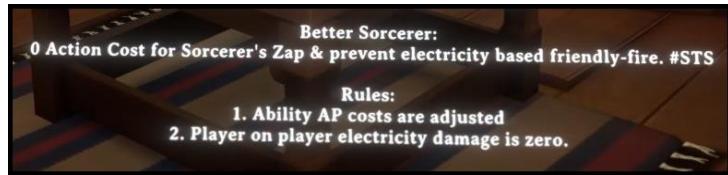
3.14. 3x3 Potions and Buffs

Heal, Strength, Speed, Adamant, Vitality, Damage Resist, Focus, One More Thing, Antitoxin, Repair Armor and Bard buffs are 3x3 AOE.



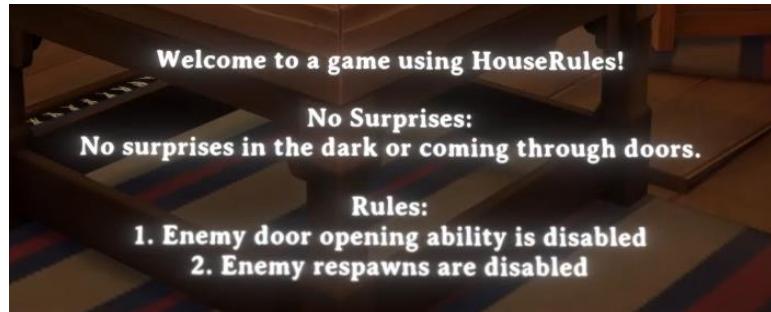
3.15. Better Sorcerer

0 Action Cost for Sorcerer's Zap & prevent electricity based friendly-fire.
#STS



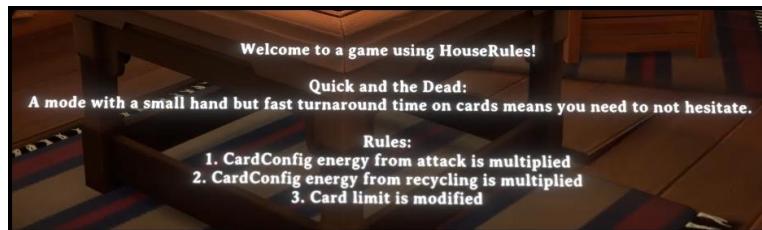
3.16. No Surprises

Whether it's in the dark or coming through those doors, there are no surprises.



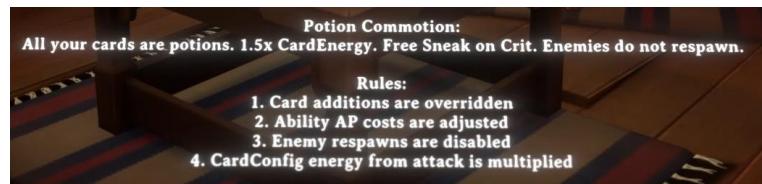
3.17. Quick and the Dead

Here's a mode that offers a small hand but very fast turnaround time on cards. Don't hesitate!



3.18. Potion Commotion

OK potion lovers your wish has finally come true. All of your cards are potions. 1.5x CardEnergy. Free Sneak on Crit. Enemies do not respawn.



4. Installing RoomFinder

Here is another mod that allows you to locate a public room where others are playing and you might be willing to join. The mod can be downloaded from GitHub, click [here](#) to be transferred to the correct website.

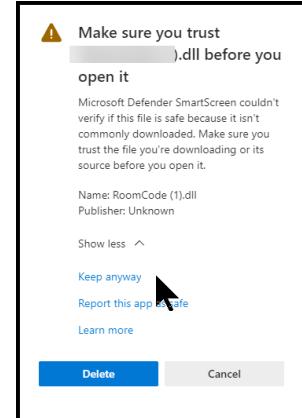
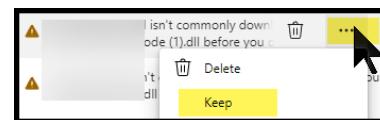
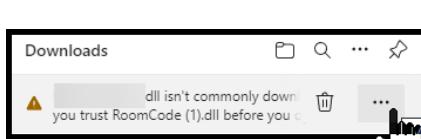
1. Download the latest RoomFinder dll version from [here](#).

Copy the updated Roomfinder.dll file into the mods folder. If one exists, overwrite it.

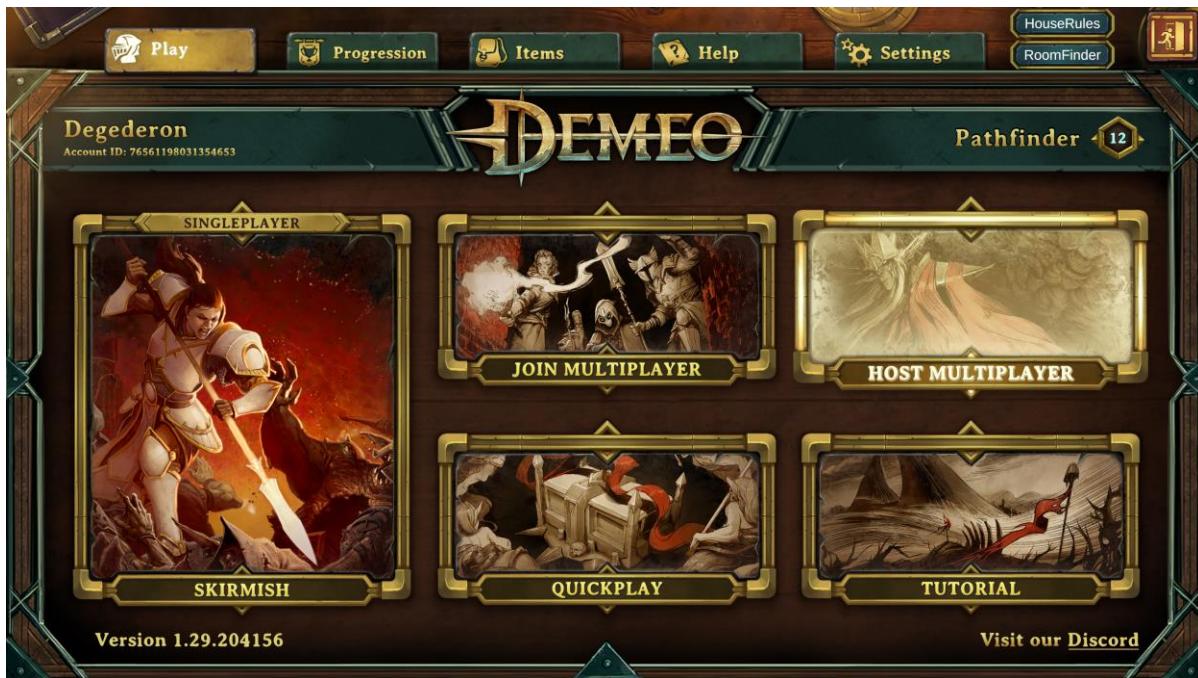
Name	Date modified	Type	Size
HouseRules_Configuration.dll	5/21/2023 5:54 AM	Application extension	46 KB
HouseRules_Core.dll	5/21/2023 5:54 AM	Application extension	23 KB
HouseRules_Essentials.dll	5/21/2023 5:54 AM	Application extension	103 KB
RoomCode_1.2.1.dll	5/22/2023 3:15 PM	Application extension	7 KB
RoomFinder.dll	5/22/2023 3:09 PM	Application extension	43 KB

Checkpoint!

Your browser is likely not to download the file without additional approval. Be sure to provide the approval by you to download.



2. Execute the Demeo \ PC Edition software. In the upper right corner, select RoomFinder.



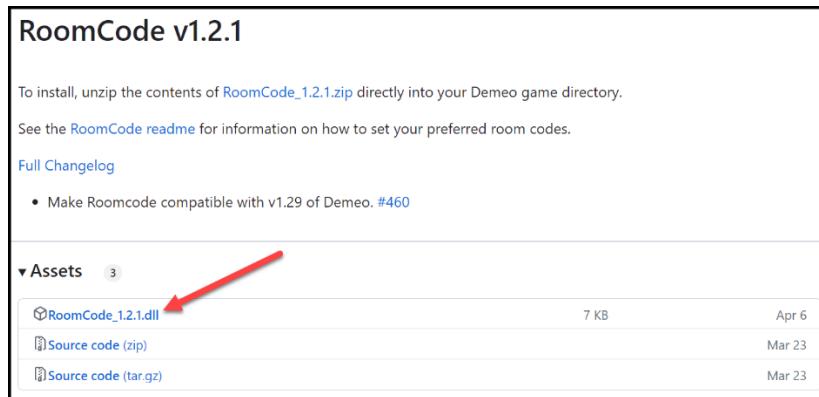
3. Locate a group and click on the room number to join that public group.

RoomFinder			
Refresh			
Sort by: Game Floor Players			
8900	RatKing	2	3/4
4061	Town	1	3/4
5862	RatKing	2	3/4
6441	Forest	2	2/4
7709	ElvenQueen	2	2/4
0901	RatKing	1	2/4
5747	ElvenQueen	2	2/4
3760	ElvenQueen	1	1/4
4333	ElvenQueen	1	1/4
9172	Town	1	1/4
<	1/1	>	

5. Installing RoomCode

Here is another mod that allows you to locate a public room where others are playing and you might be willing to join. The mod can be downloaded from GitHub, click [here](#) to be transferred to the correct website.

1. Download the latest RoomCode.dll version from [here](#).



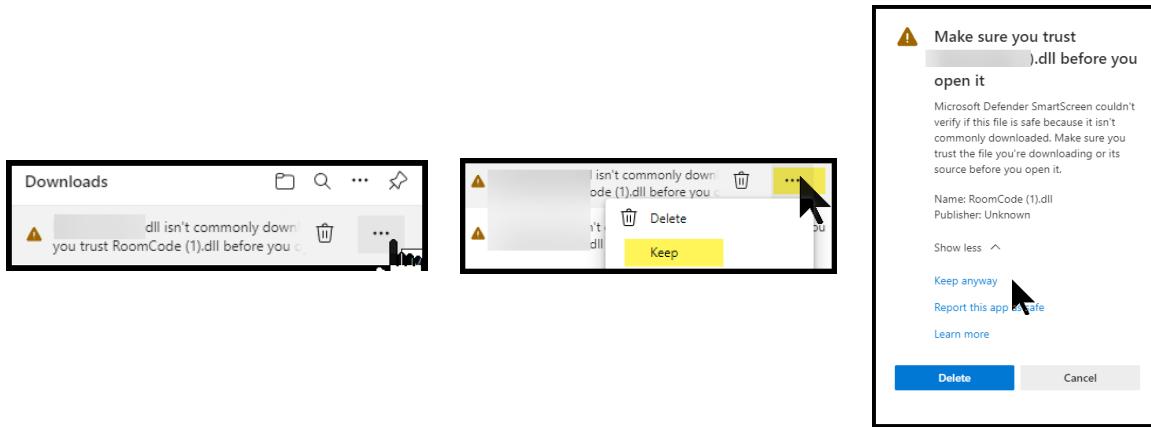
2. Place the dll file into the mods folder. Proceed to the important next step.

Name	Date modified	Type	Size
bak 041423	4/14/2023 2:31 PM	File folder	
HouseRules_Configuration.dll	5/21/2023 5:54 AM	Application extension	46 KB
HouseRules_Core.dll	5/21/2023 5:54 AM	Application extension	23 KB
HouseRules_Essentials.dll	5/21/2023 5:54 AM	Application extension	103 KB
RoomCode_1.2.1.dll	5/22/2023 3:15 PM	Application extension	7 KB
RoomFinder.dll	5/22/2023 3:09 PM	Application extension	43 KB

A red arrow points to the "RoomCode_1.2.1.dll" file in the list.

Checkpoint!

Your browser is likely not to download the file without additional approval. Be sure to provide the approval by you to download.



3. Run the Demeo \ PC Edition software.
4. Set your own room code.

After installing the mod, run the game once. A configuration file will be created in your Demeo game directory. Specifically, at: <Demeo_Game_Directory>/UserData/MelonPreferences.cfg
You should see something like the following in that file.

```
[RoomCode]
enabled = true
codes = [ ]
```

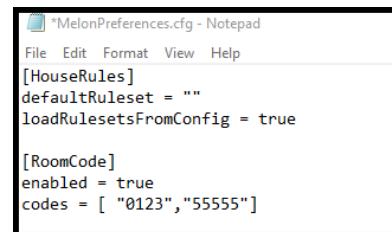
enabled: Set to true to enable the mod, or false to disable it.

codes: List all room codes you'd like to use, in order of preference.

If none of the room codes are available, the mod will fall back to Demeo's random room code generation.

Example configuration:

```
[RoomCode]
enabled = true
codes = ["8888", "7777", "1234"]
```



**Note ** List all room codes you'd like to use, in order of preference. If none of the room codes are available, the mod will fall back to Demeo's random room code generation. In this example room 0123 is not available but 55555 is.



Authors Note \ If you hover over the room code, it allows you to copy it to the clipboard.

6. Questions and Answers

This section helps you to see the questions that were asked and what was the solution.

Q1: Do you need to use quest software on your PC to get House Rules operating properly?

A1: No, you don't. This will run independently from SteamVR software.

Q2: When I load my custom ruleset it doesn't load according to the melon logger. No Ruleset files were found. This is what you will see if the custom rulesets are not in the correct folder. Where should I look to fix this?

```
Setting breakpad minidump AppID = 1837750
SteamInternal_SetMinidumpSteamID: Caching Steam ID: 76561198031354653 [API loaded no]
[12:34:05.421] [HouseRules:Configuration] Found [0] ruleset files in configuration.
```

A2: I ran into this first hand and did not follow the instructions to a tee. Place your custom .json rulesets in the HouseRules folder NOT the ExampleRulesets folder. See the next section "Custom Build Rulesets" for more details. Your custom rulesets should be detected, as shown.

```
[12:16:46.723] [HouseRules:Configuration] Found [2] ruleset files in configuration.
[12:16:52.810] [HouseRules:Configuration] Successfully imported ruleset from: C:\Program Files (x86)\Steam\steamapps\common\Demeo - PC Edition\UserData\HouseRules\Attack Deck.json
[12:16:52.812] [HouseRules:Core] Registering ruleset: Attack Deck Modified (with 22 rules)
[12:16:58.420] [HouseRules:Configuration] Successfully imported ruleset from: C:\Program Files (x86)\Steam\steamapps\common\Demeo - PC Edition\UserData\HouseRules\Attack Deck1.json
```

Q3: I am using PCVR version and not the PC version. I am getting a black screen on install what should I do?

A3: Download the [demeo.dll](#) file from the Github link. **ONLY IF YOU'RE USING PCVR** you need to also download the *Demeo.dll* file and copy it into your \MelonLoader\Dependencies\CompatibilityLayers folder and overwrite the existing file!

Q4: Every time I play the camera angle is always moving to show chest, potions and other items. Can I turn that off?

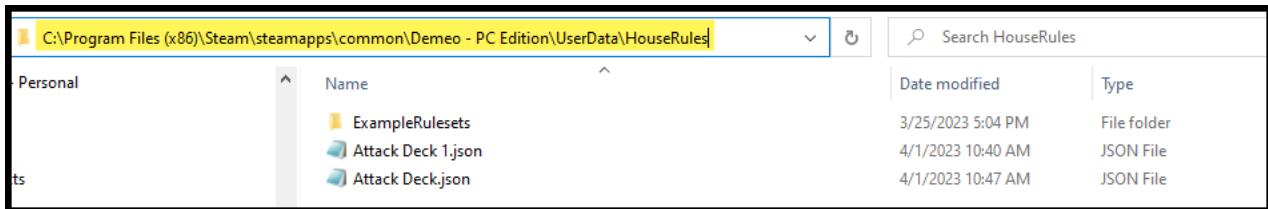
A4: Once again Gray Alien to the rescue. I was looking for something hard and his answer was as easy as go to game **Settings > Game > Camera Auto Focus**. Your options are to focus on **All , Most, Only Important** or **None**.

- Q5: When I play on the PC I can't see the cursor very well. Any way to change it?
A5: Change the Cursor Type from Hardware to Software.



7. Installing Custom Built Rulesets

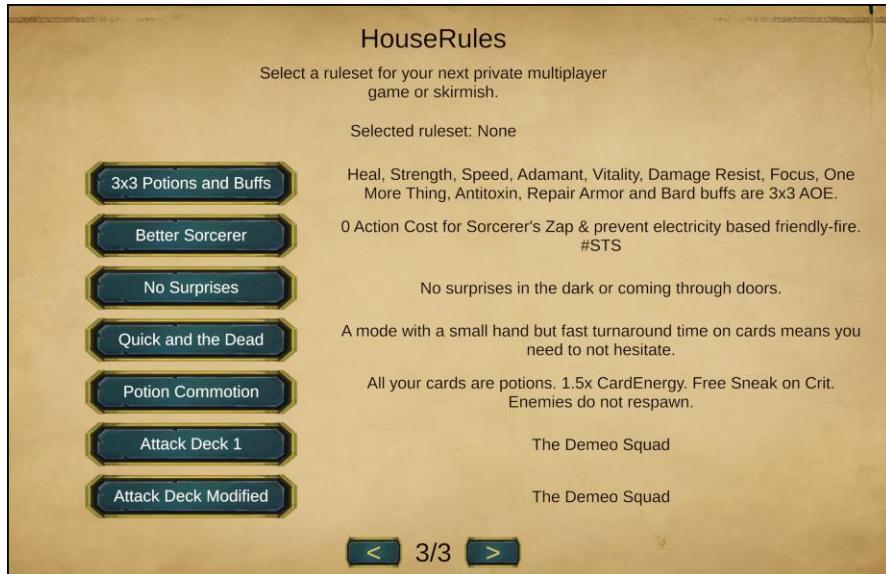
- a) The very first thing to mention is that ANY custom rules that you create will be installed into the UserData>HouseRules folder. Do NOT place your custom rulesets in the ExampleRulesets folder, they will not be loaded and will yield an error upon loading.



- b) The second thing to note is when you open your custom json file. This is the name used in the Ruleset menu, not the name of the file. In this example of the two rules shown above they each have a different name at the top of the ruleset when you open it.

```
{ "Name": "Attack Deck Modified",  
  "Description": "The Demeo Squad",  
  "Rules": [
```

```
{ "Name": "Attack Deck 1",  
  "Description": "The Demeo Squad",  
  "Rules": [
```



8. Rules and Configurations

In this section we add to existing and known information provided by the author. According to the source code there are many rules that have some examples and details and some we will try to add here with additional examples to make your custom ruleset journey more thought provoking.

