



SET A WATCH RULEBOOK

Draft 9- September 2018

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GAME SUMMARY

The Kingdom is in grave danger. Powerful enemies are conspiring to resurrect the vile and powerful Unhallowed that your party has just slain. Now you, the mighty Adventurers of the land, must visit these Summoning locations and defeat the Hordes of Creatures behind this evil plot. It falls to four mighty Adventurers, each of whom has a unique set of skills, to ban together once more to vanquish this evil before the Unhallowed consume the world in darkness.

In *Set a Watch*, a cooperative game for 1-4 players, you must clear out nine locations to stop the acolytes from breaking the seals holding back the evil Unhallowed. Every round you will visit a new location and pick an Adventurer to rest and take camp actions. The rest of the party will take watch and battle a line of monsters trying to make their way into camp using your dice and unique character abilities. Manipulating the Creature line is essential to solving each round's combat puzzle. It is a battle to stay alive and keep the campfire burning! Use your wits and skill to fight for the light...or all will perish in the darkness.

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- Finalized after prototype phase

GAME SETUP

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1. SET OUT THE BOARD AND COMPONENTS

Place the **Camp board** within easy reach of all players.

Put the 4 resting tokens, dice, player boards and other components nearby. Separate all the cards by type into Creature, Adventurer, location and Unhallowed piles.

2. SELECT ADVENTURERS

Players select their Adventurer and take the corresponding dice, **Adventurer cards** and **Adventurer board**. Each player randomly picks three Adventurer cards to use for the game. Place these Adventurer cards on your player board and any additional Adventurer cards off to the side. Randomly select an Adventurer card to exhaust (flip over).



A. Adventurer Class

B. Ability Slots: Adventurers are randomly assigned 3 ability cards that are placed here.

C. Dice: This displays whether the Adventurer's 3 dice are six or eight sided. You can track your spent combat dice by placing them here.

D. Camp Action: The specific action that the Adventurer can take in camp. This ability can only be used once per camp phase.

E. Range: An Adventurer with range (bow and arrow) can attack and damage Creatures in the first or second position of the Line. Melee (crossed swords) can only assign attack dice to Creatures in first position.

NOTE: There must always be 4 Adventurers in play no matter the player count. If you have 4 players, each selects 1 Adventurer. With 3 Players, pick a flex character that the player in camp controls during the combat phase. In a 2 player game, each player selects 2 Adventurers.

3. PREPARE THE CREATURE DECK

Easy: Summon x1

Normal: Summon x2

Hard: Summon x3

Insane: Summon x4



Set the game's difficulty level, by using either 1, 2, 3 or 4 **Summon cards**, for an Easy, Normal, Hard or Insane game. Remove any unused Summon cards from the game. Divide the Creature cards into face down piles, as equal in size as you can, so that the number of piles matches the number of Summon cards you are using. Shuffle 1 Summon card into each pile, face down. Stack these piles to form the Creature deck, placing smaller piles on the bottom.

4. PREPARE THE MAP



Find and remove all of the respite locations (denoted by the campsite symbol) and final locations such as the "Forbidden Tower" from the **Location cards**. Shuffle all the remaining Location cards together and draw 8 cards without looking at them. Shuffle these 8 cards and place them on the board facedown with the final location at the bottom to form the **Map deck**. Shuffle all of the remaining location cards together and place them in the box to form the Unused Location Deck.

5. PREPARE THE UNHALLOWED

Shuffle the **Unhallowed cards** and without looking, draw and place one card in the **Horde** facedown. The Horde is a facedown deck of cards that is added to the final round of the game. The bigger the Horde, the more difficult the final round. Draw and place 8 Unhallowed face up next to the Camp board. Put any remaining Unhallowed back in the box.

6. LIGHT THE FIRE!

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Draw a location from the Map deck and place it as the current location on the Camp board. Set the starting **firewood** to 7. To vary the gameplay and make the game more difficult, you may also roll a D8 to randomly set the starting firewood value.

CREATURE CARDS

The Creature cards describe the abilities and health of each Creature. When Creatures are defeated they go to the **Graveyard**, when they are not defeated they end up in the Horde.



SUMMON AND UNHALLOWED CARDS

The Summon card immediately exhausts 1 Adventurer card when it is revealed then goes to the Graveyard and is replaced with the Unhallowed showing on the top of the Unhallowed deck. Any relevant Unhallowed card abilities resolve and when defeated, the Unhallowed card goes into the Graveyard. The Summon card ALWAYS triggers when revealed.

