INTRODUCTION

Welcome to Here to Slay!

In this game, you'll assemble a full Party of Heroes to slay dangerous Monsters while working to avoid the sabotage of your ~~friends~~ enemies. You'll also equip items to your Heroes, harness powerful magic, and use roll modifiers to tip the odds in your favor.

The first player to ***SLAY*** three Monsters, or assemble a full Party with six different classes, wins the game!

A typical game of Here to Slay takes approximately 30-60 minutes to complete.

WHAT'S IN THE BOX

Inside this box, you'll find the following components:

1 main deck (115 standard-sized cards) | 6 oversized Party Leader cards | 15 oversized Monster cards | 6 rules reference cards | 2 six-sided dice

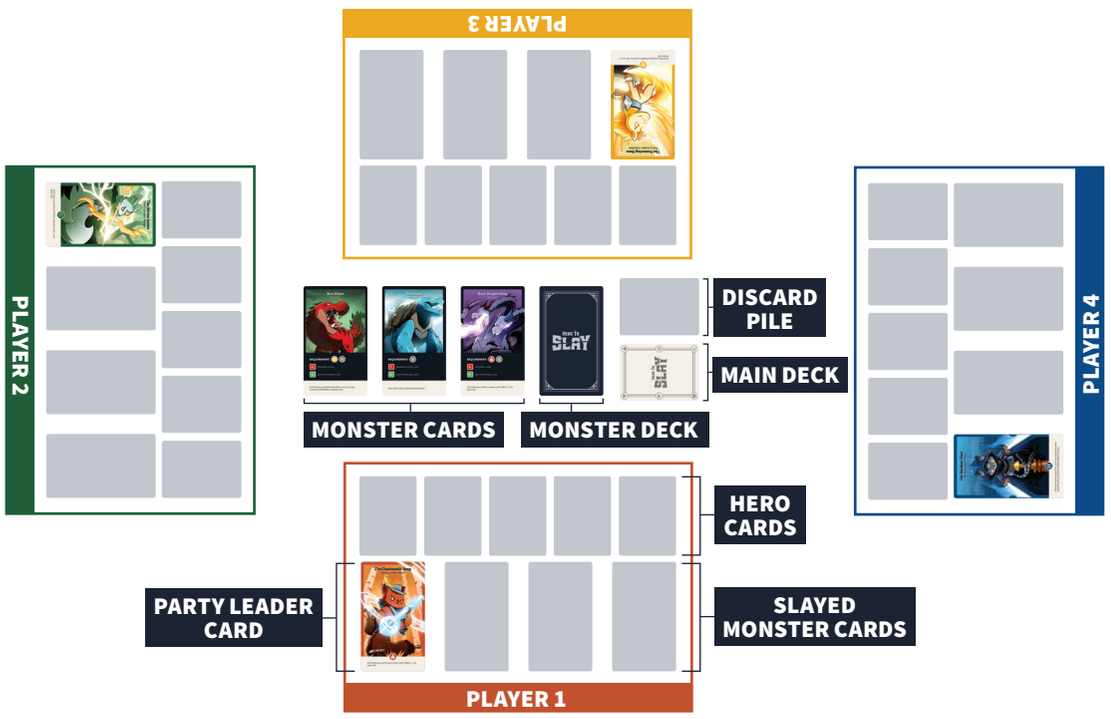
HOW TO START

Start by separating the different types of cards in the box, then have each player choose a Party Leader character to represent them throughout the game. Place your Party Leader card in your Party, which is the play area in front of you. You may roll to determine who gets to choose their Party Leader card first (or just make it a lawless free-for-all, because that's always fun).

Each player may also take a rules reference card. Place any remaining Party Leader cards and rules reference cards back in the box; they will not be used for the remainder of the game.

Next, shuffle the standard-sized cards together, then deal five cards to each player. Place the remaining stack of cards face down in the center of the table to form the main deck. Leave space next to the main deck for a discard pile, which is where you will place cards that are sacrificed, destroyed, and discarded throughout the game.

Shuffle the Monster cards and flip the top three Monster cards face up in the center of the table. Place the remaining Monster cards face down to form the Monster deck.



Now you're ready to play Here to Slay! Whoever picked their Party Leader card last gets to go first.

HOW TO PLAY

Players take turns by going clockwise around the table. You get three action points to spend on your turn, and you can use them to perform the actions below in any order. You can perform the same action more than once on your turn if you still have enough action points to do so.

The following actions cost **one** action point:

- ***DRAW*** a card from the main deck.
- Play a Hero, Item, or Magic card from your hand. If you play a Hero card, you may roll to use its effect immediately.
- Roll two dice to use the effect of a Hero card in your Party. Note that you cannot roll to use the same Hero card's effect more than once per turn, even if you roll unsuccessfully the first time.