Here is a list of the rules that are documented are highlighted and those that we will explore and expand on. There are currently 48 available ruletypes, 27 are explained (highlighted in yellow) and 21 are not (Shown in white).

```
private static void RegisterRuleTypes()
{
    HR.Rulebook.Register(typeof(AbilityAoeAdjustedRule));
    HR.Rulebook.Register(typeof(AbilityBackstabAdjustedRule));
    HR.Rulebook.Register(typeof(AbilityDamageOverriddenRule));
    HR.Rulebook.Register(typeof(AbilityHealOverriddenRule));
    HR.Rulebook.Register(typeof(AbilityActionCostAdjustedRule));
    HR.Rulebook.Register(typeof(AbilityRandomPieceListRule));
    HR.Rulebook.Register(typeof(AbilityStealthDamageOverriddenRule));
    HR.Rulebook.Register(typeof(ApplyEffectOnHitAdjustedRule));
    HR.Rulebook.Register(typeof(BackstabConfigOverriddenRule));
    HR.Rulebook.Register(typeof(CourageShantyAddsHpRule));
    HR.Rulebook.Register(typeof(CardAdditionOverriddenRule));
    HR.Rulebook.Register(typeof(CardChestAdditionOverriddenRule));
    HR.Rulebook.Register(typeof(CardClassRestrictionOverriddenRule));
    HR.Rulebook.Register(typeof(CardEnergyAdditionOverriddenRule));
    HR.Rulebook.Register(typeof(CardEnergyFromAttackMultipliedRule));
    HR.Rulebook.Register(typeof(CardEnergyFromRecyclingMultipliedRule));
    HR.Rulebook.Register(typeof(CardLimitModifiedRule));
    HR.Rulebook.Register(typeof(CardSellValueMultipliedRule));
    HR.Rulebook.Register(typeof(EnemyAttackScaledRule));
    HR.Rulebook.Register(typeof(EnemyCooldownOverriddenRule));
    HR.Rulebook.Register(typeof(EnemyDoorOpeningDisabledRule));
    HR.Rulebook.Register(typeof(EnemyHealthScaledRule));
    HR.Rulebook.Register(typeof(EnemyRespawnDisabledRule));
    HR.Rulebook.Register(typeof(FreeAbilityOnCritRule));
    HR.Rulebook.Register(typeof(GoldPickedUpMultipliedRule));
    HR.Rulebook.Register(typeof(LampTypesOverriddenRule));
    HR.Rulebook.Register(typeof(LevelExitLockedUntilAllEnemiesDefeatedRule));
    HR.Rulebook.Register(typeof(LevelPropertiesModifiedRule));
    HR.Rulebook.Register(typeof(LevelSequenceOverriddenRule));
    HR.Rulebook.Register(typeof(MonsterDeckOverriddenRule));
    HR.Rulebook.Register(typeof(PartyElectricityDamageOverriddenRule));
    HR.Rulebook.Register(typeof(PetsFocusHunterMarkRule));
    HR.Rulebook.Register(typeof(PieceConfigAdjustedRule));
    HR.Rulebook.Register(typeof(PieceImmunityListAdjustedRule));
    HR.Rulebook.Register(typeof(PieceAbilityListOverriddenRule));
    HR.Rulebook.Register(typeof(PieceBehavioursListOverriddenRule));
    HR.Rulebook.Register(typeof(PiecePieceTypeListOverriddenRule));
    HR.Rulebook.Register(typeof(PieceUseWhenKilledOverriddenRule));
    HR.Rulebook.Register(typeof(PotionAdditionOverriddenRule));
    HR.Rulebook.Register(typeof(RatNestsSpawnGoldRule));
    HR.Rulebook.Register(typeof(RegainAbilityIfMaxxedOutOverriddenRule));
    HR.Rulebook.Register(typeof(RoundCountLimitedRule));
    HR.Rulebook.Register(typeof(SpawnCategoryOverriddenRule));
    HR.Rulebook.Register(typeof(StartCardsModifiedRule));
    HR.Rulebook.Register(typeof(StatModifiersOverridenRule));
    HR.Rulebook.Register(typeof(StatusEffectConfigRule));
    HR.Rulebook.Register(typeof(TileEffectDurationOverriddenRule));
    HR.Rulebook.Register(typeof(TurnOrderOverriddenRule));
}
```

8.1. AbilityActionCostAdjusted

This rule adjusts the casting costs for players abilities. I think of it as an override. If you didn't use this rule, you could specify each character desired as a card choice along with **replenishfrequency** (See **replenishfrequency**).

```
{ "Rule": "AbilityActionCostAdjusted",
  "Config": {
    "Zap": false,
    "Overcharge": true }}
```

If Zap were false and Overcharge was true you would get this. If Zap were true and Overcharge was false you would get this.

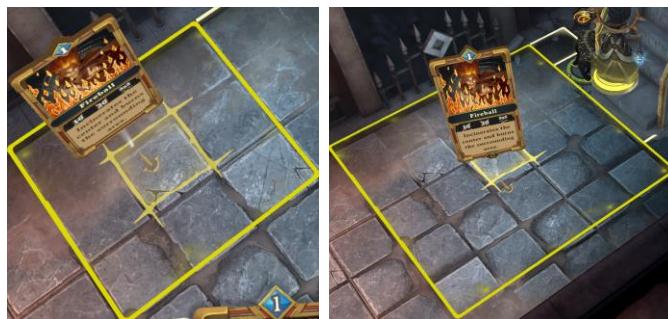


062623 In plain English a casting cost would count against your total turns allowed. If the card is a zero cost, it costs you nothing to use and does not count against you during a turn play. If it is a 1 and your total turns is 2, you just spent a casting cost of 1 and now have one turn left.

8.2. AbilityAoeAdjusted

This rule does not operate with all abilities. The best example is if you specify a positive number, it will increase a range, or a negative number to decrease its range. For example, if you executed a fireball card by default it would look something like this:

The Fireball card would produce a field of 3x3 squares where damage will occur. Incrementing the number to 1 will create a 5x5 coverage field.



```
{ "Rule": "AbilityAoeAdjusted",
  "Config": {
    "Fireball": 1,
    "StrengthPotion": 1 }}
```

Added Note

062623 Negative values will reduce AOE.

8.3. AbilityBackstabAdjusted

Adjusts the **enableBackstabBonus** setting for abilities. When this ability is set to “true”, the ability should give a backstab bonus. If set to false, no bonus is provided. See **BackstabConfigOverridden**.

```
{ "Rule": "AbilityBackstabAdjusted",
  "Config": {
    "Zap": true,
    "Arrow": true,
    "PiercingArrow": true,
    "PoisonedTip": true,
    "Fireball": true,
    "Freeze": true} }
```

8.4. ApplyEffectOnHitAdjusted

Here is an interesting rule that lets you adjust an effect on a boardpiece when attacked. For example, you lay down a barricade and when an attacker strikes the barricade it can be Confused, Diseased, Disoriented, Panic, ExposeEnergy and more. See the [Effect State](#) section.

```
{ "Rule": "ApplyEffectOnHitAdjusted",
  "Config": {
    "HealingBeacon": "Recovery",
    "Lure": "Confused",
    "HeroSorcerer": "CorruptedRage",
    "HeroWarlock": "ExposeEnergy",
    "Barricade": "Thorns",
    "EyeOfAvalon": "Revealed",
    "IceLamp": "IceImmunity",
    "OilLamp": "FireImmunity",
    "VortexLamp": "Invisibility"}}
```

8.5. AbilityDamageOverridden

The Ability target Damage and critical Hit Damage can be adjusted. Only functions for abilities which do damage. The CriticalHitDamage is adjusted to double normal damage. The first number is normal hit damage and the second number would be if a critical is rolled.

```
{ "Rule": "AbilityDamageOverridden",
  "Config": {
    "Zap": [2,5],
    "_comment1": "The Zap command provides a 2 for basic damage and 5 for critical damage",
    "Whirlwind": [4,8]}}
```

8.6. AbilityHealOverridden

The Ability target Damage and critical Hit Damage can be adjusted. Only functions for abilities which do damage. The CriticalHitDamage is adjusted to double normal damage. The first number is normal hit damage and the second number would be if a critical is rolled.

```
{ "Rule": "AbilityHealOverridden",
  "Config": {
    "HealingPotion": 10,
      "_comment1": "The healing potion in your hand heals for a value of 10",
    "Rejuvenation": 10,
      "_comment2": "The Rejuvenation card heals everyone for 10",
    "AltarHeal": 15,
      "_comment3": "The AltarHeal provides a heal for 15", }}
```

Example shown "HealingPotion": 50,



8.7. AbilityStealthDamageOverridden

This rule is used for a function for abilities which don't typically do damage. For example you could make a FlashBomb hurt. Specify the AbilityKey that is modified.

```
{ "Rule": "AbilityStealthDamageOverridden",
  "Config": {
    "Blink": 4,
    "DiseasedBite": 2,
    "PoisonBomb": 1,
    "CursedDagger": 3,
    "PlayerMelee": 2 }}
```

8.8. AbilityRandomPieceList

This ability will allow specified [BoardPieceId](#) that could spawn random pieces. This rule allows the list to be replaced with different pieces. **This only works in Skirmish mode, not multi-player.**

```
{ "Rule": "AbilityRandomPieceList",
  "Config": {
    "BeastWhisperer": [
      "ScabRat", //should stop them from spawning nests
      "Slimeling", //might combine with enemy slimeling's
      "GoblinRanger",
      "Slime" ]}}
```

8.9. BackstabConfigOverridden

Normally the Rogue (Assassin) is the only character that can backstab. Well no more, you can have any player backstab!

```
{   "Rule": "BackstabConfigOverridden",
  "Config": [
    "HeroGuardian",
    "HeroHunter",
    "HeroSorcerer",
    "HeroRogue",
    "HeroBard" ]}
```

8.10. CardAdditionOverridden

A list of cards you will receive from opening a chest. For example, here is a list for the Guardian.

```
{  
    "Rule": "CardAdditionOverridden",  
    "Config": {  
        "HeroGuardian": [  
            "Bone",  
            "WebBomb",  
            "Regroup",  
            "Rejuvenation",  
            "OneMoreThing",  
            "PanicPowder",  
            "Barricade",  
            "BottleOfLye",  
            "Teleportation",  
            "StrengthPotion",  
            "SwiftnessPotion",  
            "HealingPotion",  
            "VigorPotion",  
            "ScrollElectricity",  
            "ScrollTsunami",  
            "LuckPotion",  
            "IceImmunePotion",  
            "FireImmunePotion",  
            "ExtraActionPotion",  
            "DamageResistPotion",  
            "WaterBottle",  
            "HealingWard",  
            "AdamantPotion",  
            "WhirlwindAttack",  
            "WarCry",  
            "TheBehemoth",  
            "PiercingThrow",  
            "Charge",  
            "HealingWard",  
            "WhirlwindAttack",  
            "WarCry",  
            "TheBehemoth",  
            "PiercingThrow",  
            "Charge",  
            "HealingWard",  
            "WhirlwindAttack",  
            "WarCry",  
            "TheBehemoth",  
            "PiercingThrow",  
            "Charge"  
        ],  
    },  
}
```

8.11. CardChestAdditionOverridden

The default card allocation mechanism is intercepted and changed to use a user-defined list of cards.

```
{ "Rule": "CardChestAdditionOverridden", //class cards.  
    "Config": {  
        "HeroGuardian": [ "Rejuvenation", "Rejuvenation", "OneMoreThing", "TheBehemoth"],  
        "HeroBarbarian": ["DropChest", "DropChest", "Rejuvenation", "OneMoreThing",  
        "MarkOfVerga"],  
        "HeroBard": [ "Portal", "SwiftnessPotion", "SpawnRandomLamp"],{}  
    }  
}
```

8.12. LevelPropertiesModified

This modification allows for you to declare how many blue diamonds will appear on the map. Here is an example. A note is that the minimum amount of gold is 1. You cannot make a map with zero gold. This rule allows you to configure how much loot, Chests and Healing Fountains. You can also declare how many Merchants and Healing fountains. You declare these items on a per floor basis.

```
{ "Rule": "LevelPropertiesModified",
  "Config": {
    "BigGoldPileChance": 0,
    "FloorOneHealingFountains": 0,
    "FloorOnePotionStand": 0,
    "FloorOneMerchant": 0,
    "FloorOneLootChests": 0,
    "FloorOneGoldMaxAmount": 0,
    "FloorTwoHealingFountains": 0,
    "FloorTwoPotionStand": 0,
    "FloorTwoMerchant": 0,
    "FloorTwoLootChests": 0,
    "FloorTwoGoldMaxAmount": 0,
    "FloorThreeHealingFountains": 0,
    "FloorThreePotionStand": 0,
    "FloorThreeMerchant": 0,
    "FloorThreeLootChests": 0 }
```



8.13. CardEnergyFromAttackMultiplied

This rule multiplies how fast you will fill up the mana bar when you attack your enemies. All you do is Specify a decimal number representing how the energy is multiplied.

```
{ "Rule": "CardEnergyFromAttackMultiplied",
  "Config": 2.0 }
```

8.14. CardClassRestrictionOverridden

Here are a few things to know about this rule.

- Cards with a character class of None are usable by all players.
- Cards may be disabled from play by assigning to a non-player Character
- Cards may be reassigned to other player characters

```
{ "Rule": "CardClassRestrictionOverridden",
  "Config": {
    "BeastWhisperer": "SporeFungus",
    "Sneak": "Guardian",
    "Zap": "Hunter" }}
```

8.15. EnemyDoorOpeningDisabled

Tired of the enemy just passing through doors anytime they feel like it? This rule tells your enemies that they can't open a door. When you open the door they can engage you, but not until then.

```
{ "Rule": "EnemyDoorOpeningDisabled",
  "Config": true}
```

8.16. EnemyRespawnDisabled

As the rule name implies, this will disable\enable respawns across the board per floor. When set to True, it means that the Enemy Respawn will be disabled.

```
{ "Rule": "EnemyRespawnDisabled",
  "Config": true }
```

8.17. FreeAbilityOnCrit

This is an interesting rule for Demeo. Whenever you get a critical hit on an enemy, Demeo rewards you with an extra card that is defined in the rule. Here is an example of what that looks like.

```
{ "Rule": "FreeAbilityOnCrit",
  "Config": {
    "HeroBard": "OneMoreThing",
    "HeroHunter": "PoisonedTip",
    "HeroSorcerer": "Fireball",
    "HeroGuardian": "Bone",
    "HeroRogue": "PoisonBomb" }}
```

8.18. GoldPickedUpMultiplied

As the rule name would imply, a way to multiply gold that is picked up.

```
{ "Rule": "GoldPickedUpMultiplied",
  "Config": 1.25 }
```

8.19. LevelExitLockedUntilAllEnemiesDefeated

If some floors aren't hard enough, lets crank it up with this rule. The Lock on the Exit, even if you have the key, will not open unless you clear ALL enemies from the entire floor.

```
{ "Rule": "LevelExitLockedUntilAllEnemiesDefeated",
  "Config": true }
```

8.20. LevelSequenceOverridden

You can customize your ruleset to play any particular floor from any book. See [map levels](#) for more information.

- List of levels must be exactly five items long. The game will crash at the end if the list is any longer.
- Shop levels can be replaced with game levels.
- It is possible to use levels from any book (Elven, Sewers, Forest) together in a single list
- Level soundtracks may not match the played level or adventure (e.g. The shop "Ah Customers, Welcome" will always play on 2nd and 4th levels)
- Level names are ElvenFloor01-17, SewersFloor01-12, ForestFloor01-03, ForestFloor05-09, ShopFloor02, SewersShopFloor & ForestShopFloor

Black Sarcophagus:	Rat King:	Roots of Evil:	Serpent Lord:	Reign of Madness:
<ul style="list-style-type: none">• CryptEntrance• ElvenFloor01• ElvenFloor02• ElvenFloor03• ElvenFloor04• ElvenFloor05• ElvenFloor06• ElvenFloor07• ElvenFloor08• ElvenFloor10• ElvenFloor11• ElvenFloor12• ElvenFloor13• ElvenFloor14• ElvenFloor15• ElvenFloor16• ElvenFloor17• ShopFloor02	<ul style="list-style-type: none">• SewersEntranceFloor• SewersFloor01• SewersFloor07• SewersFloor08• SewersFloor09• SewersFloor10• SewersFloor11• SewersFloor12• SewersShopFloor	<ul style="list-style-type: none">• ForestEntrance• ForestFloor01• ForestFloor02• ForestFloor03• ForestFloor05• ForestFloor06• ForestFloor07• ForestFloor08• ForestFloor09• ForestShopFloor	<ul style="list-style-type: none">• DesertBossFloor01• DesertEntrance• DesertFloor01• DesertFloor02• DesertFloor03• DesertFloor04• DesertFloor05• DesertFloor06• DesertFloor07• DesertFloor08• DesertFloor09• DesertFloor10• DesertShopFloor	<ul style="list-style-type: none">• TownsBossFloor01• TownsEntrance• TownsFloor01• TownsFloor02• TownsFloor03• TownsFloor04• TownsFloor05• TownsFloor06• TownsFloor07• TownsFloor08• TownsShopFloor
				

```
{ "Rule": "LevelSequenceOverridden",
  "Config": [
    "ElvenFloor01",
    "SewersFloor07",
    "ForestFloor09",
    "ForestShopFloor",
    "ElvenFloor08" ]}
```

8.21. PartyElectricityDamageOverridden

When electricity is in use, even friendlies can get shocked. This rule takes care of friendly fire.

- Electricity Damage from friendly fire is zeroed
- Specify true to remove player on player electrical damage.

```
{ "Rule": "PartyElectricityDamageOverridden",  
  "Config": true }
```

8.22. PetsFocusHunterMark

A HeroHunter may always want their pet to focus on enemies that are marked. To assure that use this rule.

```
{ "Rule": "PetsFocusHunterMark",  
  "Config": true }
```

8.23. PieceDownedCountAdjusted

When a hero is ‘downed’, that number can be a maximum of 3 or reduced by this rule. This rule can only be used with an updated [HouseRules_Essentials.dll](#) from the Demeo Discord forum. The released version of this dll does not allow for this rule.

```
{ "Rule": "PieceDownedCountAdjusted",  
  "Config": {  
    "HeroBard": "0",  
    "HeroHunter": "1",  
    "HeroSorcerer": "2",  
    "HeroGuardian": "3",  
    "HeroRogue": "2",  
    "HeroBarbarian": "2" }}
```

The end result of the above configuration is that when the Bard, configured for zero, was killed he was out of the game. The Hunter, configured as 1, was killed and had one more opportunity to be stepped on or healed. The sorcerer had 2 and the Guardian had 3. After they exceed count, death occurs.

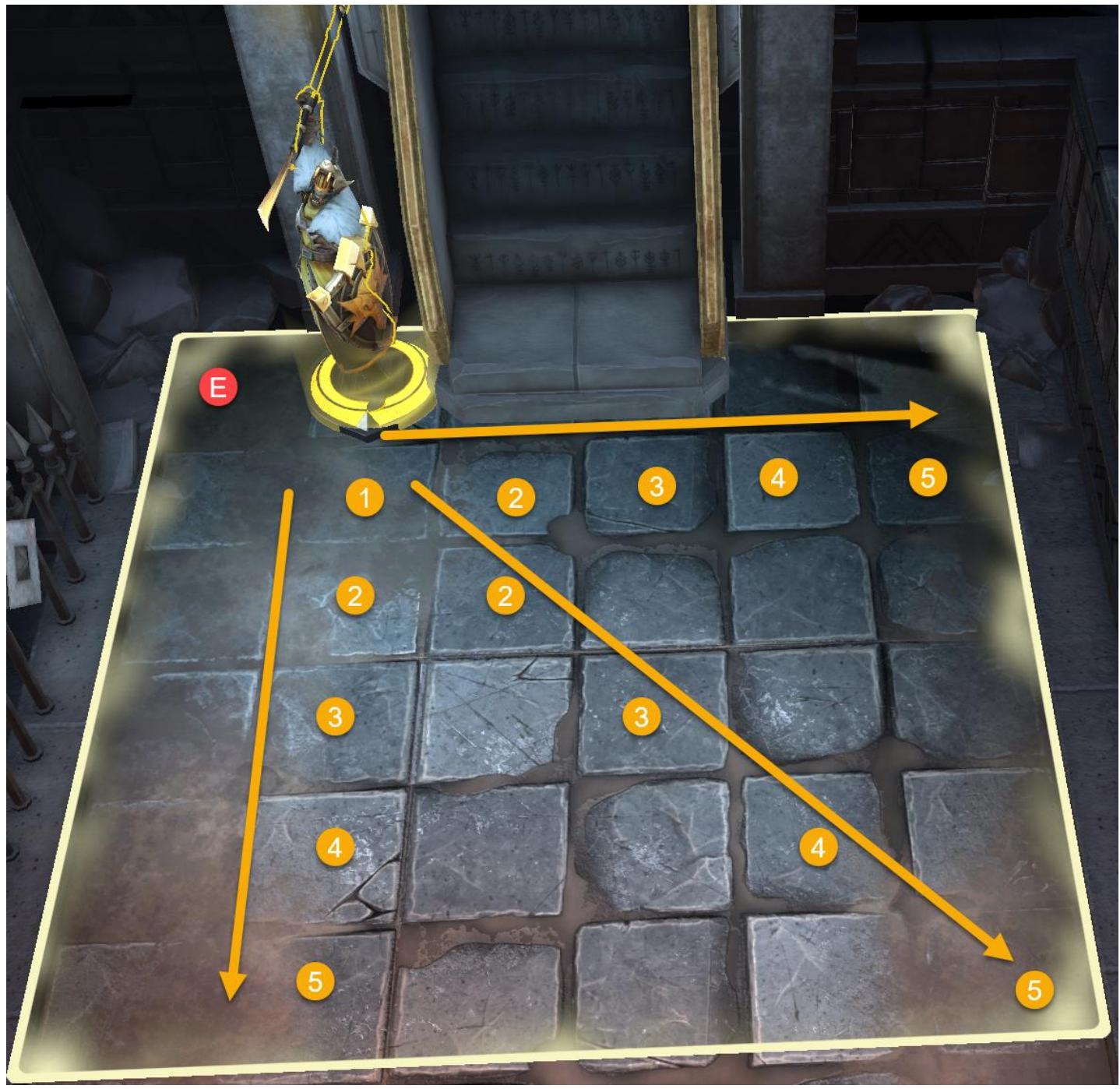


8.24. PieceConfigAdjusted

This is where you would list specifics for a given character piece.