EXAMPLE: The Elf spends a die to use the Longshot ability and reveals the Summon card. Players must still decide who exhausts a card and then put an Unhallowed in place of the Summon card. The Unhallowed is then put immediately into the Graveyard without its ability triggering because it is defeated by Longshot.

GAMEPLAY

Gameplay proceeds with players rolling their dice and then deciding which Adventurer goes to camp (using their dice for camp actions) leaving the rest of the party members **on Watch** (see Combat below). Players “on Watch” will have to eliminate Creatures that will threaten the party (this is often referred to as “**the Line**”). The Adventurer in camp assigns his/her dice to any camp actions and/or Runes on the back of the Map deck and completes those actions.



CAMP PHASE

The Adventurer in camp does not participate in combat. Instead this player places his or her rolled dice on any available placements in camp, on their Adventurer board or on the **Runes** on the back of the Location cards to assist the Adventurers on Watch. The Adventurer in camp also refreshes one of his or her exhausted cards for free immediately when he or she enters camp.

CAMP ACTIONS:

CHOP WOOD (3 placements): The Adventurer increases the firewood by 2 for every die placed in the Chop Wood location.

SCOUT AHEAD (3 placements): Draw and look at the top 2 Creatures. Rearrange them however you like and return each card to either the bottom or top of the Creature Deck. Each additional placement requires a die greater than the one just placed.

CHECK MAP (1 placement): Draw the top card of the Map deck and the top card from the unused locations deck, pick one and return it to the top of the Map deck. The remaining Location card goes at the bottom of the unused location deck.

HEAL (1 placement): Refresh 1 exhausted Adventurer card for yourself or any Adventurer on Watch. Requires a die value of exactly 6.

EQUIP (1 placement): Swap an Adventurer card on your player board with one of your unused Adventurer cards. If you swap with an exhausted card, the new card must be exhausted as well.

ADVENTURER SPECIAL CAMP ACTIONS

Each Adventurer has their own special camp action. These are listed on the Adventurer player boards. You spend a die to activate these abilities like any other camp action. Each Adventurer camp action can only be used once per round.

RUNES:

In order to activate Runes the Adventurer in Camp must roll at least doubles on their dice and place those matching dice on the Runes they would like to activate. You must select at least two Runes and cannot select the same rune twice.

SEAL (1 placement): Remove an Unhallowed from the Graveyard and place it at the bottom of the Unhallowed deck.

VANQUISH (1 placement): Remove the top Creature of the Horde from the game (Creatures that have not been stopped by the Watch and add to the total during the final round of play)

BOLSTER (1 placement): All adventurers on Watch may choose to reroll any number of their dice.

Each Adventurer **MUST** go into camp twice during the game. Take a **Rest token** on your first visit to camp and place it on your board. Flip it over on your second visit to camp. During the final round players may choose to have all the Adventurers on Watch or have any single Adventurer go to camp.

When all of the camp player's dice are assigned and actions have been taken, that player then draws from the Creature deck and sets up the Line for that round.

WATCH PHASE

SETTING UP THE LINE

Look at your current Location card (See locations and Ending the Round) noting how many Creatures you will face this round. Without looking, draw cards from the Creature deck and place them face down in a line starting with the top card being placed closest to the Camp board. Stop drawing and adding to the Line once the total number of cards in the Line are equal to the Creature count noted on your current Location card. If you ever need to draw a card from the Creature deck and cannot, shuffle the Graveyard including any Unhallowed and Summon cards to create a new Creature deck.

REVEAL MONSTERS

Check the current firewood value to see how many Creatures are revealed by the campfire light. Reveal Creatures closest to the Camp board and resolve their abilities one at a time. Once a Creature is revealed, it stays revealed even if the firewood value decreases enough to affect the number revealed. Players then use their dice and Adventurer abilities to send Creatures to the Graveyard. When all Creatures in the Line have been defeated players draw a new location and begin a new round.

-COMBAT- DIRECT ATTACKS:

The Adventurers on Watch will use their dice and abilities to defeat the Creatures in the Line and send them to the Graveyard. Players may assign and combine their dice directly to revealed Creatures to meet or exceed the Creature's health. Once the total assigned to a Creature meets or exceeds its health, it is defeated and sent to the Graveyard. Once dice are assigned to take away a Creature's health they are spent and cannot be used again.