The following action costs **two** action points:

- ***ATTACK*** a Monster card.

The following action costs **three** action points:

- ***DISCARD*** every card in your hand (if you have any) and ***DRAW*** five new cards.

If a card's effect tells you to perform an action **immediately**, that means you do not have to spend an additional action point in order to take that action.

Your turn ends when either you have no action points left or you choose not to take any additional actions. Unused action points do not roll over into your next turn.

THE CLASS SYMBOLS

Each Hero and Party Leader card has a class. In this game, you'll find six classes, and each class is represented by a colored symbol. A gray symbol is used on Monster cards to denote a Hero card of **any** class.

Fighter | **Guardian** | **Ranger** | **Thief** | **Wizard** | **Bard** | **Any Hero**

Some Monster cards require you to have a Hero or Party Leader card of a certain class in your Party in order to ***ATTACK*** them. You can also win the game by assembling a full Party that includes six different classes.

THE TYPES OF CARDS

The main deck is made up of all the standard-sized cards with light-colored backs. This deck contains five different types of cards: Hero, Item, Magic, Modifier, and Challenge cards.

HERO CARDS: Your Heroes are brave adventurers, and each Hero card has a **class** and an **effect**. Each Hero card's effect has a roll requirement. In order to use a Hero card's effect, you must roll two dice and score equal to or higher than that effect's roll requirement.

When you play a Hero card from your hand into your Party, you may immediately roll two dice to use its effect. Once that Hero card is in your Party, you may use an action point to attempt to use its effect once per turn. If you unsuccessfully roll, you do not get the action point back.

There is no limit to the number of Hero cards you can have in your Party.

ITEM CARDS: Item cards are enchanted weapons and objects that can be equipped to your Hero cards. Most Item cards bestow positive benefits, such as bonuses to rolls or protections for the equipped Hero card; however, some Item cards, called Cursed Item cards, provide negative effects and can be equipped to enemy Hero cards to give them disadvantages.

When you play an Item card, you must immediately equip it to a Hero card. To equip an Item card, slide that Item card underneath a Hero card with the card text of the Item card still showing.

Item cards can only be equipped to Hero cards (and not to Party Leader cards). Only one Item card can be equipped to a Hero card at a time, and you cannot replace one Item card with another. If a Hero card with an equipped Item card is destroyed, stolen, or returned to your hand, that Item card is also destroyed, stolen, or returned to your hand along with the Hero card.

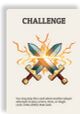
MAGIC CARDS: Magic cards are powerful spells with a one-time effect. If you play a Magic card, move it to the discard pile immediately after using its effect.

MODIFIER CARDS: Modifier cards can be used to tip the odds in your favor. You can play a Modifier card instantly from your hand when any player (including you) rolls the dice, to modify the roll by the amount stated on the Modifier card. If you play a Modifier card, move it to the discard pile immediately after using its effect. Playing a Modifier card does not cost any action points.

Some Modifier cards give you two options (ex. +1 or -3). When playing a Modifier card with two options, simply declare the option you wish to use on the current roll.

When deciding whether or not to modify another player's roll, you may wait until that player chooses their targets (if applicable) before deciding whether or not to use your Modifier card.

Each player may play any number of Modifier cards on the same roll. Once all players have finished playing their Modifier cards, combine the total change from all the Modifier cards and adjust the roll total accordingly.



CHALLENGE CARDS: Challenge cards can be used to try to stop another player in their tracks. When another player attempts to play a Hero, Item, or Magic card from their hand, you may ***CHALLENGE*** that player's card by playing a Challenge card during their turn. Playing a Challenge card does not cost any action points.

When you ***CHALLENGE*** another player's card, each of you must roll two dice. If your roll is equal to or higher than the other player's roll, you successfully prevent that player from playing their Hero, Item, or Magic card. That player must immediately move the card they attempted to play to the discard pile (and that player does not get back an action point). If that player's roll is higher, they may proceed with playing their card as planned.

Each card can only be challenged once; if another player has already challenged the card being played, you may not ***CHALLENGE*** that card a second time.

THE PARTY LEADERS

Party Leader cards are oversized cards with light-colored backs. Each Party Leader card has a **class** as well as a **skill** that gives you a unique advantage throughout the game.

Party Leader cards are not considered Hero cards. Unlike Hero card effects, which can only be used once per turn, your Party Leader card's skill can be used each time its conditions are met.