- The **starting health** of a character is shown as 15 or a number you configured.
- The **Action Point** is how many turns the character will have. The default is 2. Having three turns allows the player more time to incorporate a turn strategy.
- The **Attack Damage** is the minimal amount of damage (Die shows one sword) that will be dealt to an enemy during a hand-to-hand combat attack.
- The **Critical Hit Damage** is the maximum amount of damage (Die shows two crossed swords) that will be dealt to an enemy during a hand-to-hand combat attack.
- The **Move Range** is how many squares the character can move on each character movement.



Here are some assorted other game pieces you might find interesting.

{ "Piece": "HeroSorcerer", "Property": "AttackDamage", "Value": 5.0},
{ "Piece": "HeroSorcerer", "Property": "CriticalHitDamage", "Value": 12.0},
{ "Piece": "HeroSorcerer", "Property": "MoveRange", "Value": 5.0},
{ "Piece": "HeroWarlock", "Property": "StartHealth", "Value": 15.0},
{ "Piece": "HeroWarlock", "Property": "ActionPoint", "Value": 3.0},
{ "Piece": "HeroWarlock", "Property": "AttackDamage", "Value": 5.0},
{ "Piece": "HeroWarlock", "Property": "CriticalHitDamage", "Value": 12.0},
{ "Piece": "HeroWarlock", "Property": "MoveRange", "Value": 5.0},
{ "Piece": "Mimic", "Property": "BerserkBelowHealth", "Value": 0.99},
{ "Piece": "Mimic", "Property": "StartArmor", "Value": 1.0},
{ "Piece": "Mimic", "Property": "StartHealth", "Value": 1.0},
{ "Piece": "Mimic", "Property": "MoveRange", "Value": 1.0},
{ "Piece": "Mimic", "Property": "AttackDamage", "Value": 1.0},
{ "Piece": "ChestGoblin", "Property": "AttackDamage", "Value": 1.0},
{ "Piece": "ChestGoblin", "Property": "StartHealth", "Value": 5.0},
{ "Piece": "ChestGoblin", "Property": "MoveRange", "Value": 3.0},
{ "Piece": "Wyvern", "Property": "BerserkBelowHealth", "Value": 0.65},
{ "Piece": "Wyvern", "Property": "BarkArmor", "Value": 1.0},
{ "Piece": "Wyvern", "Property": "MoveRange", "Value": 1.0},
{ "Piece": "Wyvern", "Property": "AttackDamage", "Value": 1.0},
{ "Piece": "Wyvern", "Property": "StartHealth", "Value": 1.0},
{ "Piece": "Bandit", "Property": "WaterTrailChance", "Value": 0.15},
{ "Piece": "Thug", "Property": "WaterTrailChance", "Value": 0.15},
{ "Piece": "KillerBee", "Property": "WaterTrailChance", "Value": 0.15},
{ "Piece": "Rat", "Property": "WaterTrailChance", "Value": 0.15},
{ "Piece": "Spider", "Property": "WaterTrailChance", "Value": 0.15},
{ "Piece": "ElvenHound", "Property": "WaterTrailChance", "Value": 0.15},
{ "Piece": "Verochka", "Property": "StartHealth", "Value": 15.0},
{ "Piece": "WarlockMinion", "Property": "StartHealth", "Value": 15.0},
{ "Piece": "Barricade", "Property": "StartHealth", "Value": 15.0},
{ "Piece": "HealingBeacon", "Property": "StartHealth", "Value": 15.0},
{ "Piece": "Lure", "Property": "StartHealth", "Value": 18.0},
{ "Piece": "SmiteWard", "Property": "StartHealth", "Value": 12.0},
{ "Piece": "SwordOfAvalon", "Property": "StartHealth", "Value": 15.0},
{ "Piece": "Verochka", "Property": "AttackDamage", "Value": 5.0},
{ "Piece": "WarlockMinion", "Property": "AttackDamage", "Value": 5.0},
{ "Piece": "SmiteWard", "Property": "AttackDamage", "Value": 5.0},
{ "Piece": "SwordOfAvalon", "Property": "AttackDamage", "Value": 4.0}],

```
{
  "Rule": "PieceConfigAdjusted",
  "Config":
    [ { "Piece": "HeroBarbarian", "Property": "StartHealth", "Value": 15.0},
      { "Piece": "HeroBarbarian", "Property": "ActionPoint", "Value": 3.0},
      { "Piece": "HeroBarbarian", "Property": "AttackDamage", "Value": 5.0},
      { "Piece": "HeroBarbarian", "Property": "CriticalHitDamage", "Value": 12.0},
      { "Piece": "HeroBarbarian", "Property": "MoveRange", "Value": 5.0},

      { "Piece": "HeroBard", "Property": "StartHealth", "Value": 15.0},
      { "Piece": "HeroGuardian", "Property": "StartHealth", "Value": 15.0},
      { "Piece": "HeroHunter", "Property": "StartHealth", "Value": 15.0},
      { "Piece": "HeroRogue", "Property": "StartHealth", "Value": 15.0},
      { "Piece": "HeroSorcerer", "Property": "StartHealth", "Value": 15.0},
      { "Piece": "HeroWarlock", "Property": "StartHealth", "Value": 15.0} ] }
```

Examples above show how to declare different characters.

9. Ability Keys

A new update to this grid has been provided. An ability could be a card in a player's hand. For example, the card **Astral Strike** is actually called out as missleswarm. Another example would be that the card **Talakk's Hookstrike** is actually called out in the mod as grapplingsmash. The item shown in blue is the player's card name, NOT the name used in the rule to call that specific item\ability.

Mod Ability Name \ Real Card Name	Mod Ability Name\ Real Card Name	Mod Ability Name \ Real Card Name
<ul style="list-style-type: none"> • AbsorbCorruption • AbsorbMySoul • AcidSpit • AdamantPotion \ Adamant Potion • AltarHeal • Antitoxin \ Antitoxin • ArbalestierArrow • ArbalestierBarrage • ArbalestierPoisonTip • Arrow \ Arrow • Bandage • Banish \ Banish • Barrage • Barricade \ Barricade • BeastWhisperer \ Beast Whisperer • BlindingLight • Blink \ Blink • BlockAbilities • Bone \ Bone • BoobyTrap \ Booby Trap • BossBerserkOnDeath • BossShockwave • BottleOfLye \ Bottle of Lye • CallCompanion \ Call Companion • Charge \ Charge • ChargeBarbarian • ChargeMove • CoinFlip \ Coin Flip • Corrupt 	<ul style="list-style-type: none"> • CorruptOneTurn • CorruptedDeathExplode • CorruptionBomb • CourageShanty \ Courage Shanty • CourageShanty • CursedDagger \ Cursed Dagger • DamageResistPotion \ Alag's Fighting Spirit • DeathBeam • DeathDropJeweledScarab • DeathDropJavelin • DeathDropMagicPotion • DeathDropVortexDust • DeathDropWaterBottle • DeathDropWoodBone • DeathFlurry • Deflect \ Astral Barrier • DetectEnemies \ Detect Enemies • Detox • DigRatsNest • DiseasedBite • DiseasedBiteKnockback • DivineLight • DrainLife • DrainingKiss • DropChest • EarthShatter • Electricity • ElvenKingMeleeWhip • ElvenKingShockwaveChargeup • ElvenSummonerDeflect 	<ul style="list-style-type: none"> • Emerge • EmergencyTeleport • EnemyArrow \ Weak Arrow • EnemyArrowSnipe • EnemyBossHandCharge • EnemyBossHandGoToHealingState • EnemyBossHandHeal • EnemyBossHandHealSelf • EnemyBossHandSmash • EnemyBossHandSpawnPiece • EnemyBossHandsIntro • EnemyDropStolenGoods • EnemyFireball • EnemyFlashbang • EnemyFrostball • EnemyHeal • EnemyHealOne • EnemyHumanHeal • EnemyInvulnerability • EnemyJavelin • EnemyKnockbackMelee • EnemyLowerBossHands • EnemyMelee • EnemyMeleeBleed • EnemyPikeMeleeAttack • EnemyRaiseBossHands • EnemySpawnLeftBossHand • EnemySpawnRightBossHand • EnemySplashWater • EnemySplashWaterCorruption • EnemyStealCard

Mod Ability Name \ Real Card Name	Mod Ability Name\ Real Card Name	Mod Ability Name \ Real Card Name
<ul style="list-style-type: none"> • EnemyStealGold • EnemyTelegraphBossHandCharge • EnemyTelegraphBossHandSmash • EnemyTownBossHeal • EnemyTurretDamageProjectile • EnemyWoodBone • EnergyPotion \ Energy Potion • Enrage • ExplodingGasLamp \ Launch Gas Lamp • ExplodingIceLamp \ Launch Ice Lamp • ExplodingLampPlaceholder \ A blank card used to store retrieved lamps • ExplodingOilLamp \ Launch Oil Lamp • ExplodingVortexLamp \ Launch Vortex Lamp • ExplodingWaterLamp \ Launch Water Lamp • Explosion • ExplosiveOrb • ExtraAction \ Focus (Potion) • FireImmunePotion – Fire Resistance • Fireball \ Fireball • FlashBomb \ Flash Bomb • Freeze \ Freeze • FretsOfFire • GasLamp \ Gas Lamp • GoblinBruteCharge • God • Grab • Grapple \ Grappling Hook • GrapplingPush \ Barbaric Chainwhip 	<ul style="list-style-type: none"> • GrapplingSmash \ Talakk's Hookstrike • GrapplingTotem \ The Leviathan • GrapplingTotemHook • GuidingLight \ Guiding Light • HailOfArrows \ Hail of Arrows • HealingLight • HealingPotion \ Healing Potion • HealingPowder \ Healing Powder • HealingWard \ Healing Ward • HeavensFury \ Heaven's Fury • HolyWater • HuntersMark \ Hunter's Mark • HurricaneAnthem \ Hurricane Anthem • HymnOfBattle \ Hymn of Obstruction • HymnOfHealing • HymnOfIntimidation • IceExplosion • IcelImmune \ Ice Resistance (Potion) • IceLamp \ Ice Lamp • Implode \ Consuming Vortex • ImplosionExplosionRain • InvisibilityPotion – Potion of Invisibility • LastCrusade • LaySpiderEgg • Leap • LeapHeavy \ Pit Fighters' Leap • LeechMelee • LetItRain • LightningBolt \ Lightning Bolt • LongRangeSpearPoke • LuckPotion \ Luck Potion • Lure \ Lure • MagicBarrier \ Magic Barrier • MagicMissile \ Masters Call • MagicPotion \ Magic Potion 	<ul style="list-style-type: none"> • MagicShield \ Magic Shield • MarkOfVerga \ Varga's Retribution • MarkTargetTile \ Mark Target • MinionCharge \ Feral Charge • MinionMelee • MinionRespawnInitiator • MissileSwarm \ Astral Strike • Net \ Net • OilLamp \ Oil Lamp • OneMoreThing \ One More Thing • Overcharge \ Overcharge • Overload • PVPAdamantPotion • PVPBarricade • PVPBeastWhisperer • PVPBlink • PVPCursedDagger • PVPGasLamp • PVPHuntersMark • PVPIceLamp • PVPOilLamp • PVPScrollOfCharm • PVPStealth • PVPSummonElemental PVPVortexLamp • PanicFlip • PanicPowder \ Panic Powder • PanicPowderArrow • Petrify • PiercingThrow \ Piercing Throw • PiercingVoice \ Piercing Voice • PlayerLeap • PlayerMelee • PoisonBomb \ Poison Bomb • PoisonGas • PoisonedTip • Portal \ Portal of Nozh • PvPReplenishArmor • RaiseRoots

Mod Ability Name \ Real Card Name	Mod Ability Name\ Real Card Name	Mod Ability Name \ Real Card Name
<ul style="list-style-type: none"> Rally RalmasRevenge \ Ralma's Reckoning RatBomb RatFrenzy RatWhisperer RatsNest Regroup \ Regroup Rejuvenation \ Rejuvenation ReleaseEnergy RemoveCorruption RemoveScorpionFrenzy RepeatingBallista \ Repeating Ballista ReplenishArmor \ Replenish Armor ReplenishBarkArmor RevealPath \ Reveal Path Revive RootWall ScabRat ScrollElectricity \ Scroll of Lightning ScrollOfCharm \ Scroll of Charm ScrollTsunami \ Scroll of Tsunami SecondWind ShatteringVoice \ Shattering Voice Shockwave Shuffle SigataurianJavelin \ Sigataurian Javelin SnakeBossLongRange SnakeBossMeteorRain SnakeBossOneshot SnakeBossShortRange Sneak \ Sneak SongOfRecovery \ Song of Recovery SongOfResilience \ Song of Resilience SpawnCorruptionNode SpawnCultists SpawnElvenSummonerDefenders 	<ul style="list-style-type: none"> SpawnEnemyTurret SpawnExplodingBarrel SpawnGiantRat SpawnGiantSlime SpawnGoblinBrute SpawnGoblinRanger SpawnGoldPile SpawnJeweledScarab \ Jewelled Scarab SpawnLargeSpider SpawnMarauder SpawnMoreUnseenOnDeath SpawnMushrooms SpawnRandomLamp SpawnRat SpawnScarabSandPile SpawnSlime SpawnSnakeBossAgain SpawnSnakeTailBossAgain SpawnSpiderlings SpawnSummoningGreaterRift SpawnSummoningLesserRift SpawnSummoningMediumRift SpawnTombstoneSpellPowerPoti on SpiderWebshot SplittingArrow StrengthPotion \ Strength Potion StrengthenMinion SummonBossMinions SummonElemental \ Summon Elemental SummonGreaterMonster SummonLesserMonster SummonMediumMonster SummonMinion SummoningRiftFusion SwiftnessPotion \ Swiftness Potion SyncEmerge TauntingScream \ Howl of the Ancients Telekinesis TelekineticBurst 	<ul style="list-style-type: none"> TeleportEnemy TeleportLamp TeleportRotateSit TeleportToBattle Teleportation \ Teleportation TheBehemoth \ The Behemoth ThornPowder TileBlock TileUnblock Torch \ Torch TornadoCharge TownBossAddXWalls TownBossWallAbility Tsunami TurretDamageProjectile TurretHealProjectile TurretHighDamageProjectile VenomousSting VerminFrenzy VigorPotion \ Vitality Potion Vortex \ Vortex VortexDust \ Vortex Dust VortexLamp \ Vortex Lamp WallDestroy WarCry \ War Cry WaterBottle \ Water Flask WaterDive WaterExplosion WaterLamp \ Water Lamp Weaken WeakeningShout WebBomb \ Web Bomb Whip WhipSmall WhirlwindAttack \ Whirlwind Attack WizardBossFocusFire WizardBossShowHint WizardBossShuffle WizardBossSpawnDoppelgangers WizardBossSqueeze WizardBossZap WoodenBone \ Wooden Bone Zap \ Zap

10. Behaviors

<ul style="list-style-type: none">• AbilityBuildUp• AbsorbCorruptionBehaviour• AttackAndRetreat• AttackAndRetreatToOwner• AttackPlayer• AttackRandomTile• AvoidElvenKingAttacks• BurrowBehaviour• CastOnSelf• CastOnTeam• ChargeMove• ChargeToSafety• Charging• ConfusedTeleportEnemy• CorruptionBehaviour• Downed• EarthShatter• ElvenSummonerBehaviour• ExplosiveOrb• Flee• FleeAndHeal• FleeToFOW• FleeToFOWAndBurrow• FollowCloseToPlayerMeleeAttacker• FollowPlayerMeleeAttacker• FollowPlayerRangedAttacker• GuardPost• GuardTile• GuidingLightBehaviour• Heal• HealAOE• HealFromFOW• HostileTowardsEntangled	<ul style="list-style-type: none">• Invalid• Javelin• KeepDistance• LeechMelee• MadElvenKingHandBehaviour• MotherCyBossBehaviour• Patrol• PikeAttack• RangedAttackHighPrio• RangedSpellCaster• ReptileArcherBehaviour• RootHoundMasterBehaviour• RootLordBehaviour• RootWall• SandPileBehaviour• SlimeFusion• SnakeBossBehaviour• SpawnBuildUp• SpawnPiece• StationaryAbilityBehaviour• StrengthenNodeBehaviour• SummoningRiftFusionBehaviour• SupportUnit• Swarm• TornadoCharge• TownBossBehaviour• TsunamiRanged• Turret• UseBuildUpAbilityBehaviour• VerminFrenzy• VortexAbilityBehaviour	<ul style="list-style-type: none">• WaterDiveRanged• WaterDiveRetreat• WizardBossBehaviour
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11. Board Pieces

• AltarOfBlessing	• FireElemental	• LevelEntranceForestPortal
• Bandit	• ForestEndLevelChest	• LevelEntranceInvisible
• Barricade	• GasLamp	• LevelEntranceTown
• BeggarTown	• GeneralRonthian	• LevelExit
• BigBoiMutant	• GiantSlime	• LevelExitDesert
• BossTown	• GiantSpider	• LevelExitForestPortal
• BotBoxHead	• GoblinChieftan	• LevelExitInvisible
• Brookmare	• GoblinFighter	• LevelExitTown
• Cavetroll	• GoblinMadUn	• LocustSwarmCloud
• CavetrollBoss	• GoblinRanger	• Lure
• ChestGoblin	• GoldPile	• MadElvenKingHandLeft
• CultMemberElder	• GoldSandPile	• MadElvenKingHandRight
• Door1x1Tile	• Gorgon	• MagicWall
• Door1x2Tile	• GrapplingTotem	• MerchantDesert
• Door1x3Tile	• GuidingLight	• Mimic
• DruidArcher	• HealingBeacon	• MotherCy
• DruidHoundMaster	• HeroBarbarian	• None
• EarthElemental	• HeroBard	• OilLamp
• ElvenArcher	• HeroBot	• OnboardingRat
• ElvenCultist	• HeroGuardian	• PoisonousRat
• ElvenHound	• HeroHunter	• Portal
• ElvenMarauder	• HeroRogue	• PotionStand
• ElvenMystic	• HeroSorcerer	• ProximityMine
• ElvenPriest	• HeroWarlock	• Ralma
• ElvenQueen	• IceElemental	• Rat
• ElvenSkirmisher	• IceLamp	• RatKing
• ElvenSpearman	• JeweledScarab	• RatNest
• ElvenSummoner	• KillerBee	• ReptileArcher
• EmptySandPile	• KillerBeeHive	• ReptileMutantWizard
• EndLevelChest	• LargeCorruption	• RootBeast
• EnemyTurret	• LevelEntrance	• RootCreeper
• EyeOfAvalon	• LevelEntranceDesert	• RootGolem

<ul style="list-style-type: none"> • RootHound • RootLord • RootMage • RootVine • SandScorpion • ScabRat • ScarabSandPile • ScorpionSandPile • Seeker • SellswordArbalestier • SellswordArbalestierActive • SellswordMelee • SellswordMeleeActive • ServantOfAlfaragh • Sigataur • SilentSentinel • Slimeling • SmallCorruption • SmiteWard • SnakeBoss • SnakeTailBoss • Spider • SpiderEgg • SporeFungus • SubHeroRatOverseer • SummoningRiftBig • SummoningRiftMedium • SummoningRiftSmall • SwordOfAvalon 	<ul style="list-style-type: none"> • TheUnheard • TheUnseen • TheUnspoken • Thug • Tombstone • Torch • Tornado • TownBreakableWall • TownEndLevelChestInvisible • TreasureChest • TreasureChestGold • Verochka • VillagerFemaleTown • VillagerMaleTown • VortexLamp • WarlockMinion (This is Cana) • WaterBottleChest • WaterLamp • WizardBoss • Wyvern 	
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12. Effect State Types