ADVENTURER CARDS:

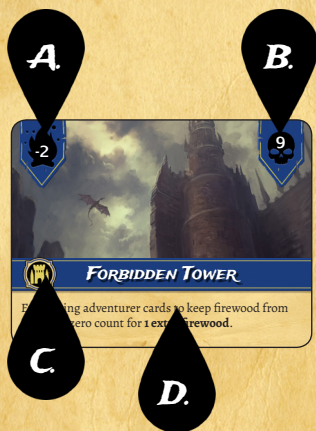
Alternatively, players can spend and place a die on an unexhausted Adventurer card to activate it. This can only be done once per card per round. Most Adventurer ability cards may be exhausted for another use after a die has been spent on them. Passive abilities are the exception and do not require a die to activate. Passive abilities are active as long as they remain faceup.

Players can activate and assign dice in whatever order they see fit (there is no turn order) until all Creatures have been defeated or all Adventurers run out of useful actions. A player on Watch cannot participate in combat if all their Adventurer cards are exhausted at the start of the round. If Adventurers run out of actions and there are still Creatures in the Line, add that Creature card to the top of the Horde and exhaust cards based on that Creature's damage.

LOCATIONS & ENDING THE ROUND

Once the Line is clear and if the players on Watch are not all exhausted, then the round was completed successfully. A game will have 8 random locations (rounds) and 1 final round location (denoted by the symbol at C). When a round is completed, draw and reveal the next location. Locations determine how much firewood is removed or added to the campfire (A) and list how many Creatures will be placed in the Line during Watch (B).

locations also have unique effects that take place during the round (D). Clearing a location requires all Creatures in the Line to be either defeated or allowed to enter camp and do damage to the Adventurers (exhaust cards). Monsters that aren't defeated join the Horde.



FINAL ROUND

When the final location is revealed the Adventurers have reached the last round. The final location follows some different rules from the other rounds. First, all Adventurers go on Watch but remember that **you can always exhaust a card to increase the firewood by 2.**

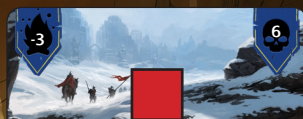
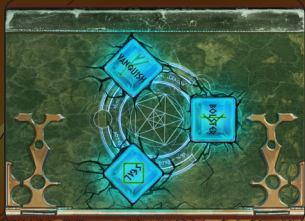
Creatures are drawn and placed normally and then the Horde is placed face down at the end of the Line. The Horde is not shuffled. The round then proceeds as normal with the Creatures in the Horde being added to the Line as necessary. Once the round begins, you can start a new Horde pile as necessary. You can still win without clearing the final location as long as you have 1 ability card left after creature damage.

Player's win the game by making it through all 9 locations successfully. **If the party's firewood ever reaches 0, players must immediately exhaust an Adventurer card to increase the firewood by 2.** If all players on Watch become exhausted by the end of a round, the party has fallen and the game is lost. Additionally, if a Summon card is revealed and there are no more Unhallowed to be summoned the game is lost.

A FIRST ROUND EXAMPLE:

Let's look at a sample round of play using the **Beast Master**, **Mage**, **Elf Ranger** and **Rogue**. The Unhallowed has been drawn and placed face down in the Horde. They reveal the first location **Snowy Pass**. Each Adventurer has randomly selected a card to exhaust. They have decided to roll a D8 to set the starting **firewood** and roll a 4. They set their firewood to 4 which means they can only reveal one Creature in line at a time (not great). Next the players roll their dice: Elf rolls 6,3,1 Beast Master: 8,6,3 Wizard: 4,4,1 Rogue: 4,3,1. The players decide that the Wizard should go to Camp. The Wizard heads to **Camp** and refreshes his exhausted Adventurer card and takes a **Rest token** marking that he has rested one of his required two times. The Wizard has rolled doubles so he can activate two of the **Rune** abilities if he wanted, but decides that getting the firewood level up is more important and puts all three of his dice on the **Chop Wood** action. This brings the firewood to 10 which lets the players reveal the first 2 cards in line during combat.

Next the players **on Watch** look at the location Snowy Pass they ignore the -4 for firewood as this is the first round and draw and place 6 **Creatures** face down from the top of the **Creature deck**, placing them starting closest to the **Camp board** and going back to form **the Line** from there. The Snowy Pass also states that players must place their lowest die on the Location card and cannot use it this round. The Rogue gives up her 1 die roll as it is the lowest showing among the



SNOWY PASS

Place the **lowest** rolled die on this card.
It cannot be used this round.