For example, a Party Leader card might state the following:

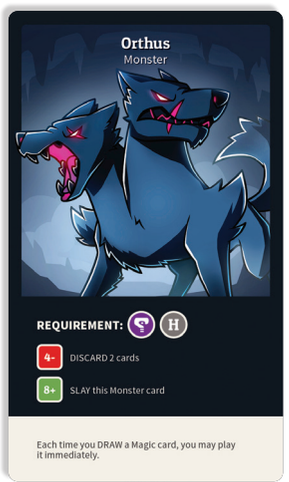
Each time you play a Magic card, ***DRAW*** *a card.*

This skill can be used every time you play a Magic card, even if you play multiple Magic cards in the same turn. If you don't use the skill at the time the condition is met, however, you cannot go back later and do it, so don't forget!

Your Party Leader card remains in your Party for the duration of the game and cannot be sacrificed, destroyed, stolen, or returned to your hand.

NOTE: You may not use **The Shadow Claw** as your Party Leader card in 2-player games.

THE MONSTERS



Monster cards are oversized cards with navy blue backs. On your turn, you can ***ATTACK*** any Monster card that is face up in the center of the table for a cost of two action points.

In order to ***ATTACK*** a Monster card, you must first meet the Party requirements listed on that Monster card. Some Monster cards require you to have a certain number of Hero cards in your Party, while others may require you to have a certain class represented in your Party in order to ***ATTACK*** that Monster card.

For example, if a Monster card requires you to have at least three Hero cards of any class in your Party in order to ***ATTACK*** it, you will see H H H on that Monster card. Note that your Party Leader card is not considered a Hero card and does not count towards this Party requirement.

If a Party requirement to ***ATTACK*** a Monster card is , you must have a Wizard in your Party (either a Hero card or the Wizard Party Leader card) in addition to a Hero card of any class. Note that a single Wizard Hero card can fulfill either the or H requirement, but it cannot fulfill both.

Each Monster card has a roll requirement. If you roll two dice and score equal to or higher than the Monster card's roll requirement, you ***SLAY*** that Monster card. But be warned: Each Monster card has a roll range in which they'll fight back, and if you roll within that range, you'll have to pay the price.

For example, a Monster card might state the following:

5- ***SACRIFICE*** *a Hero card*

8+ ***SLAY*** *this Monster card*

In this example, if you roll an 8 or higher (including Modifier cards), you successfully ***SLAY*** the Monster card. If you roll a 5 or lower (including Modifier cards), you must instead ***SACRIFICE*** a Hero card, and the Monster card remains unscathed. If you roll a 6 or 7 (including Modifier cards), nothing happens. Regardless of the outcome, you do not get your action points back after attacking a Monster card.

Each time you ***SLAY*** a Monster card, your Party gains a new skill (listed at the bottom of the Monster card) for the rest of the game. Add the slain Monster card to your Party next to your Party Leader card. Monster card skills work just like Party Leader card skills, and Monster cards in your Party cannot be stolen, destroyed, attacked, or returned to your hand.

Each time you ***SLAY*** a Monster card, turn another Monster card from the Monster deck face up in the center of the table.

IMPORTANT TERMS

Here is a list of defined terms you will see in the game.

SET-UP TERMS:

Party: The area in front of you in which you play Hero cards and Item cards.

Main deck: The stack of standard-sized cards with light-colored backs from which players ***DRAW*** during the game.

Discard pile: The face-up stack of cards that have been sacrificed, destroyed, and discarded throughout the game.

Monster deck: The stack of oversized cards with navy blue backs from which a new Monster card gets flipped face up each time a player ***SLAYS*** a Monster card.

GAMEPLAY TERMS:

DRAW: Take the top card from the main deck and add it to your hand.

DISCARD: Move a card from your hand to the discard pile.

DESTROY: Move a card from another player's Party to the discard pile.

SACRIFICE: Move a card from your own Party to the discard pile.

STEAL: Move a card from another player's Party to your own Party.

CHALLENGE: Attempt to stop another player from playing a Hero, Item, or Magic card. You and that player must both roll the dice. If your roll is equal to or higher than the other player's roll, the card being challenged is moved to the discard pile. If that player's roll is higher, they can proceed with playing their Hero, Item, or Magic card.

ATTACK: Roll to ***SLAY*** a Monster card.

SLAY: Add a Monster card that you successfully attacked to your Party.

HOW TO WIN

There are two ways to win the game:

- Option 1: ***SLAY*** three Monster cards.
- Option 2: End your turn with a full Party, meaning that your Party (including your Party Leader card) represents six different classes.

Congratulations, you can officially brag that you are the best adventurer and monster slayer in the entire world! But don't get too smug, because your champion status resets the next time you shuffle the deck.

If you're looking for a new challenge or want to bring your own character into the game, you can use our online Party Leader Customizer tool to create your own character! You can use our artwork (or upload your own) to create a Party Leader that is **fully playable in the game!**

Visit unstablegames.com/heretoslay for more details. There, you'll also find further rule clarifications, additional game play modes, more games and accessories, and other exciting content!