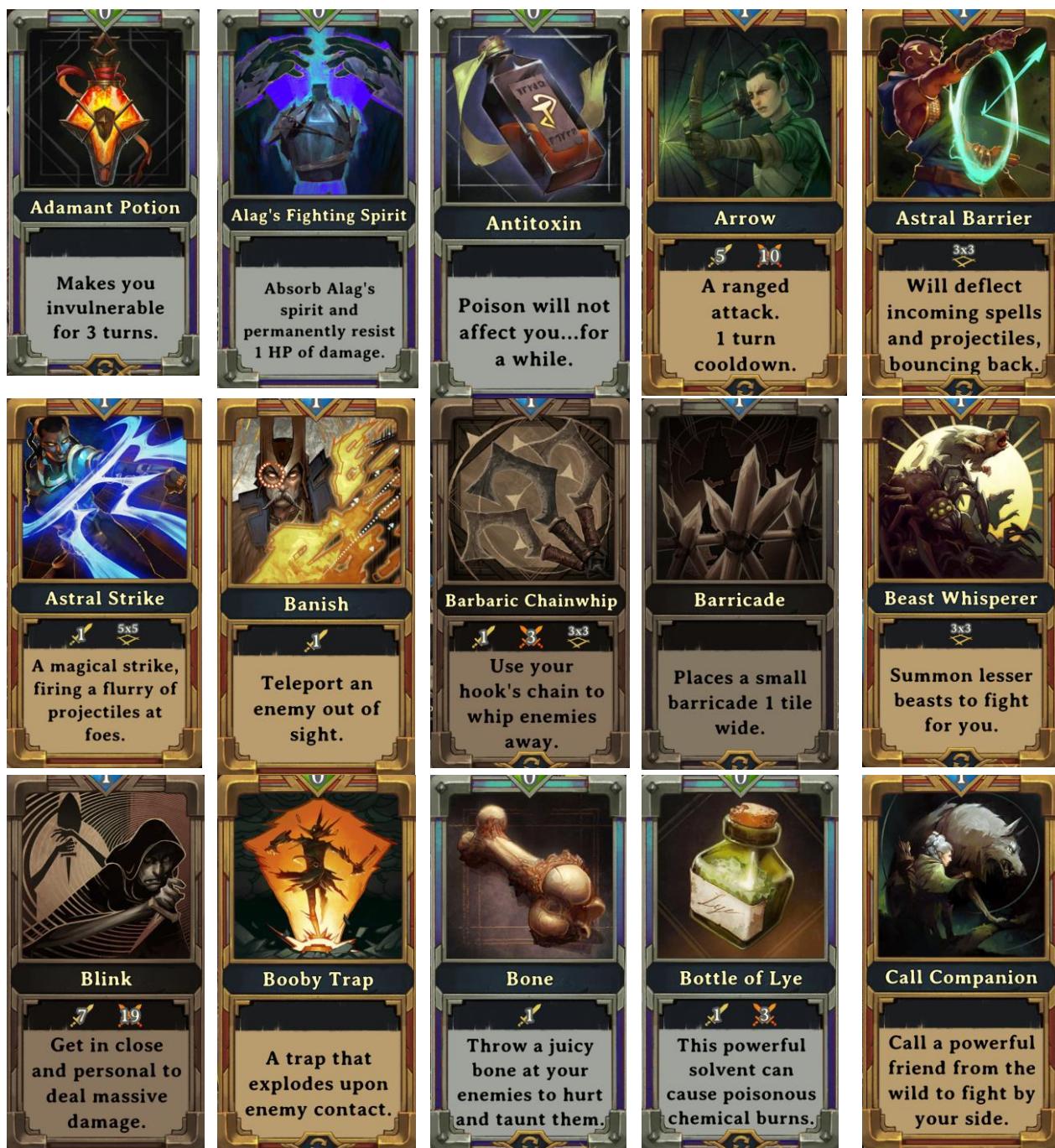
<ul style="list-style-type: none"> • AIDirectorAmbientEnemy • AbilityBlocked • AbilityBuildUp • ActionPreventedInfinite • Aggroed • Antidote • BattleSong • Berserk • BerserkHandsActivated • Bleeding1 • Bleeding2 • Bleeding3 • Blinded • BossHandChargeState • BossHandHealState • BossHandIdleState • BossHandOnGroundState • BossHandSmashState • BossHandSpawnableTarget • BossHandsDeathCooldown • CanaHunting • CanaStay • ChargeUp • Charging • Confused • ConfusedPermanentVisualOnly • CorruptedRage • Corruption • Courageous 	<ul style="list-style-type: none"> • DefeatNearbyEnemiesExit • DefeatNearbyEnemy • Deflect • DeflectionBarrier • Discharge • Diseased • Disoriented • Downed • ElvenHand1RespawnCooldown • ElvenHand2RespawnCooldown • ElvenHand3RespawnCooldown • ElvenHand4RespawnCooldown • ElvenSummonerCycleCounter • ElvenSummonerEscapeTimer • Enraged • ExposeEnergy • ExtraAction • ExtraEnergy • Fearless • FireImmunity • Flying • ForestEndLevelChestHalfOpened • Frenzy • FrenzyTarget 	<ul style="list-style-type: none"> • Frozen • God • GrappledByTotem • HandsActivated • HasExplodingLamp • Heal • HealingPowder • HealingSong • Heroic • IcelImmunity • Invisibility • Invisible • Invulnerable1 • Invulnerable3 • It • Key • KeyEndChest • KingShockwaveCharge • Locked • Luck • MagicShield • MagicShield1 • MarkOfAvalon • MarkOfVerga • MinionLevel1 • MinionLevel2 • MinionLevel3 • MinionLevelBoost • MinionSummoned
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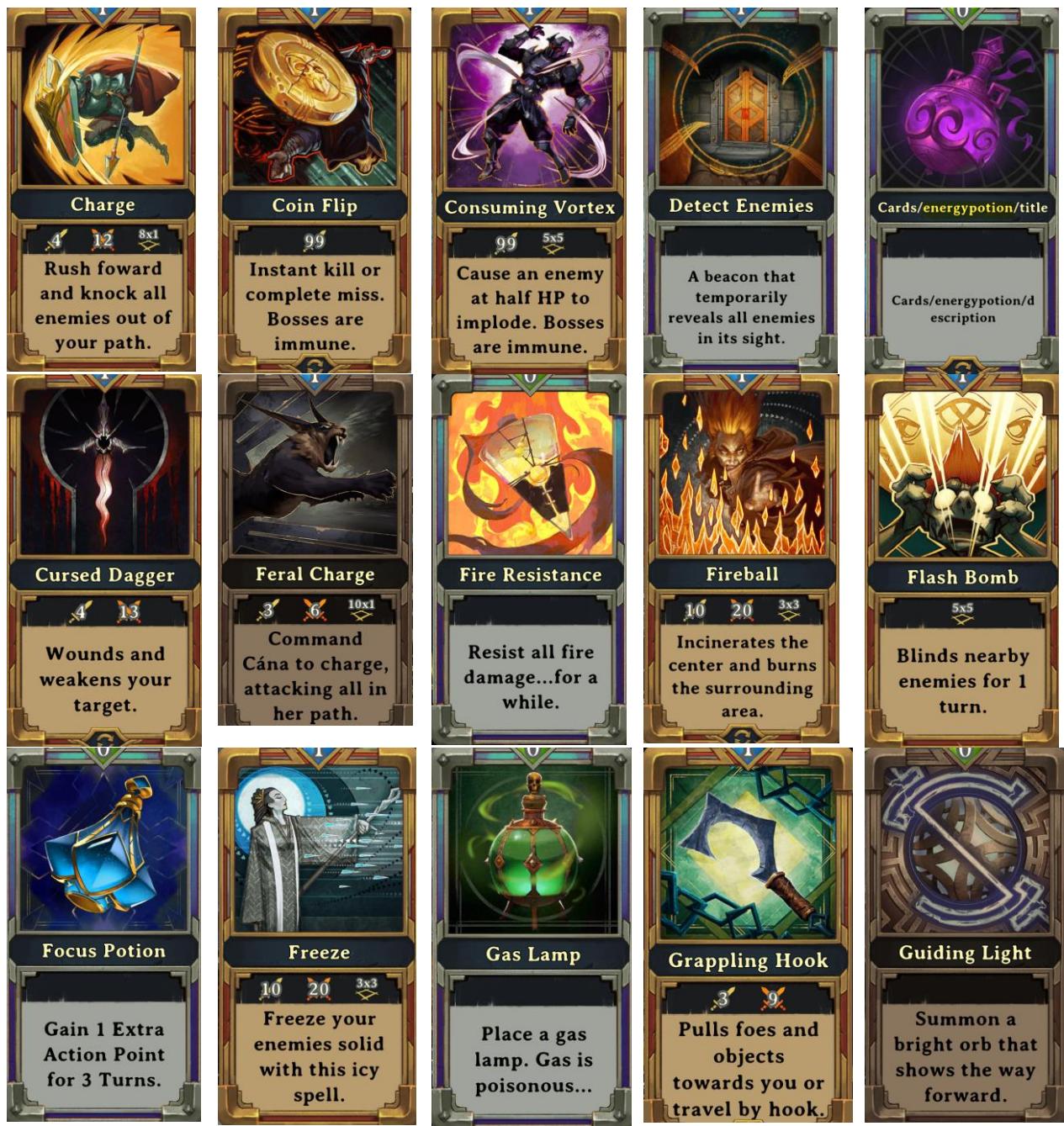
<ul style="list-style-type: none"> • Netted • Overcharge • PVPConfused • PVPHuntersMark • PVPStealthed • Panic • Petrified • PlayerBerserk • PlayerPanic • Portal • Rally • Recovery • Resilience • RespawnCounter • RessurectAfterTurns • Revealed • ScorpionFrenzyTarget • SelfDestruct • SpawnBuildUp • SpawnerFromSummoningRift • SpellPower • Stealthed • StolenCard • StolenGold • StrengthInNumbers • StunSelf • Stunned • SuddenDeath • SummoningRiftSpawn • SummoningSickness • Tangled 	<ul style="list-style-type: none"> • TangledEnemy • Thorns • Torch • TorchPlayer • TownBossEngaging • TownBossHP20 • TownBossHP40 • TownBossHP50 • TownBossHP60 • TownBossHP80 • TownBossThrone • UnitLeader • UnitSpawnCounter • Untargetable • UsedHookThisTurn • Venom • Weaken1Turn • Weaken2Turns • Wet • WizardDoppelganger 	
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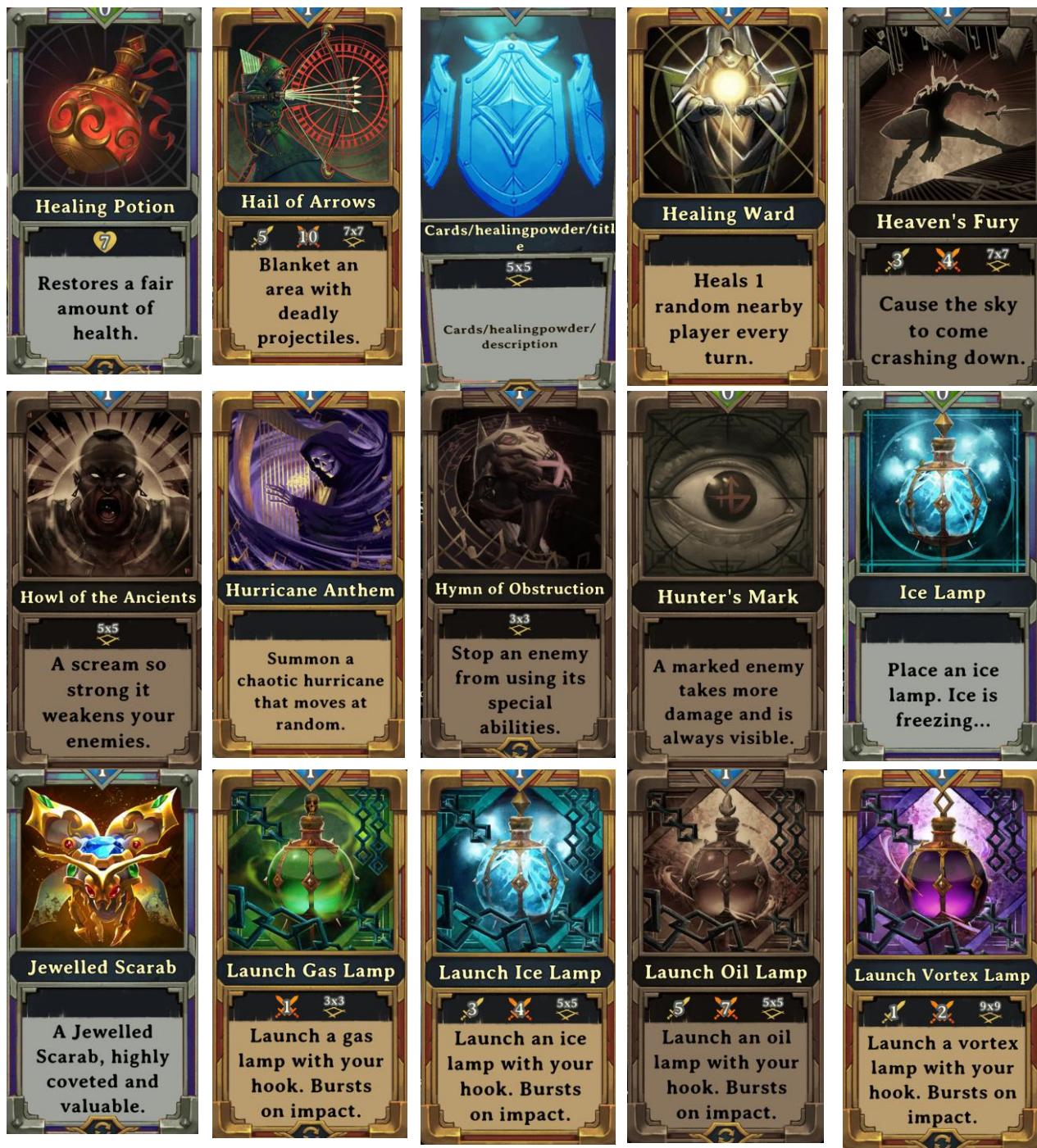
13. Piece Types

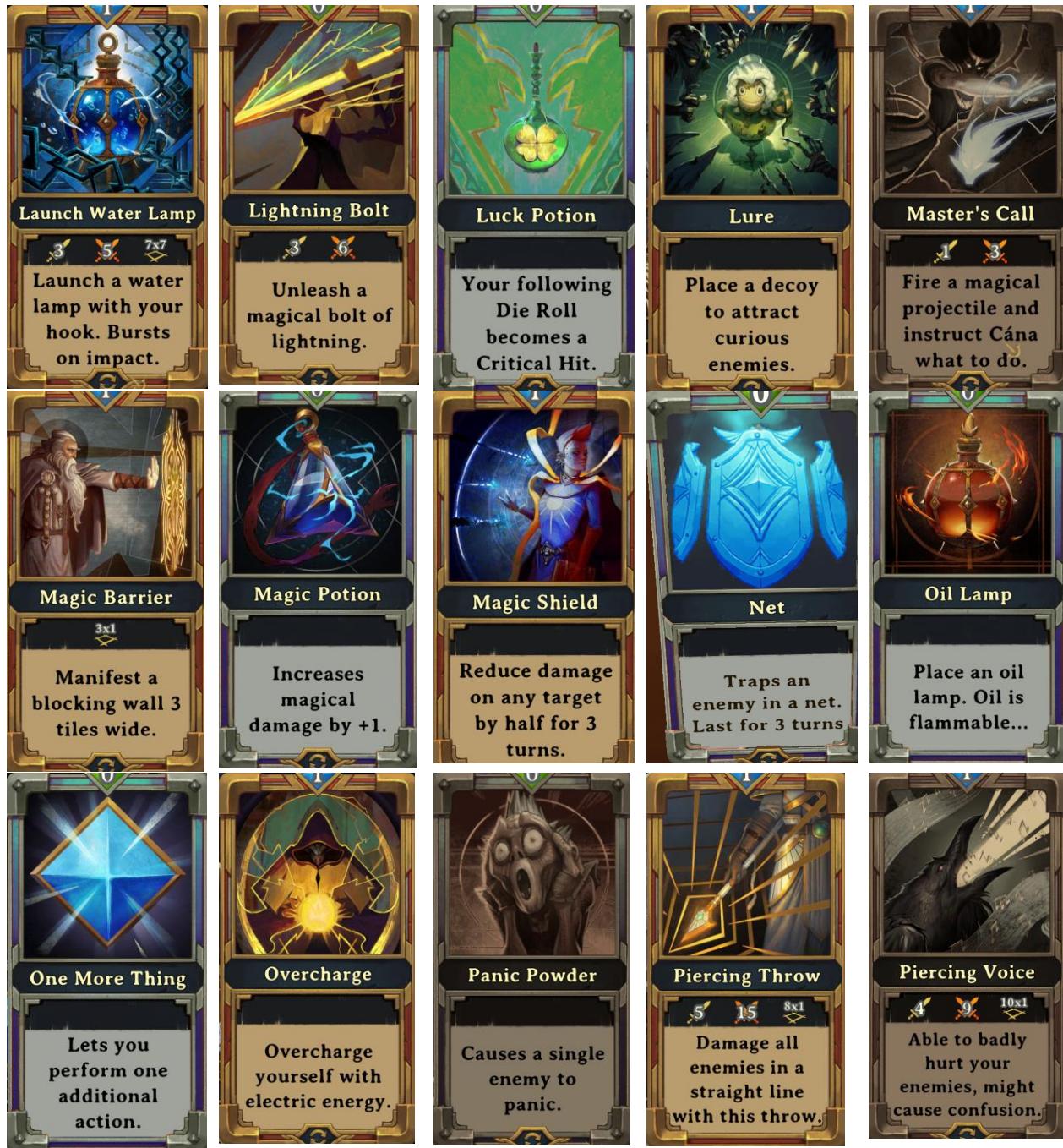
<ul style="list-style-type: none">• Beggar• Boss• Bot• Brittle• Canine• Corruption• Creature• DesertCreature• Downable• EndLevelChest• ExplodingLamp• Flying• ForestCreature• GiantSlime• Goblin• GrabbableInteractable• HasMinionPowder• IgnoreWhenCharmed• Immovable• ImmuneToMarkOfVarga• Interactable• LevelEntrance• LevelExit• LevelMerchant• Lure• MadElvenKingHand• MagicWall• MiniBarricade• NPC	<ul style="list-style-type: none">• NonAttackable• NonGrabbable• NonTeleportable• Pickup• Player• Portal• PreserveBetweenLevels• Prop• ProximityMine• Rat• RatNest• RefillPotionsOnLevelTransition• Reptile• Rootling• Sellsword• ShowHealthbar• ShowNameplate• SmallSlime• SummoningRift• Thief• TooHeavyToGrapple• UNUSED_REMOVE_ME• Undefined• UpdateFogOfWar• UseLevelSequenceVisionRange• ValidCorruptionTarget• Villager	
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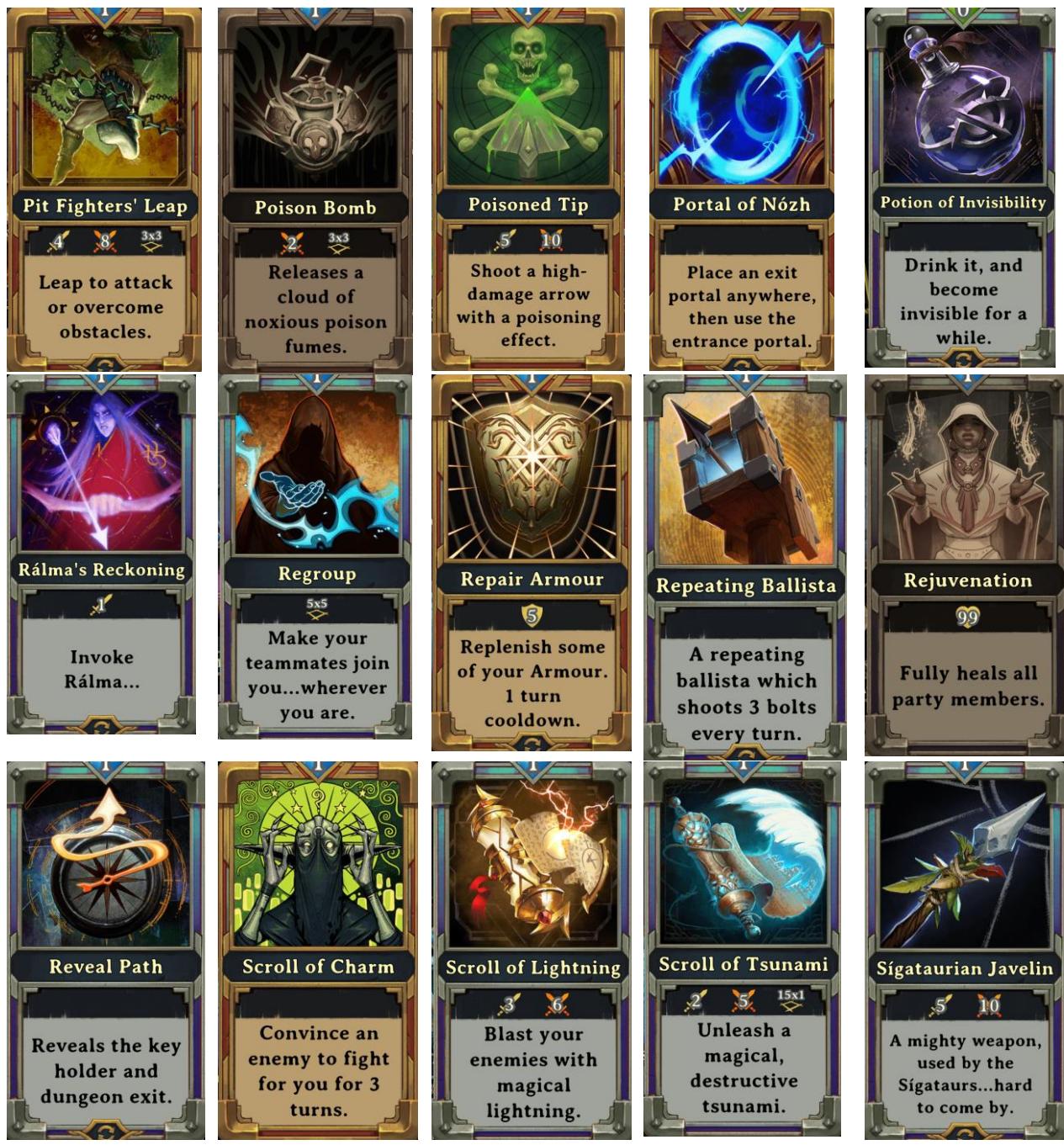
14. Cards (Pictures of player cards)

