

Clans of Pagoda Instructions

A COOPERATIVE GAME FOR 2-4 PLAYERS – IT IS YOU AGAINST THE GAME!

AND RULES

The Objective

Your party of brave adventurers sets out from home to defeat the boss monster and return alive.

Gameplay

Expand the map, beginning from home, battling monsters and unlocking pathways.



Winning and Losing

It is you against the game! You must cooperate to win.

You win if all players have at least one health, you have a valid path with no locks or monsters barring your way home, and you defeated the boss monster.

You lose if all players are knocked unconscious.

You lose if you don't defeat the boss monster.

You lose if you don't have a clear path home from the boss monster's lair.

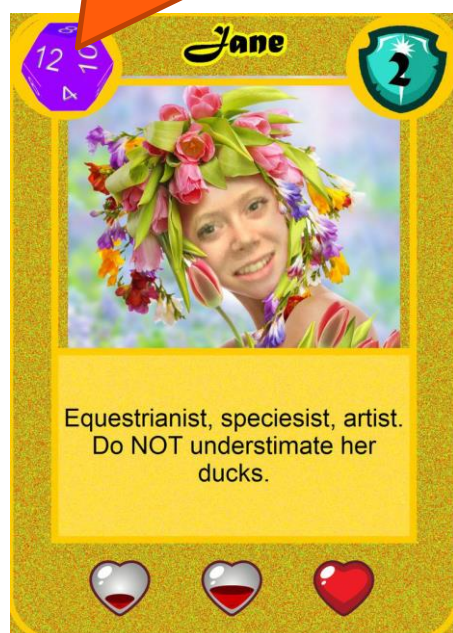
You lose if one or more players are unconscious at the end.

Battle!



Roll a 12 sided die for your attacks.

Add any attack bonuses. This one has an x2 multiplier.



Monster rolls d6

Your 11 point attack exceeds this monster's 6 points of defense



The monster takes damage by clipping down

Collect 2 Treasure cards if beaten

Suppose you roll a 9. If you have the sword (x2) you add 2 for 11 points. If the monster you are battling has 6 defense, it takes damage.

Starting the Game

DO THIS FIRST

This game includes a deck of 36 cards, d12 and d6 attack die, an awakening die, and little clips to track health status on player and monster cards.

YOU CAN CHECK ONLINE FOR A VIDEO
Contact Info

How your table might look

Setup

by dividing the deck into 3 piles, the character cards, the map cards (these have monsters and other challenges on the front)) and the treasure cards. Put the Home map card on the top of the map deck and put the Boss map card on the bottom of the deck. Shuffle the in-between map cards. Shuffle the Treasure cards.

Each player can draw a character card randomly for an element of chance, or choose the character you wish to play as. Place a clip on the card on the rightmost heart, signifying full health.

Begin

by drawing the Home card and placing it face up in the middle of what will become your map area.

Notice that the Home card has a Treasure icon. This means you get one treasure! Place your treasure face up near your character card. If it enhances your armor or your attack, you can add that amount to your attack or defense when in battle. Finally, with each turn, you can give a card or use a card. But in the first round you should probably just keep that first one.

Clockwise, it is now the next player's turn.

1. Draw a map card and place it face up where it will go on the map.

.. to be continued ...