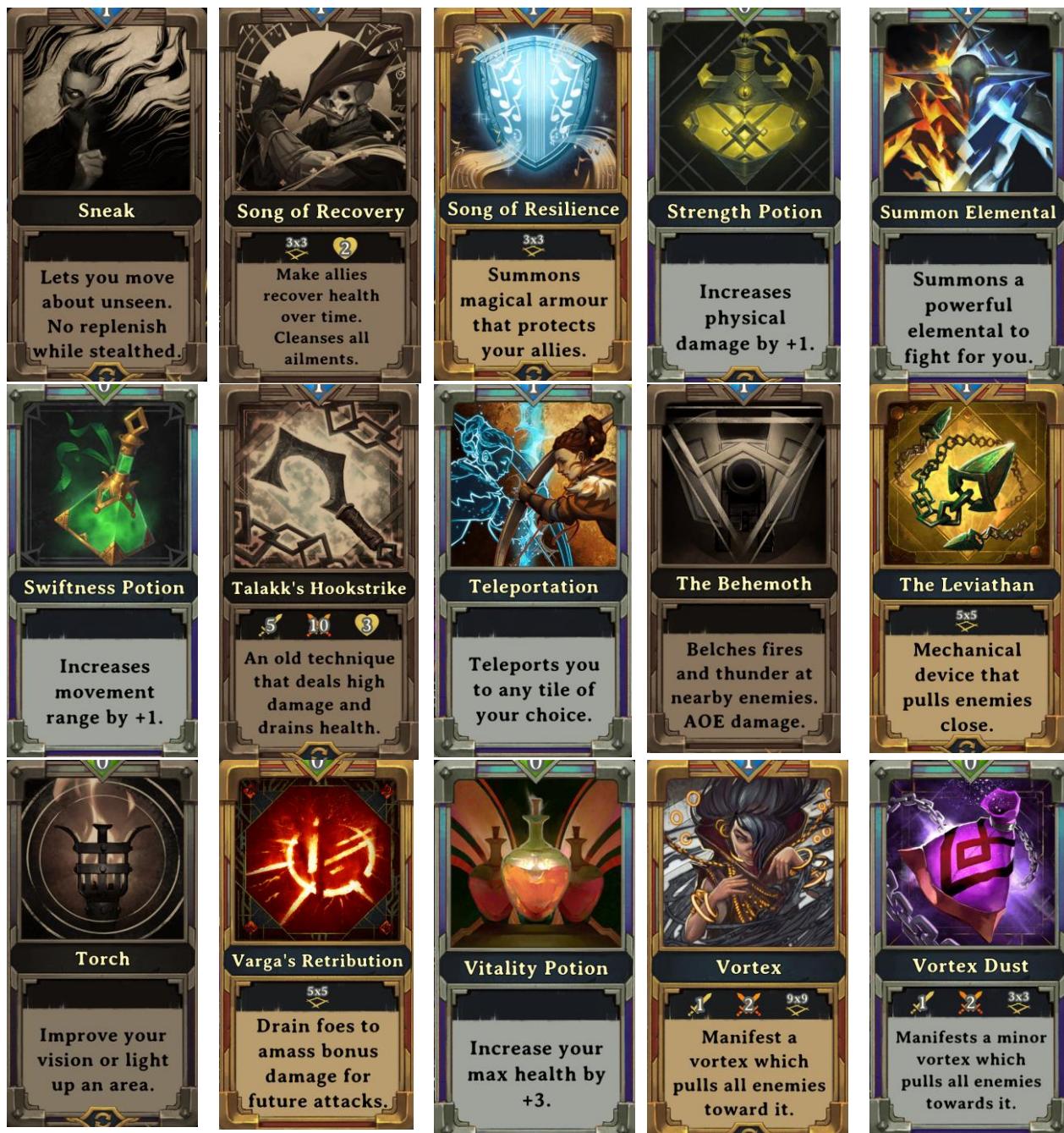


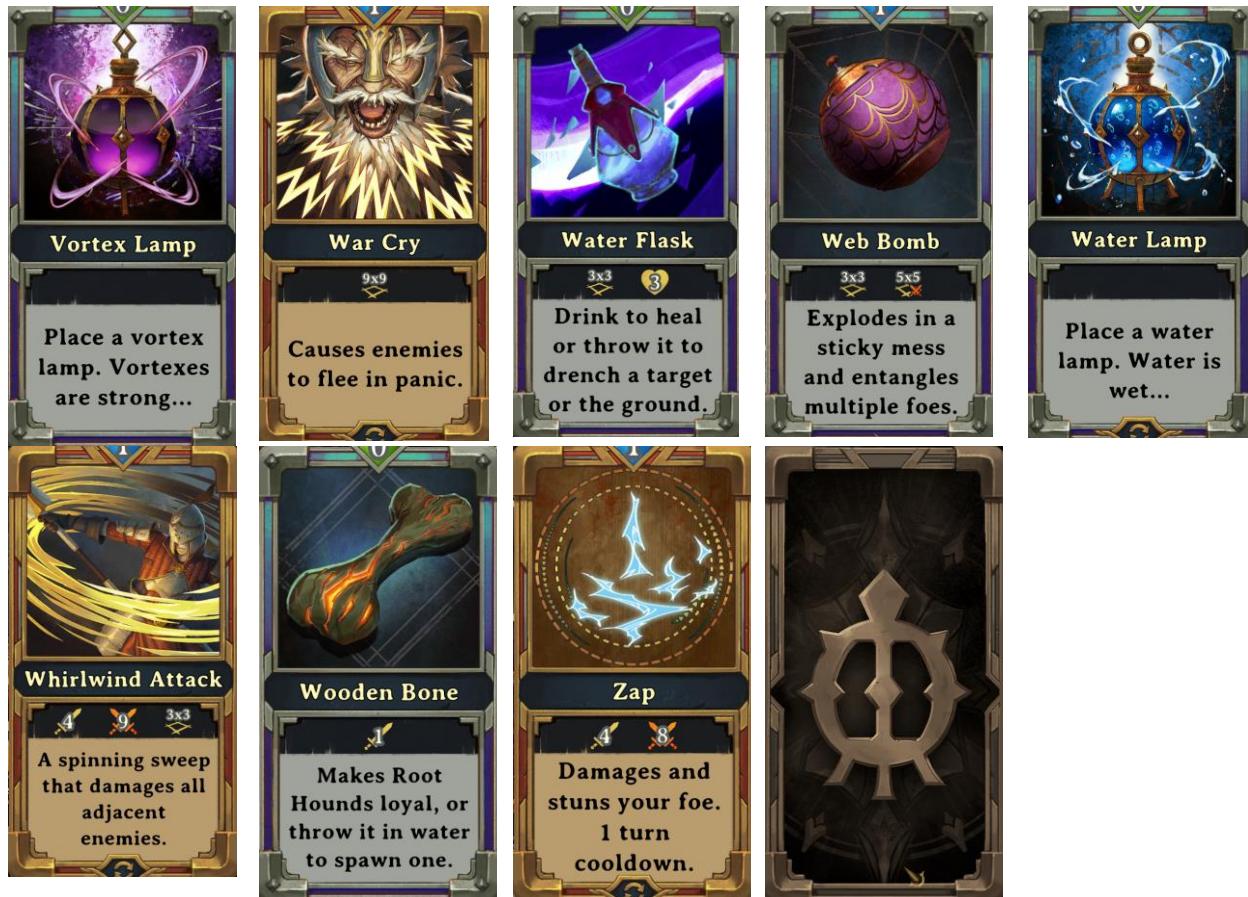












15. Character Selection

There are seven character you can select from.

15.1. Guardian (Sigrun)



Sigrun

Guardian of the Realm

Sigrun is a champion of the Royal Guard, and she has deftly wielded her keen spear and mighty shield in countless battles. In combat, she is a stalwart companion, always ready to step into the fray and draw the enemy's ire to protect her allies.

15.2. Sorcerer (Zedokar)



Zedokar

Sorcerer of the Spheres

Zedokar is a true seeker of knowledge and widely travelled. He is no stranger to combat, having had to defend himself numerous times during his long journeys, and he employs elemental magic to corral and destroy his enemies with devastating effect.

15.3. Hunter (Ailin)



Ailín

Hunter of the Woods

Ailín has lived all her life in communion with nature, and as the daughter of the royal gamekeeper she learned to shoot a bow almost before she was weaned. In combat she prefers to stay back and pick off her enemies at a distance.

15.4. Assassin(Kai)



Kai

Assassin of the Shadows

Kai is an enigma begging to be solved, and they keep their gender and age well concealed behind the mask they always wear. In combat Kai is rarely seen, only marked by the enemies falling left and right, blood still spurting from cut arteries.

15.5. Bard (Molthas)



Molthas

Molthas

Singer of the Mortal Sonnets

Molthas is not to be underestimated; being a bard, one might just see his flair and quirks tainted with poetic gestures and words. But do not be deceived as he is a combatant to fear and a singer of once lost songs that leave enemies ravaged.

15.6. Warlock (Oana)



Oana

Oana

Warlock of the Ancients

Oana is a steadfast warlock and a mighty warrior - always accompanied by her Astacat, Cána. Few conjurers measure up to Oana's spellcasting prowess, and she will not hesitate to employ her ever-sharp weapon, Aehna, if the situation turns dire.

15.7. Warlock (Oana)



Uhrak

Champion of the Arena

Uhrak is an indestructible force of pure rage. Being a former pit fighter, he has learned the violent rawness of combat, one punch at a time. He takes on foes with brutality, resolve, and the infamous Hook of Varga - a weapon feared far and wide.

16. User \ Feedback Tips and Tricks

The following feedback was observed on some user forums. None of these have been verified and for that reason it is one player's opinion. It might provide you some interesting insight as to the mechanics for items or how to make your playing experience more valuable and enjoyable!

1. Fire does extra damage on poison tiles (good combos possible with gas lamp + fireball, poison bomb+fire lamp, proximity mine+ gas lamp) CAREFUL, poison spreads and having your character stand on a poison tile when the fire hits.... Is no fun
2. If your character DOESNT move and the poison spreads underneath, it won't poison you (tile must be clean when your 1st move into it)
3. Electricity does extra damage to wet target (including your character so be careful with sorcerer's lightning attack)
4. frozen target skips a turn and receive extra damage (I love throwing Ice lamps with Barbarian)
5. Elemental enemies explode when they die, make sure you kill them from range
6. If your character is 2 tiles or less away from a lamp, an enemy archer will hit the lamp to damage you
7. Enemies that are entangled by the Web bombs, will make spiders attack these enemies in priority
8. Never open a door at the end of a turn
9. Barbarian's hook can grab enemies, lamps, party members, downed party members, ballista's, healing well, (barbarian is my favorite class)
10. Mini bosses, big spiders and final bosses enrage at 50% HP so plan your turn accordingly cause enraged monsters can wreak havoc on your party
11. You can drag cards you don't like to the far right in the blue mana pool... gives you mana points. 100 mana points give each character a class specific card
12. When playing solo in skirmish, try different classes, it will help you a lot to understand what is going on, or what can be done when playing with others based on each class strength and weaknesses
13. Potions are your friend, they cost no action, can be given to other players. And as mentioned, they last till the end. It's max +3 for one attribute. (Having 3 potions + bard buff makes your characters pretty strong)
14. On your archer\hunter if you have pet cards (call companion or the other one I forget) make sure you use the card before changing floor. Pets will follow to next floor and it frees card space.
15. When doing melee attack, try to position your characters in a way you won't hit them if you roll a miss (learned that the hard way in a game I got really unlucky on my dice rolls)
16. Give swiftness potion to the bard,
17. charm enemies get healed when you hit a fountain
18. If a Charm Spider drops eggs, check the eggs they should be charmed too... if that's the case, hit the egg... those spiders will be charmed
19. Charming an enemy and hitting it once to make it go berserk can help. Make sure you kill it before the end of the charm.
20. Friendly elemental also explodes when they die.... Or after a few turns. Keep an eye on the countdown.
21. Blocking door is helpful (barricades, sorcerer wall, stealth assassin) and can save you from a lot of damage.
22. I would add that you can block a small opening by dropping a lamp in the doorway.
23. When you're surrounded by enemies, placing a barricade, cannon, ballista, healing ward or friendly between you and the heaviest hitter will cause that enemy to attack that instead of you.
24. If you're standing against a wall, the fire or ice elemental will hit you instead of freeze/burn you.
25. The best way to kill the elven summoner is to attack and then move more than 5 spaces away. It will cause him to stay put, and he won't throw any new rifts out.
26. Certain enemies will always go for the guardian, so he should be placed in between the enemy and the hero he's guarding. Also, if the guardian uses the whirlwind attack card to kill multiple enemies, the lesser

enemies that didn't die will panic and run away. The guardian can also use the charge card to escape a bad situation.

27. The wizard can stun an enemy that's about to attack, by zapping them with a bolt of lightning.
28. If you use a panic card on an enemy, to keep them from attacking, make sure you attack them while they're still panicked.
29. If you want to use a regroup card, ask your teammates if they agree it should be used.
30. The beggar takes 7 cards and trades you a different card.
 - Bone = Detect Enemies
 - Oil Lamp = Luck Potion
 - Repeating Ballista = Reveal Path
 - Strength Potion = Alag's Fighting Spirit
 - Teleportation = Jeweled Scarab
 - Water Flask = Swiftness Potion
 - Rejuvenation = Ralma's Reckoning (must have card)
31. If gold is next to a monster, you can attack the monster from the pile to pick up while attacking. Take the moment to carefully do it, it's very annoying to mess up and miss an attack like this. But picking up cash and attacking at the same time is baller
32. Upgrade potions (speed, damage, etc) last the whole dungeon. Drink on floor 1, still active on floor 3. Should be noted tho, while you can give em to some pets (like Cana, the warlocks cat) they are much less permanent when you do. If Cana dies, the potion wears off. Give potions to people, not pets.
33. **Dege Tip** – Lower right-hand corner is the Mana Pool. Drag unwanted cards into the man pool. When you exceed 100, everybody will get another card. Make sure to announce to your friends if they have room!
34. **Dege Tip** - Look at the base of the enemy miniature piece on the board. There is a little arrow that shows which way the character is facing.

17. All Cards with Descriptions

In Section 9 we listed most abilities. In this section we will take the long path for documenting each card. Not all cards have pretty pictures or graphics but do have some interesting things to offer. If the card isn't listed it is because we didn't test all of them or it was redundant to another card that is already mentioned.

Ability Mod Name	Card Name	Card Description
AbsorbCorruption	Absorb Wake Corruption 3x3	Spend 1 turn absorbing corruption – aborts upon damage
AcidSpit	Acid Spit	Spits a large glob of acidic slime
AdamantPotion	Adamant Potion	Makes you invulnerable for three turns
AltarHeal	Healing Potion	Restores a fair amount of health.
Antitoxin	Antitoxin	Poison will not affect you...for a while
ArbalestierArrow	Arrow	Stats same as Arrow card
ArbalestierBarrage	Barrage	Stats same as Barrage card
ArbalestierPoisonTip	Poisoned Tip	An arrow dipped in poison. Will cause poison.
Arrow	Arrow	A ranged attack. 1 turn cooldown.
Barrage	Barrage 3x3	Unleashes a hail of arrows (3).
Bandage	Healing Potion	Restores a fair amount of health.
Banish	Banish	Teleport an enemy out of sight
Barricade	Barricade	Place a barricade 1 tile wide
BeastWhisperer	Beast Whisperer 3x3	Summon lesser beasts to fight for you
BlindingLight	Blinding Light 5x5	Blinding Light
Blink	Blink	Get in close and personal to deal massive damage
BlockAbilities	Hymn of Obstruction 3x3	Stop an enemy from using its special abilities
Bone	Bone	Throw a juicy bone at your enemies to hurt and taunt them.
BoobyTrap	Booby Trap	A trap that explodes on enemy contact.
BossShockwave	The Grand Rupture 41x4	A royal technique causing high damage
BottleOfLye	Bottle of Lye	This powerful solvent can cause poisonous chemical burns
CallCompanion	Call Companion	Call a powerful friend from the wild to fight by your side (Verochka)
Charge	Charge 8x1	Rush forward and knock all enemies out of your path
ChargeBarbarian		
ChargeMove	Charge 8x1	Rush forward and knock all enemies out of your path
CoinFlip	Coin Flip	
CourageShanty	Courage Shanty	Strengthen the courage of an ally in 3 phases.
DeathDropJavelin	Drop Stolen Loot	When killed, stolen loot is dropped.
CursedDagger	Cursed Dagger	Wounds and weakens your target
DeathBeam	Rift Beam 10x1	
Detox	Detox 5x5	
DigRatsNest	Dig Rat's Nest	Dig's a rat's nest that will continuously spawn rats
DivineLight	5x5	
DrainLife	Drain Life 5x5	
DrainingKiss	Draining Kiss 13x1	Transfer health from an Enemy to an Ally.
DropChest	Drop Chest	Drops a chest.
EarthShatter	Earth Shatter 7x7	Powerful ground pound causing rocks to fall.
Electricity	Overcharge	Overcharge yourself with energy.
ElvenKingMeleeWhip	King's Bash	A melee attack with knockback

ElvenSummonerDeflect	Deflect Barrier	Spells and projectiles will bounce back.
Emerge	Synchronized Emerge 9x9	As a Scorpion emerges, others within range will follow.
EnemyArrow	Arrow	Shoots an arrow dealing weak damage
EmergencyTransport	Teleportation	Teleports you to any tile of your choice.
EnemyArrowSnipe	Heavy Arrow	Powerful arrow that causes knockback.
EnemyBossHandCharge	Rush 10x1	Rushes forwards, ploughing the board and causing damage.
EnemyInvulnerability	Invulnerability	Makes the receiver invulnerable (1 Turn)
EnemyStealCard	Steal Card	Steals cards upon attack.
EnemyStealgold	Steal Gold	Steals gold upon attack.
HymnofHealing	13x1	
HymnofIntimidation	9x9	
LetitRain	Downpour 41x4	Heals Rootling's and turn Root Vines into Root Creepers.
Petrify	Turns you to stone.	
PanicFlip	Coin Flip	Instant kill or complete miss. Bosses are immune.
Panicpowderarrow	Panic Powder	Panic powder arrow
Petrify	Petrify	Turns you to stone.
Ratbomb	Rat Bomb	Cluster of vermin that inflicts damage and spawns rats
RatFrenzy	Vermin Frenzy	Coordinate a rat attack, targeting one Champion.
ReplenishBarkArmor	Bark Armour	Protective armour that limits the damage
Rootwall	Root Wall 5x1	
ScabRat	Scab Rat	Make a friend!
SecondWind	Second Wind	Second Wind Description
Shockwave	Shockwave	Pounds the ground, creating a powerful shockwave.
Shuffle	Shuffle 201x201	Swap place with all players in line of sight.
SnakeBossMeteorRain	Rain of Ends	Creates a root wall
SpawnEnemyTurret	Spawn Turret	Places a fixed defense that fires at players every turn
SpawnGiantRat	Spawn Giant Rat	Make a friend!
SpawnGiantSlime	Spawn Giant Slime	Make a friend!
StrengthenMinion	Riftwalk	Summons enemies.
spawncorruptionnode	Planting Wake	Spreads corruption across the ground
SpawnCultists	Summon Cultists	Summons three devoted Allies
SpawnElvenSummonerDefenders	Summon Defense Rifts	Will spawn several Summoning Rifts as a defense.
syncemerge	Synchronized Emerge 7x7	As a Scorpion emerges, others within range will follow.
Telekinesis	Telekinesis	Moves/teleports groups of enemies around
Telekineticburst	Telekinetic Push 5x5	A massive push, causing knockback and damage.
teleportenemy	Teleport Ally	Teleports an ally closer to the threat
teleportlamp	Lamp Teleport	Pick up and drops lamps on the player using telekinesis
Turrethighdamageprojectile	Cannonball 3x3	Shoots an explosive cannonball
Waterdive		
waterexplosion	Water Explosion 7x7	
walldestroy	Wall Destroy	
Waterdive	Puddle Teleport 3x3	Teleports from one wet tile to another.
weakeningshoot	Weakening Shout 10x1	
wizardbossfocusfire	Focus Fire	Synchronized doppelganger attack
wizardbossshuffle	Doppelganger Shuffle	Shuffles doppelgangers around
wizardbosspawndoppelgangers	Spawn Doppelgangers	Spawning Umbal doppelgangers
wizardbosssqueeze	Squeeze	A doppelganger squeeze attack pinching a player.
wizardbosszap	Salvo Corrupto	A magical attack stemming from Rackarns corruption.

18. Troubleshooting

Here we try to show you as many errors as we receive and can confirm what the root cause is.

18.1. Tshooting - The select ruleset is not for multiplayer games

This error will occur when an item that you have declared in the code is not going to function for multiplayer. In the example shown below, if you try to declare the CardLimitModified, it will not work in multiplayer. The reason it didn't complain by the MelonLoader is that it is legal for single player, but not multiplayer. It is also an acceptable feature, so you will only see this error when you try to enter multiplayer and it will then be revealed that the ruleset has been deactivated.

"Rule": "CardLimitModified",

"Config": 10

```
[16:55:12.208] [RoomFinder] UI dependencies ready. Proceeding with initialization.  
[16:55:12.399] [RoomFinder] Initialization complete.  
[16:55:18.664] [HouseRules:Core] Selected ruleset: 060323 New Sampler  
[16:55:36.268] [RoomCode] Proposing room code: 66666  
[16:55:36.314] [HouseRules:Core] [WARNING] Room options already include custom property: modded  
[16:55:36.315] [RoomCode] Proposing room code: 55555  
[16:55:36.748] [HouseRules:Core] [WARNING] The selected ruleset [060323 New Sampler] is not safe for multiplayer games. Skipping activation.
```

18.2. Tshooting - Failed to import

This is pretty common when you forget to properly declare statements. In the case below you will notice within the first few lines that an error was encountered at line 750. Goto line 750 or the line number reported in your error and look for a grammatical or syntax error. The last statement in a long rule block will not have a comma.

In the case of this error:

"Target": 1

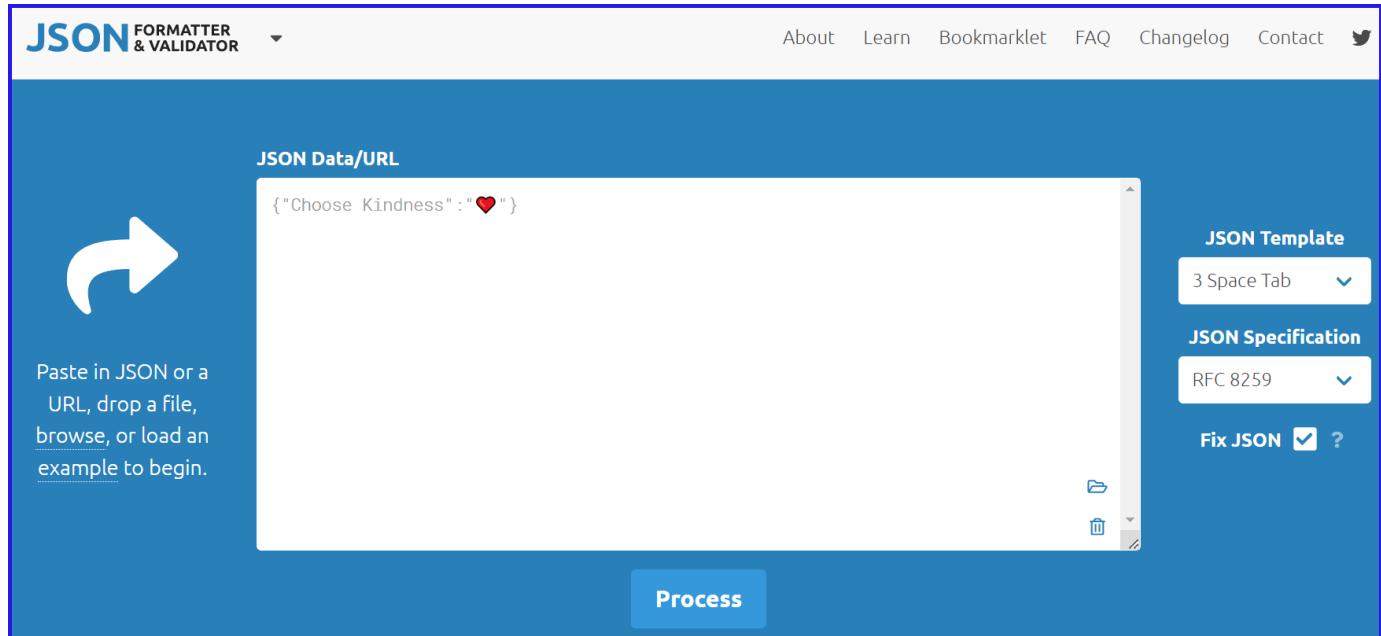
}

}, ←----- Notice that the , in place

{"Rule": "CardLimitModified", "Config": 10} ←----- Notice the missing ,

Update received on 062223 from a player “Frak”. The email noted that there is a .Json validator that could be used to test out your .Json before trying to load it into Demeo. So smart and I wish I had thought of it, but **Frak** did! Here is what you do.

1. Go to <https://jsonformatter.curiousconcept.com/>
2. You will be presented with a screen like this.



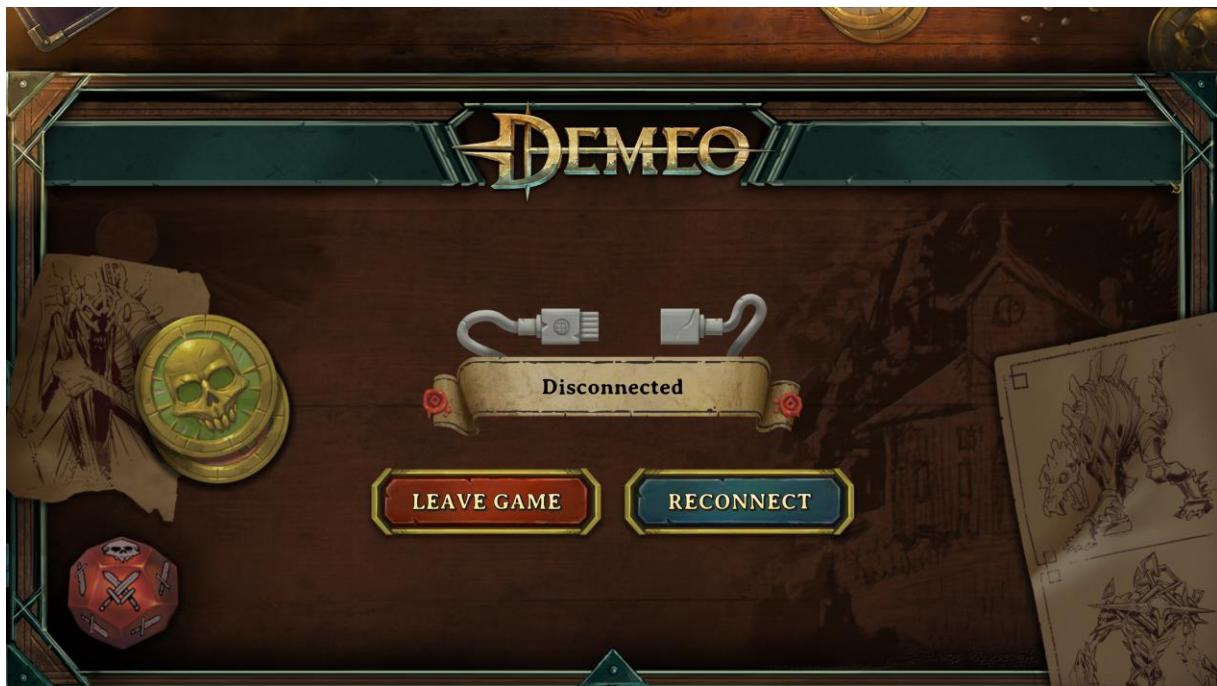
3. Drag your .json sample into the window above.
4. Click Process button to see your results. A red or green indicator will reveal the results of your Json file.

Authors Note – I have a Json file I have been meaning to troubleshoot. This utility allows you to identify the mistake and can automatically REPAIR IT. What a time saver.

Click [here](#) to see a demonstration sent in from Frak.

18.3. Tshooting - Disconnected

There have been reports scattered over the last year of users getting disconnected. Not clear what the root cause is. If you know from experience, send your feedback to demeo@epomd.com.



19. Keyboard (Demeo PC)

Pressing and hold the letter M will let you look around the basement.



20. MAP LEVELS

There are five maps with a variety of floors. You can select from Black Sarcophagus, Rat King, Roots of Evil, Serpent Lord or the Reign of Madness map. We captured each floor for you. You can program the floor that interests your team. Put this rule in place and configure it.

"Rule": "LevelSequenceOverridden", "Config": ["ElvenFloor01", "SewersFloor07", "ForestFloor09", "ForestShopFloor", "ElvenFloor08"]

LevelSequenceOverridden: The Level Sequence of dungeon floors is overridden.

- List of levels must be exactly five items long. The game will crash at the end if the list is any longer.
- Shop levels can be replaced with game levels.
- It is possible to use levels from any book (Elven, Sewers, Forest) together in a single list
- Level soundtracks may not match the played level or adventure (e.g. The shop "Ah Customers, Welcome" will always play on 2nd and 4th levels)
- Level names are ElvenFloor01-17, SewersFloor01-12, ForestFloor01-03, ForestFloor05-09, ShopFloor02, and shop floors.

Black Sarcophagus: <ul style="list-style-type: none">• CryptEntrance• ElvenFloor01• ElvenFloor02• ElvenFloor03• ElvenFloor04• ElvenFloor05• ElvenFloor06• ElvenFloor07• ElvenFloor08• ElvenFloor10• ElvenFloor11• ElvenFloor12• ElvenFloor13• ElvenFloor14• ElvenFloor15• ElvenFloor16• ElvenFloor17• ShopFloor02	Rat King: <ul style="list-style-type: none">• SewersEntranceFloor• SewersFloor01• SewersFloor07• SewersFloor08• SewersFloor09• SewersFloor10• SewersFloor11• SewersFloor12• SewersShopFloor	Roots of Evil: <ul style="list-style-type: none">• ForestEntrance• ForestFloor01• ForestFloor02• ForestFloor03• ForestFloor05• ForestFloor06• ForestFloor07• ForestFloor08• ForestFloor09• ForestShopFloor	Serpent Lord: <ul style="list-style-type: none">• DesertBossFloor01• DesertEntrance• DesertFloor01• DesertFloor02• DesertFloor03• DesertFloor04• DesertFloor05• DesertFloor06• DesertFloor07• DesertFloor08• DesertFloor09• DesertFloor10• DesertShopFloor	Reign of Madness: <ul style="list-style-type: none">• TownsBossFloor01• TownsEntrance• TownsFloor01• TownsFloor02• TownsFloor03• TownsFloor04• TownsFloor05• TownsFloor06• TownsFloor07• TownsFloor08• TownsShopFloor
--	---	---	--	---



20.1. BLACK SARCOPHAGUS – ENTRANCE

There are 17 floors offered for the Black Sarcophagus. There are two really important things to know about maps. Every time you start a map, the entrance and exit are randomized. The base map is exactly as it is shown with those two exceptions. The tiles have been lit up, allowing you to see as much detail to the map as possible.



20.2. BLACK SARCOPHAGUS - ELVEN MAP FLOOR 1





[Follow Dege in a video tour of BLACK SARCOPHAGUS Floor 1 \(Narrated 4:45\)](#)

[Video overview of BLACK SARCOPHAGUS Floor 1 \(No narration\)](#)

20.3. BLACK SARCOPHAGUS - ELVEN MAP FLOOR 2



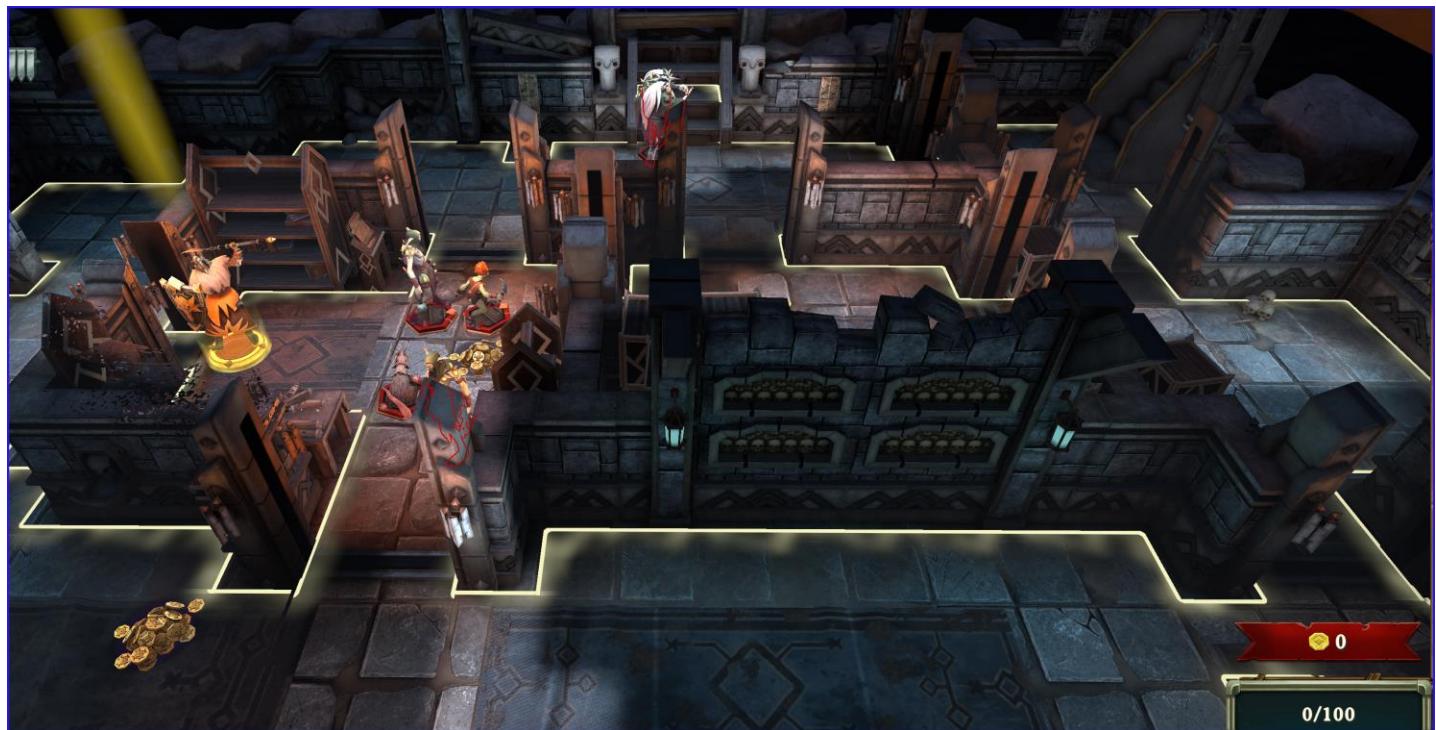


[Follow Dege in a video tour of BLACK SARCOPHAGUS Floor 2 \(Narrated 3:47\)](#)

[Video overview of BLACK SARCOPHAGUS Floor 2 \(No narration\)](#)

20.4. BLACK SARCOPHAGUS - ELVEN MAP FLOOR 3



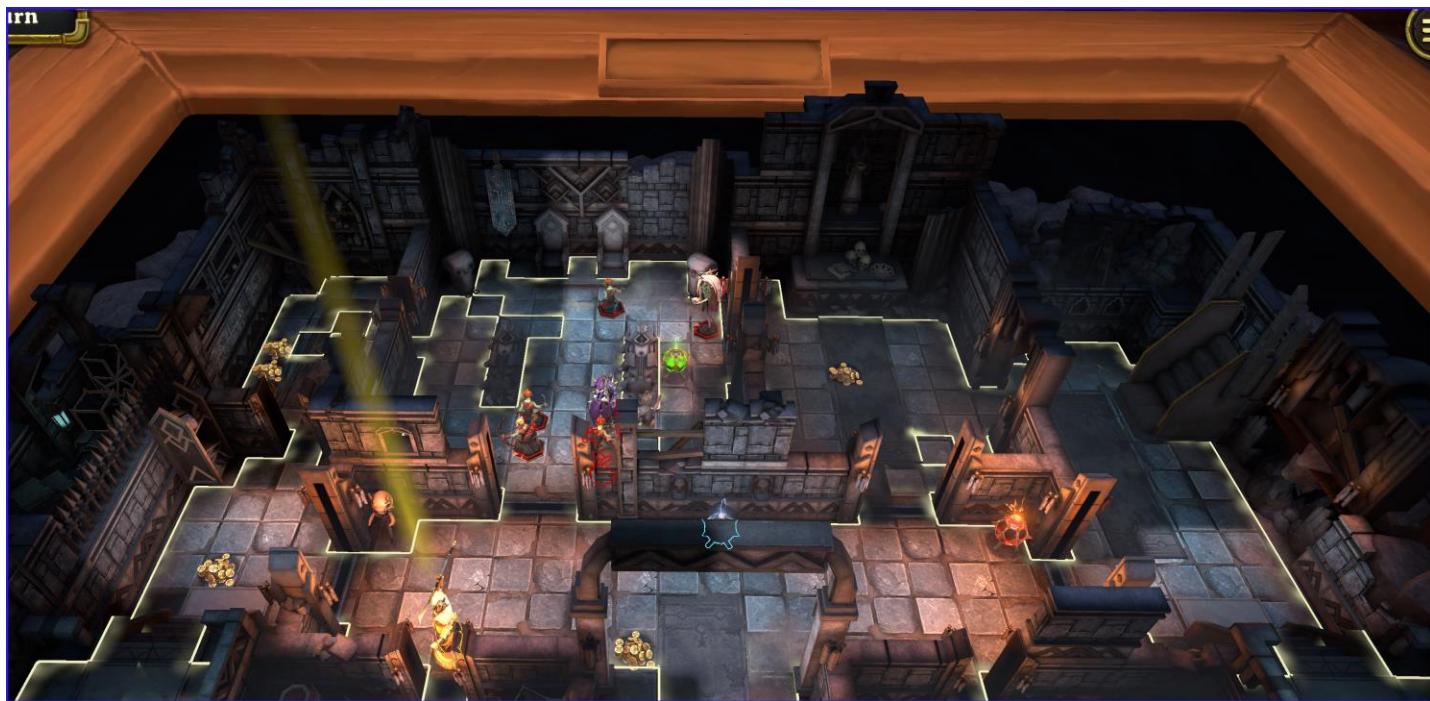


[Follow Dege in a video tour of BLACK SARCOPHAGUS Floor 3 \(Narrated 2:58\)](#)

[Follow Dege in a video tour of BLACK SARCOPHAGUS Floor 3 \(No Narration\)](#)

20.5. BLACK SARCOPHAGUS - ELVEN MAP FLOOR 4

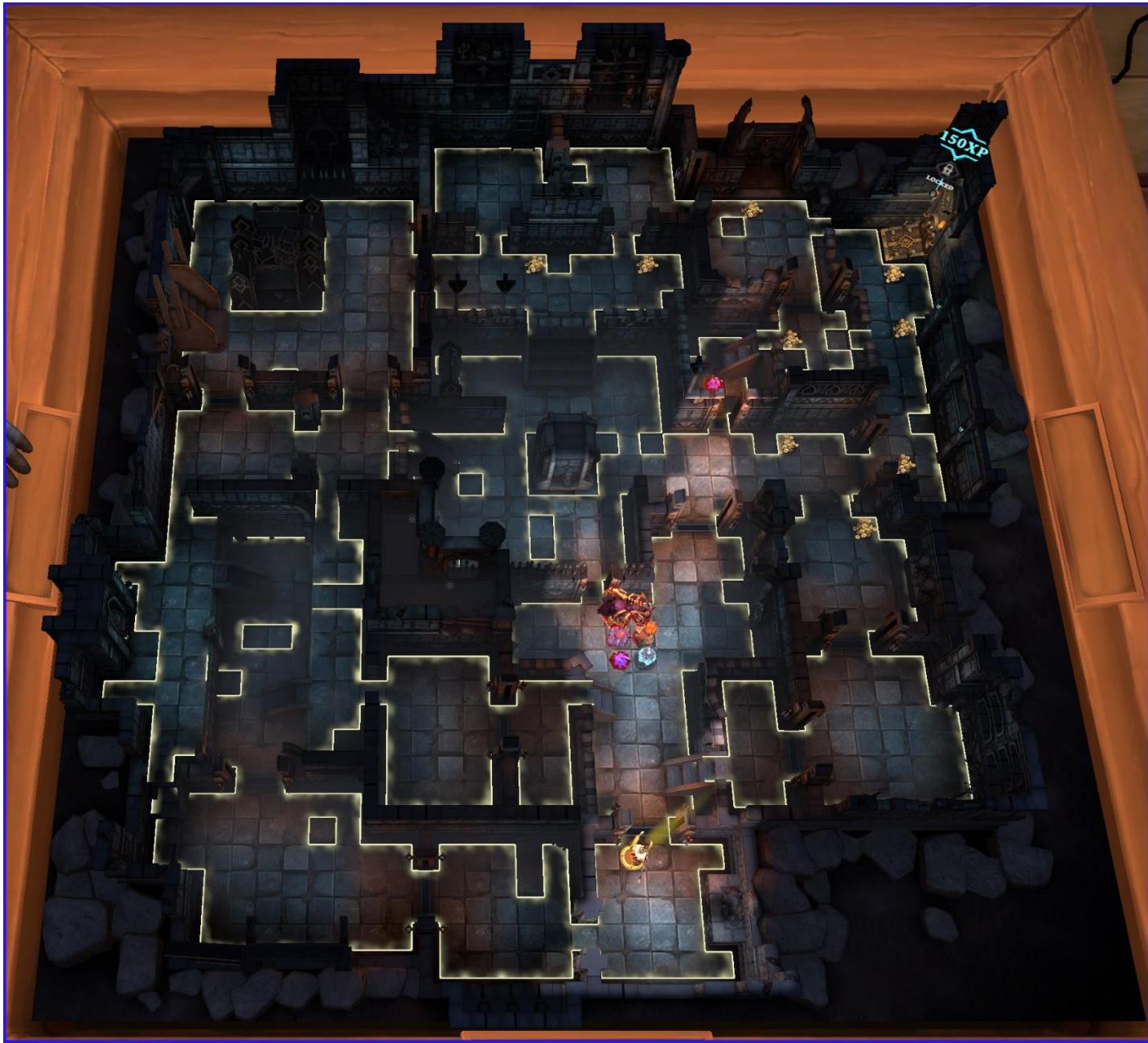




[Follow Dege in a video tour of BLACK SARCOPHAGUS Floor 4 \(Narrated 4:27\)](#)

[Take a video tour of BLACK SARCOPHAGUS Floor 4 \(No Narration\)](#)

20.6. BLACK SARCOPHAGUS - ELVEN MAP FLOOR 5





[Follow Dege in a video tour of BLACK SARCOPHAGUS Floor 5 \(Narrated 2:59\)](#)

[Take a video tour of BLACK SARCOPHAGUS Floor 5 \(No Narration\)](#)

20.7. BLACK SARCOPHAGUS - ELVEN MAP FLOOR 6





[Follow Dege in a video tour of BLACK SARCOPHAGUS Floor 6 \(Narrated 3:12\)](#)

[Take a video tour of BLACK SARCOPHAGUS Floor 6 \(No Narration\)](#)

20.8. BLACK SARCOPHAGUS - ELVEN MAP FLOOR 7





[Follow Dege in a video tour of BLACK SARCOPHAGUS Floor 7 \(Narrated 4:04\)](#)

[Take a video tour of BLACK SARCOPHAGUS Floor 7 \(No Narration\)](#)

20.9. BLACK SARCOPHAGUS - ELVEN MAP FLOOR 8





[Take a video tour of BLACK SARCOPHAGUS Floor 8 \(No Narration\)](#)

20.10. BLACK SARCOPHAGUS - ELVEN MAP FLOOR 9



[Take a video tour of BLACK SARCOPHAGUS Floor 9 \(No Narration\)](#)

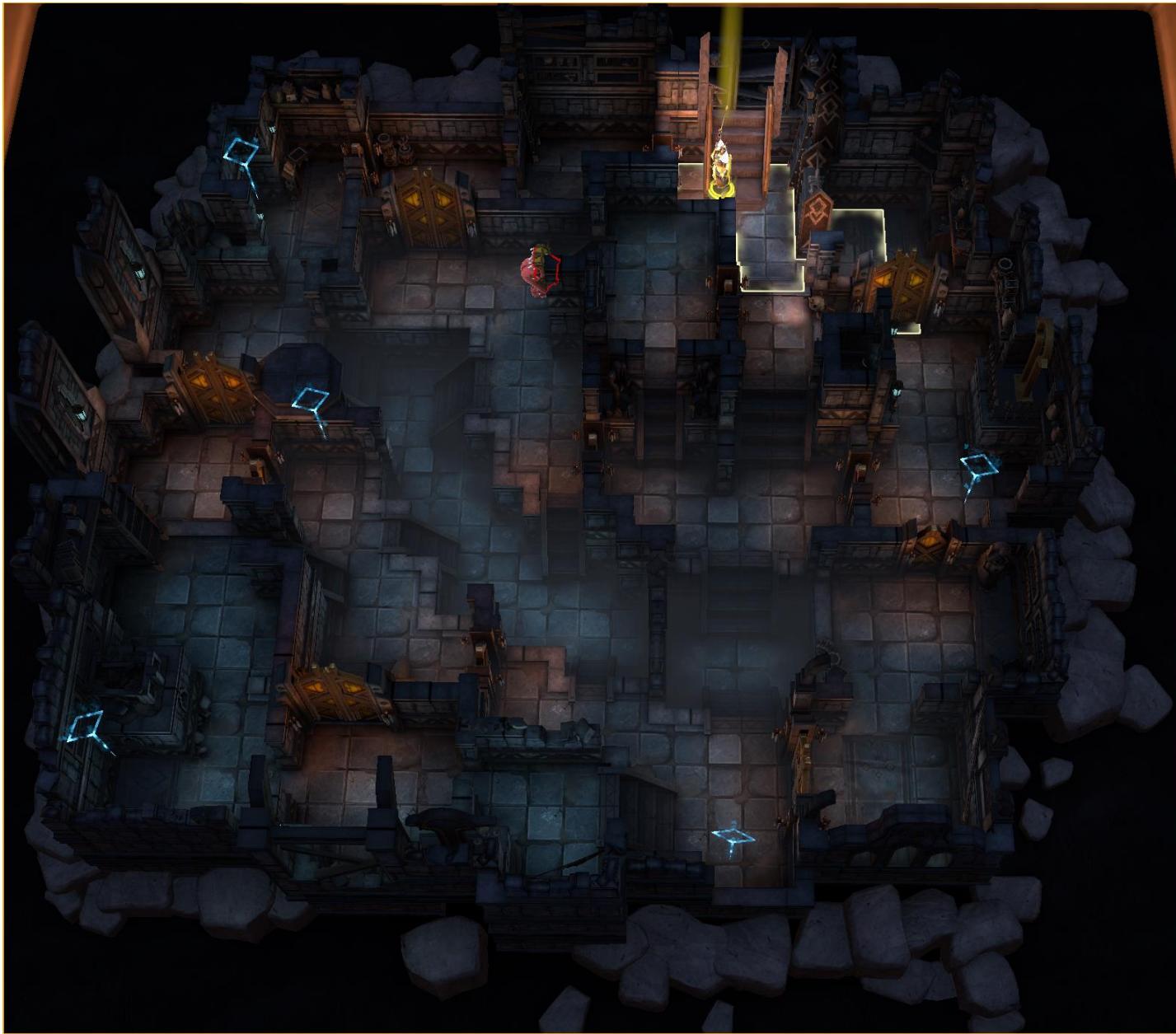
20.11. BLACK SARCOPHAGUS - ELVEN MAP FLOOR 10

W



[Take a video tour of BLACK SARCOPHAGUS Floor 10](#)

20.12. BLACK SARCOPHAGUS - ELVEN MAP FLOOR 11



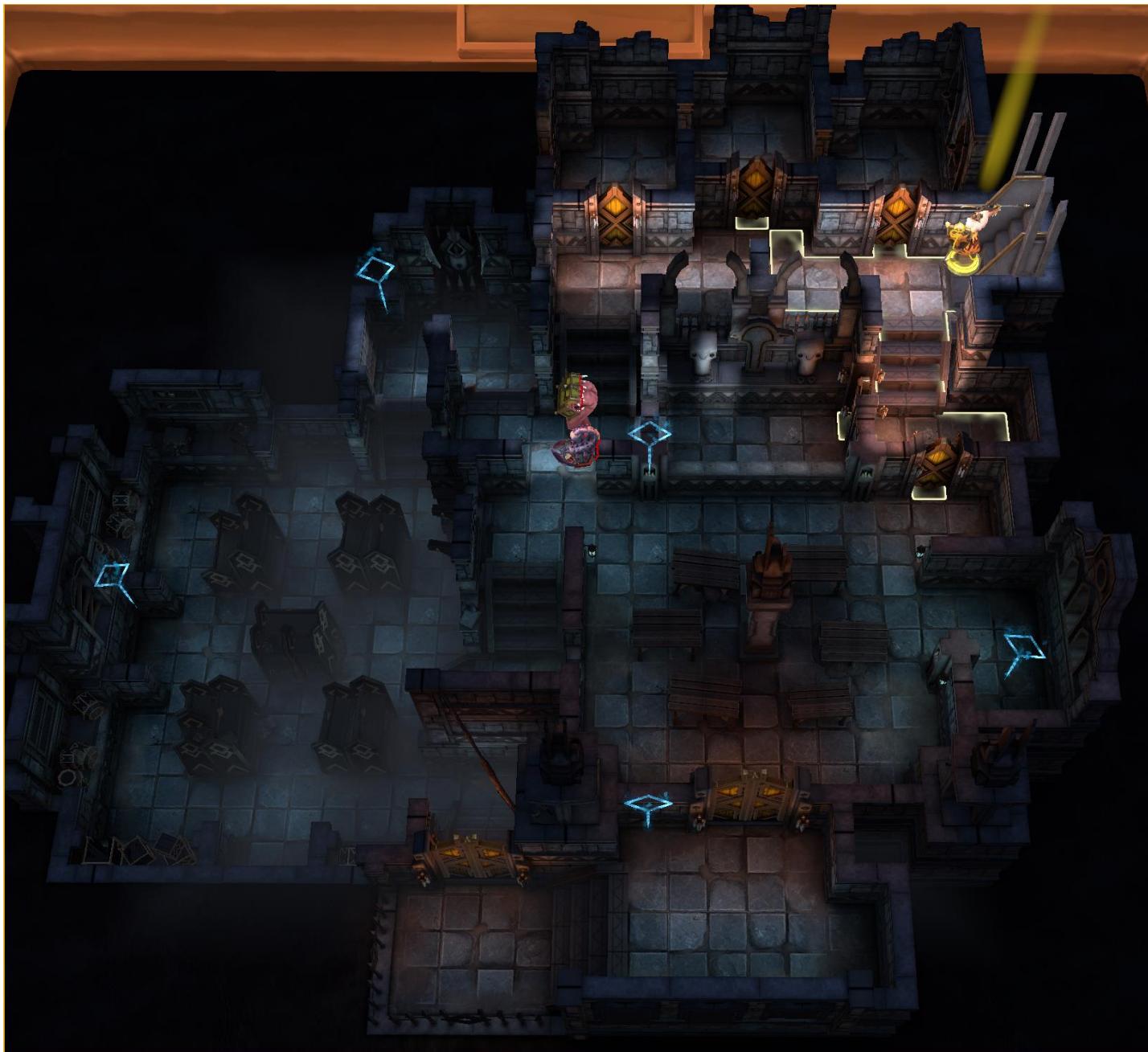
[Take a video tour of BLACK SARCOPHAGUS Floor 11](#)

20.13. BLACK SARCOPHAGUS - ELVEN MAP FLOOR 12



[Take a video tour of BLACK SARCOPHAGUS Floor 12 \(Pending\)](#)

20.14. LACK SARCOPHAGUS - ELVEN MAP FLOOR 13



[Take a video tour of BLACK SARCOPHAGUS Floor 13 \(Pending\)](#)

20.15. BLACK SARCOPHAGUS - ELVEN MAP FLOOR 14



[Take a video tour of BLACK SARCOPHAGUS Floor 14 \(Pending\)](#)

20.16. BLACK SARCOPHAGUS - ELVEN MAP FLOOR 15



[Take a video tour of BLACK SARCOPHAGUS Floor 15 \(Pending\)](#)

20.17. BLACK SARCOPHAGUS - ELVEN MAP FLOOR 16



[Take a video tour of BLACK SARCOPHAGUS Floor 16 \(Pending\)](#)

20.18. BLACK SARCOPHAGUS - ELVEN MAP FLOOR 17



[Take a video tour of BLACK SARCOPHAGUS Floor 17 \(Pending\)](#)

21. RAT KING – ENTRANCE

There are 7 floors available for the Rat King. They are not in sequential order, so don't be confused that we missed any floors. These maps introduce "reveal" to all tiles as they appear. There are two really important things to know about maps. Every time you start a map, the entrance and exit are randomized. The base map is exactly as it is shown with those two exceptions. The tiles have been lit up, allowing you to see as much detail to the map as possible.



21.1. RAT KING – SEWERS FLOOR 1

This is a small map. It doesn't take up the entire land footprint. It contains 16 doors.



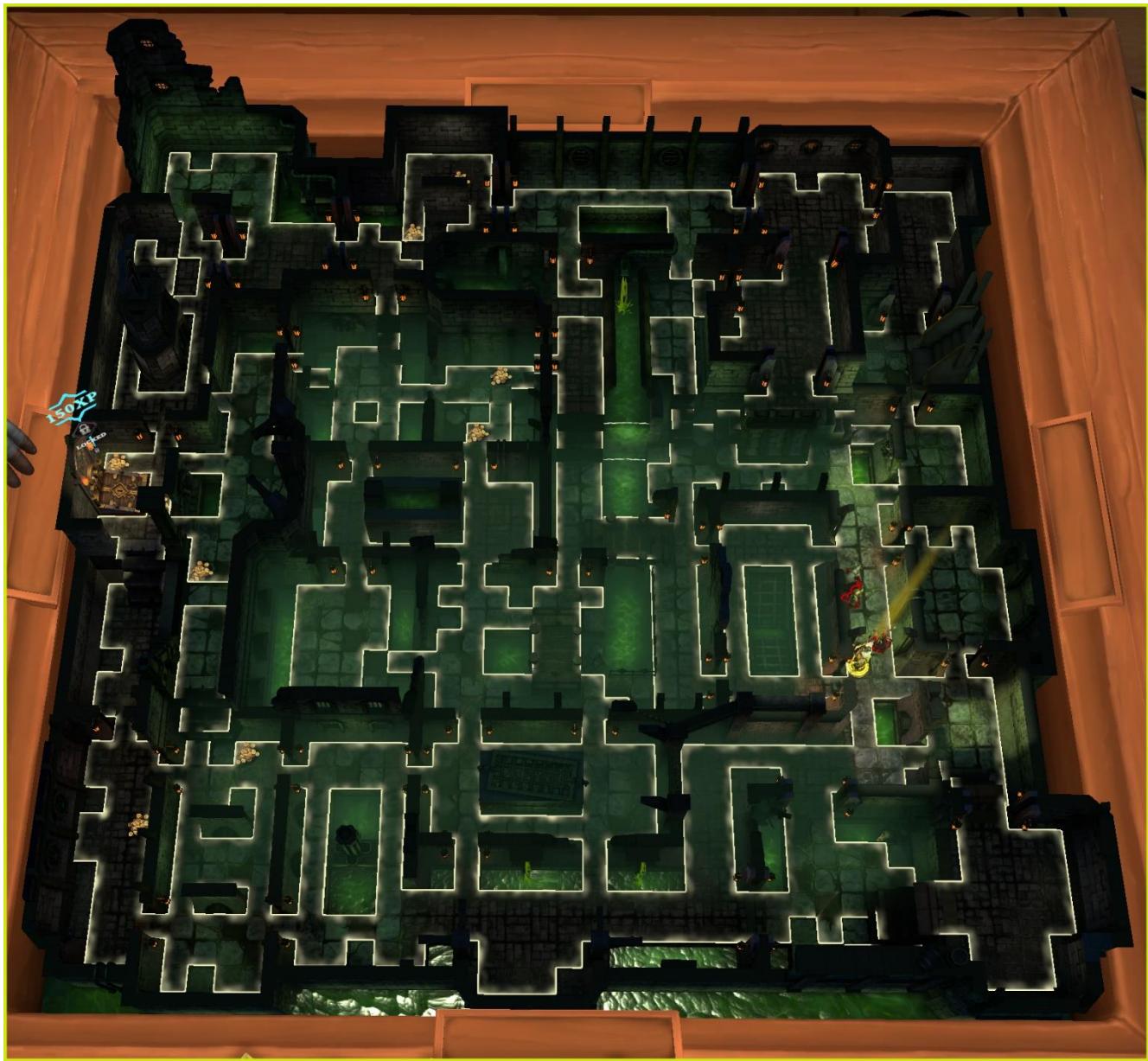
21.2. RAT KING – SEWERS FLOOR 7

This is a medium map. A little bigger than Floor 1. It contains 12 doors.



21.3. RAT KING – SEWERS FLOOR 8

This is a large map. It has a whopping 37 doors.



21.4. RAT KING – SEWERS FLOOR 9

This is a small map that has six doors.



21.5. RAT KING – SEWERS FLOOR 10

This is a medium map that has 11 doors.



21.6. RAT KING – SEWERS FLOOR 11

This is a small map that has 7 doors.



21.7. RAT KING – SEWERS FLOOR 12

This is a medium map that has 4 doors.



22. ROOTS OF EVIL – ENTRANCE

There are 9 floors available for ROOTS OF EVIL. There are two really important things to know about maps. Every time you start a map, the entrance and exit are randomized. The base map is exactly as it is shown with those two exceptions. The tiles have been lit up, allowing you to see as much detail to the map as possible.



22.1. ROOTS OF EVIL – Forest Floor 1

This is a medium sized floor. You will find 11 doors on Floor 1. There are two really important things to know about maps. Every time you start a map, the entrance and exit are randomized. The base map is exactly as it is shown with those two exceptions. The tiles have been lit up, allowing you to see as much detail to the map as possible.



22.2. ROOTS OF EVIL – Forest Floor 2

This is a medium sized floor. You will find 12 doors on Floor 2. There are two really important things to know about maps. Every time you start a map, the entrance and exit are randomized. The base map is exactly as it is shown with those two exceptions. The tiles have been lit up, allowing you to see as much detail to the map as possible.



22.3. ROOTS OF EVIL – Forest Floor 3

This is a medium sized floor. You will find 13 doors on Floor 3. There are two really important things to know about maps. Every time you start a map, the entrance and exit are randomized. The base map is exactly as it is shown with those two exceptions. The tiles have been lit up, allowing you to see as much detail to the map as possible.



22.4. ROOTS OF EVIL – Forest Floor 4

This is a medium sized floor. You will find 11 doors on Floor 4. There are two really important things to know about maps. Every time you start a map, the entrance and exit are randomized. The base map is exactly as it is shown with those two exceptions. The tiles have been lit up, allowing you to see as much detail to the map as possible.



22.5. ROOTS OF EVIL – Forest Floor 5

This is a large sized floor. You will find 28 doors on Floor 5. There are two really important things to know about maps. Every time you start a map, the entrance and exit are randomized. The base map is exactly as it is shown with those two exceptions. The tiles have been lit up, allowing you to see as much detail to the map as possible.



22.6. ROOTS OF EVIL – Forest Floor 6

This is a large sized floor. You will find 7 doors on Floor 6. There are two really important things to know about maps. Every time you start a map, the entrance and exit are randomized. The base map is exactly as it is shown with those two exceptions. The tiles have been lit up, allowing you to see as much detail to the map as possible.



22.7. ROOTS OF EVIL – Forest Floor 7

This is a medium sized floor. You will find 8 doors on Floor 7. There are two really important things to know about maps. Every time you start a map, the entrance and exit are randomized. The base map is exactly as it is shown with those two exceptions. The tiles have been lit up, allowing you to see as much detail to the map as possible.



22.8. ROOTS OF EVIL – Forest Floor 8

This is a medium sized floor. You will find 8 doors on Floor 8. There are two really important things to know about maps. Every time you start a map, the entrance and exit are randomized. The base map is exactly as it is shown with those two exceptions. The tiles have been lit up, allowing you to see as much detail to the map as possible.



22.9. ROOTS OF EVIL – Forest Floor 9

This is a large sized floor. You will find 9 doors on Floor 9. There are two really important things to know about maps. Every time you start a map, the entrance and exit are randomized. The base map is exactly as it is shown with those two exceptions. The tiles have been lit up, allowing you to see as much detail to the map as possible.



23. Shop Floors

The shop floors are used within the LevelSequenceOverridden rule. Its primary purpose is to provide an opportunity to pay for cards after accumulating money from a previously played level. In the example shown below, the first level that you will begin to play is the Black Sarcophagus (ElvenFloor01) map. When you get to the exit you will go into the next map. Notice that in this example you will play three maps and then be given an option to buy cards in the Forest Shopfloor. After you purchase your cards, you will have one more level.

"Rule": "LevelSequenceOverridden", "Config": ["ElvenFloor01", "SewersFloor07", "ForestFloor09", "ForestShopFloor", "ElvenFloor08"]

Here is a screen capture from a typical shop floor. One thing I noticed is that the other shop floors have no number after its name. In the example below all of the cards will dim if you have no money to purchase, otherwise they are lit up in bright card colors. The audible narrative is different for each shop floor, but the screen shown is the same for all shop floors. There are numerous audio tracks that will greet you upon enter the shop floor and they are randomized. Some of the tracks are:

- As you step into the sarcophagus your reminded of your quest. Release the trapped Elven spirits by destroying their corrupt keeper far below.
- Hello, hello! You got the gold I've got the wares.
- You entered the second floor Necropolis, ready to fight.
- Here are some of those tracks and more – [Click Here to hear audio tracks](#)



24. Cool Links

This section was fun to research. It will point you to links that you may not have seen before. Hover on links below and click!

- Resolution Games
- Are Demeo Servers Up\Down
- Demeo (@DemeoGame) / Twitter
- Steam Community : Demeo
- Demeo - The Ultimate RPG Board Game Experience (reddit.com)
- A boat load of links worth knowing! – Facebook
- Demeo Wiki | Fandom
- Discord – Modders Channel
- Send an email to demeo@epomd.com to includes your valid Demeo site.

Check out the Demeo introduction art inked and colored by Jonathan Wesslund. Hover and click on artwork below to check out the various Demeo artwork by these talented individuals.



Hanna
Lighting Artist @ Resolution Games
Stockholm, Sweden
yumidun.artstation.com



Other Artwork



Demeo Merchandise

Looking for some swag? Have a look at the Demeo Monster Cards and Demeo Online Store!

Free signup and get so much free stuff!



What you will find is very cool! Cool write-ups on enemies, suitable for printing in color. Lore books from every Chapter. Just login with your email and the rest is yours to peruse.



25. Steam Achievements

There are 38 Steam achievement's you can attain. You should check out on Steam how many you have achieved.

• HEROES RELATED ACHIEVEMENTS

SHOCK AND AWE



"Overcharge" Zedokar the Sorcerer with the homonymous card. The next turn jump into the fray waiting to be hit by as many monsters as possible. Rinse and repeat. Every enemy that dares to touch you will get a good shock and the Achievement will unlock when you reach 10 passive counterattacks on as many monsters... It doesn't matter if they will be killed or just stunned.

If you have an Adamant Potion or a Bard in the party with the Song of Courage, you could try to limit the damage, otherwise healing potions will also work.

MÍLT'S RESTRAINT



Choose the Huntress and never use arrows for an entire level (I recommend the first one of the first adventure, which is very simple). Maybe you could use them to blow up lamps, but if you miss you'll burn the Achievement... Play it safe and don't use the bow at all. The Achievement will lock as soon as you enter the shop.

STANDING OVATION



Use the Bard's Song of Recovery to heal 2 downed characters at the same time. Keep in mind that the card has a 3x3 area of effect and that anyone who is knocked down can still move one space at a time, so they could get into position. Act wisely!

FELINE FURY



Upgrade Cána to the max level. To do this the pet must deal the killing blow to enemies or attack someone who still have life points (in doing so it will also gain vitality). Note that if it's killed it will lose all the experience not yet used to level-up. Levels already achieved will not be lost.

GET OVER HERE!



Fatality! With the Barbarian's first action use the "normal" grappling hook to pull an enemy towards him, then, with the second action, knock the monster down in close combat by rolling a CRITICAL HIT. It's no good if you either kill them directly with the chain, or if you finish them off with a normal die roll.

LIFELINE



The easiest way to unlock the Achievement is to let a Hero fall in a toxic area. At this point, use the Barbarian's first action to hook them out the poison, then the second to revive them.

• HEROES RELATED ACHIEVEMENTS

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INTO THE LIGHT



Have the Barbarian collect an explosive lamp thanks to his hook; wait until there are at least 6 enemies within a 5x5 area with less than 5HP, and throw it in the middle! The problem will be waiting for the right moment. Perhaps you can weaken the monsters for good measure... And maybe it's better to play it alone, so that the mobs have less HP.

HARVESTER



Eliminate 7 enemies with a single action. The Pit Fighter's Leap of the Barbarian and the exploding lamps are great, especially in early campaigns. But remember that enemy HP increase with the number of players!

CANNON FODDER



Summon a Behemoth (the cannon) in a strategic area and defend it until it has eliminated 15 enemies. Remember that you can also cure it with potions or spells! Ideally, it's best to try to get the Achievement by playing with just one character in a level with many monsters, so you can have waves of mobs with little health.

THE WAY OF THE VR'AK TRIBE



Eliminate 100 enemies in just one level of the 5th campaign (the town). The problem will mostly be getting them a little at a time, so don't run ahead like crazy and avoid crowded areas! If I were you, I'd take the Elven Summoner first, then keep a couple of his portals as a source of enemies. And speaking of portals: remember that the Vortex Dust can one-shot any of them in a 3x3 area!

THE RAMPAGE



Eliminate 200 enemies in a single campaign, like Kahl, Rekk, and Talakk did. The casualties from enemies fire also count and the only advices I can give are: take your time; choose a defendable area (ie: with only one entrance, possibly with a long corridor); get help from turrets and summons. The Achievement will pop at the 200th enemy and there is no need to finish the adventure.

• BOSS RELATED ACHIEVEMENTS

ELVEN QUEEN



Simple and straightforward: kill the Elven Queen at the end of the The Black Sarcophagus, the 1st campaign. She has 25-60HP (based on the number of players) but some of her friends can turn her invincible for a time (the Unheard, those with the golden staff). Eliminate them as soon as possible and then use your favorite strategy! Use Summons, Ballistas or Behemoths; spread poison; do backstabs... whatever it takes!

RAT KING



Beat this Boss from the Realm of the Rat King campaign... guess who? The Rat King itself, which is still one of the toughest in the game. It has 37-90HP (based on the number of players) and has always mice around... each time you eliminate one of them, His Majesty gains 2HP back!

Since there are a lot of rat nests and the King can spawn them again and again, it will be a race against time&dark! Use torches one at a time, if you can; focus on the Boss with the strongest attack, Hunter's Mark, poison and Blink, but watch it! You can find yourself in The Plague Tale if you don't contain its offspring early on.

MOTHER CY



Kill the Boss from the 3rd campaign: the Roots of Evil. Mother Cy is pretty easy (32-78HP, based on the number of players), as long as you eliminate her before f her son, the Root Lord (19-46HP). This guy has a certain number of bark layers that need to be destroyed every turn to reach his core. Use Summons, Ballistas and so on. The more, the merrier!

SERPENT LORD



The High Priest Umbal is the Boss of the 4th campaign: Curse of the Serpent Lord. When you reach the final floor he'll be invisible and you might think the Hydra is the final monster, but it's not! Find the lit Sigils on the ground and step on them with all the Heroes you have at the same time to make him appear. If you don't, he'll keep regenerate Hydra's heads from his hideout! And keep an eye on him if he tries to shuffle his clones! Focus on the real one alone (49-120HP, based on the number of players). The spirit of Rálma sometimes appears and points the real one, if you need.

THE TRUE EVIL



While playing as four Heroes during the Boss fight in the 4th campaign, just kill the real Umbal and cause no harm to his clones. When he produces them and starts to shuffle & spinning to confuse you, keep an eye on him. Don't use any Ballista, Behemoth or any zone spell! I wouldn't take risks even with the Summons and the Warlock's pet.

If you need a hand to understand who's who, just remember that only the real one can spawn clones, and now and then the azure spirit of Rálma appears pointing at Umbal... even when he's still invisible!

BEHEADING THE HYDRA



Just after revealing Umbal through the lit Sigils on the ground (see Serpent Lord achievement), knock off all the Hydra's heads, so they no longer appear. Maybe take down two of them and weak the third one BEFORE turning Umbal visible, then finish the job when the Boss is on the field. It'll be easier this way. And remember: shoot its tail to stun the heads!

MAD ELVEN KING



Kill the Mad Elven King Alfaragh from the 5th campaign: Reign of Madness. This guy is tough, but doable. He has 56-138HP (based on the number of players), spectral hand that can stomp you and cure him, and a lot of servants. Try to read their signals to understand what the hands are up to: stomp, slide, pick someone, etc.! At some points, walls will pop up to divide the entire map into 6x6 squares. Stay between these places (where the walls grow) and away from their center... you should be safe. The best tip I can give you is to try to obtain the Rálma's Reckoning card from the beggar on the second floor (under a yellow Point of Interest): he'll trade it for a Rejuvenation card that you can buy from the first shop or find around.

BIG-BONED



Finish off a Boss by throwing a bone in their face. The hard part here lies in the correct calculations: a bone can do 1dmg (3 if you score a critical), so you must check how much damage each Hero can do (pick up their miniatures) and use the correct one to take the Boss to the last hit point, then play the card! Obviously is better to have more than one card available.

• CAMPAIGNS RELATED ACHIEVEMENTS

THE ROYAL GUARD



Finish a campaign with 3 or 4 Guardians and no other characters. Sigrun is certainly well protected, but she lacks support of any kind, so I would choose the first adventure... unless you like risk.

THE KAI



Finish a campaign with 3 or 4 Assassins and no other characters. Thanks to Kai's formidable Sneak ability, with them you could overcome any adventure. Free choice!

SORCERERS' GUILD



Finish a campaign with 3 or 4 Sorcerers and no other characters. On paper it shouldn't be too hard with Zedokar, but melee is risky, so I'd go easy: campaign one.

HUNTING PARTY



Finish a campaign with 3 or 4 Hunters and no other characters. Thanks to her ranged attacks and Summons, Ailin could overcome most adventures. The choice is yours, but don't throw them into the fray without thinking: their strength lies in the distance.

ENSEMBLE



Finish a campaign with 3 or 4 Bards and no other characters. Given his fighting prowess, Molthas may be at risk if too many enemies arrive. I would suggest the first adventure with 3 Bards: focus on Summoning and don't stop singing for your companions.

WARLOCK COVEN



Finish a campaign with 3 or 4 Warlocks and no other characters. Playing with Oana is like fighting with two Heroes. If we bring the party to 3 or 4 it's like playing in 6 or 8! There shouldn't be any problem.

PIT FIGHTERS



Finish a campaign with 3 or 4 Barbarians and no other characters. The extreme range of Uhrak is pure tactical flexibility. His attacks, defense and containment cards will grant you many strategies.

ONE HERO WONDER



Finish a campaign using a single character, as in the legend of Alag. Personally, I believe the easiest way is trying the first adventure with the Assassin... hit and run rules! But you're free to choose otherwise.

UNCLOAKED



Choose the Assassin for an adventure, but never use the Sneak during the entire campaign.

GREEDY



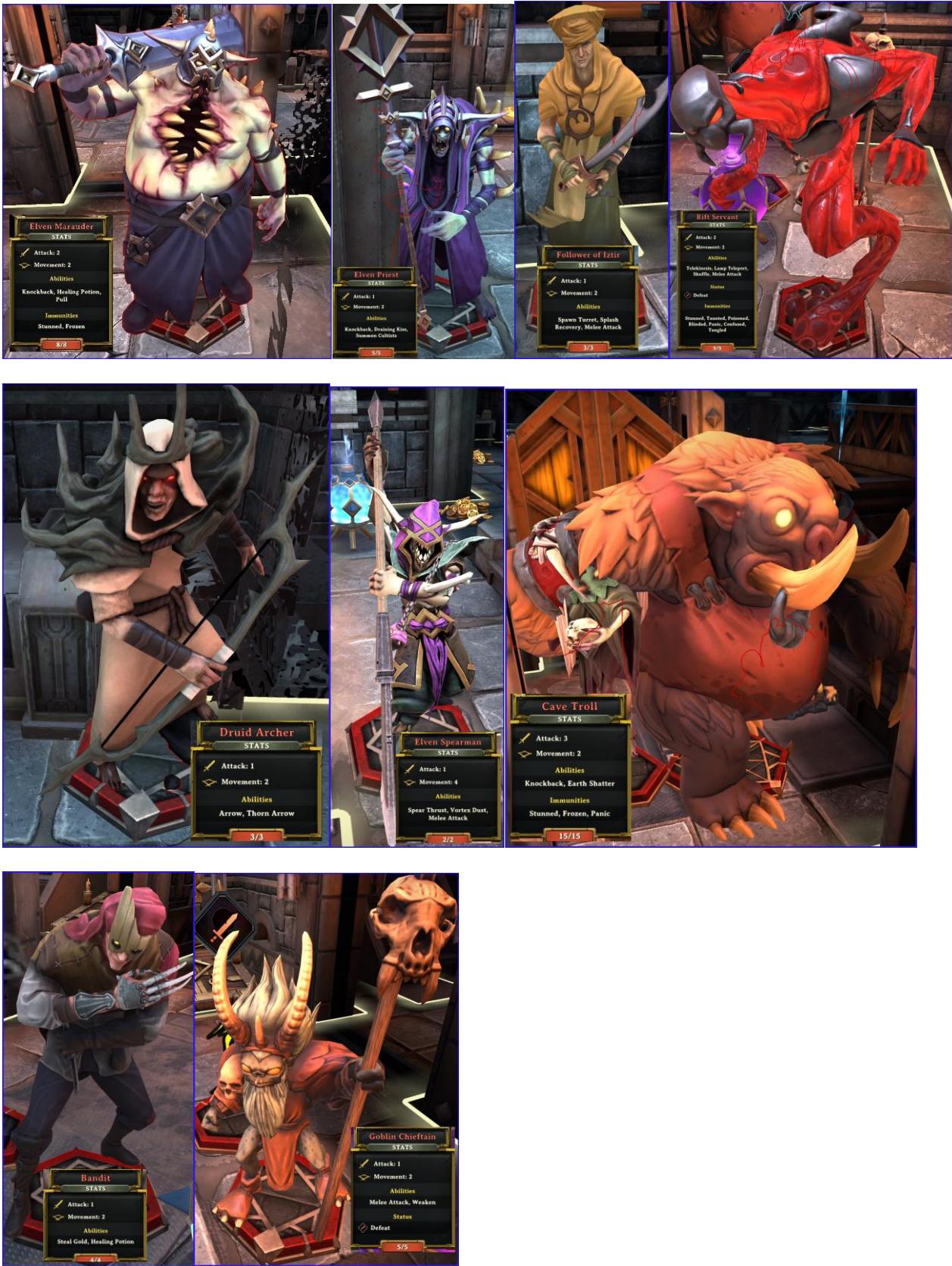
Collect all the piles of gold coins scattered throughout the first two floors of a dungeon and then kill the Boss. I recommend the first adventure, maybe with a team of Assassins, who are fast and stealthy enough to go by the place using the Sneak ability. The Barbarian can also be useful, considering his mobility. And check every dark corner and elevated area! The game doesn't always show the contents of a room right away.

STILL ALIVE



Complete an adventure without any of the Heroes getting downed. You can be knocked down and then healed up, but not removed from the level (or at least this is what happened to me!).

26. Various Baddies



27. Ruleset Library

This is a link to the detailed C sharp code used by author for the custom rule sets.

Arachnophobia (Custom)	Difficulty Hard	Hoarders	Potion Commotion
Beat the Clock (Custom)	Difficulty Legendary	Hunters Paradise	Quick and Dead
Better Sorcerer (Custom)	Earth, Wind and Fire	It's a Trap	The Swirl
Demeo Reloaded	Flipping Out	Lucky Dip	
Difficulty Easy	Hard Core	No Surprises	

28. Credits

This section is for giving credit where credit is due. Thanks to the following for their contribution through direct feedback or through user forums.

- Coucoumcfly
- Alt_Pythia
- Clamroll
- **The Gray Alien** for commiserating with me on early installation issues.

Please send corrections and recommendations to demeo@epomd.com.

29. History

032323	Degederon	Version 1.0	Create this user guide.
062123	Degederon	Version 2.5	MelonLoader installer clarification note (page 6). Added Dege's YouTube video walkthrough of Black Sarcophagus (BS) Floors. Looking for guest players to help me narrate floors during a taping. Send your request to be a guest floor tour guide to demeo@epomd.com . Added 2 extra angle shots to BS Floor section. Expanding in the weeks to come. Degederon's YouTube Channel .
062223	Degederon	Version 2.6	Feedback from player Frak regarding Json validator utility. This note can be found here . Validator demo can be found on Dege's YouTube here .
062423	Degederon	Version 2.7	Updated Steam Achievement section . Improved on Cool Links section. Added some recent Q&A items.
062623	Degederon	Version 2.8	In this version we tackle the rules and configuration section. This section is expanded. Time is spent to explain the rule in more detail and the rule is verified and reformatted for clarity. Various dated notes added.