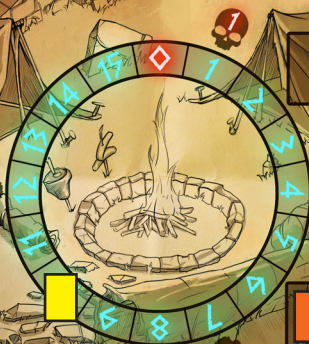
CHECK MAP



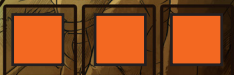
EQUIP



HEAL



SCOUT AHEAD

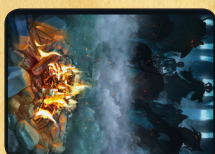
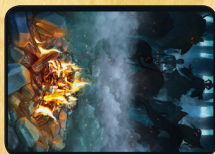
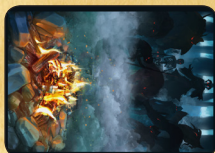
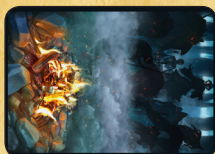


CHOP FIREWOOD



UNHALLOWED
DECK

1ST POSITION
2ND POSITION
(RANGED CAN HIT)



THE LINE (6 TOTAL CARDS)



HORDE:

Face down pile of
Creatures placed
off to the side for
the final round.

Adventurers on Watch.

The Players on Watch now reveal the first of 2 Creature cards in the Line starting with the one closest to the Camp board. The first card is an **Eagle** with a Health of 4, but no special reveal abilities. The next card revealed is a **Fell Beast** with a Health of 11, it also has a **First**

Position power that would draw another card from the Creature deck in front of it if it gets to first position.



After some deliberation the Rogue decides to go first and spend her 3 die to use her **Backstab** ability. She reveals the last 2 Creatures in the Line. They are the Vampire with Health of 1 currently and an Acolyte with a Health of 7. The Rogues total die roll was 8 this round so she could send either one to the **Graveyard**. She chooses to send the Vampire to the Graveyard so its **reveal ability** doesn't trigger and steal the 8 rolled by the Beast Master. The Acolyte is revealed in the Line now and has a reveal power that draws a card from the Creature deck and adds it to the **Horde**. The last round is getting tougher.



The Elf and Beast Master both have **range** so they spend their 3 and 8 to directly attack and destroy the Fell Beast in **second position**. This moves the next Creature up to the second position and reveals it. It is a Forest Giant with a Health of 7. The Giant has an **ongoing ability** that reveals the card behind it in line and adds its Health to the Giant's. The next Creature in line is the Zombie Horde with a Health of 8. The Zombie Horde also has an ongoing ability that adds the Health from the Creature on top of the Graveyard to its own. So now the Giant has 15

Health (its own 7 plus the Zombie Hordes' base Health) and the Zombie Horde has 19 Health (It's 8 health plus the Fell Beast's 11 health since that is the card currently on top of the Graveyard)!

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The Elf uses the passive ability **Sharpshooter** to reroll her 2 and winds up with a 7. The Beast Master spends her 3 die on her **Set Snares** ability to tame and collect the Eagle. The Beast Master exhausts Set Snares to use it again to put the Zombie Horde back on top of the Creature deck (which means it will be the first Creature next round). This leaves the Giant with 14 Health (7 plus the Acolyte's 7) and an Acolyte with 7 Health. The Elf uses her range and 7 die to directly attack the Acolyte and send it to the Graveyard. The remaining Giant drops down to 7 Health because there are no Creatures left behind it. The Rogue, Elf, and Beast Master have a 4, 6, 6 and a 4 Eagle remaining. The Beast Master saves the Eagle for a later round and the Rogue and Elf spend a 4 and a 6 die to send the Giant to the Graveyard. All the Creatures in the Line are eliminated. Players reveal the next location and begin a new round.



The Beast Master has 2 exhausted cards at the end of the round and may want to rest in camp next round to get back an ability.

DWARF



A powerful melee warrior with high direct damage potential, the Dwarf specializes in taking down high health foes and boosting ally damage. Weak at range, the Dwarf needs to depend on others to finish off creatures farther away in line. The Dwarf is the only character who can keep the excess remainder on dice spent on direct damage and is an excellent chopper of firewood.

WIZARD



The Wizard makes up for weaker direct damage with powerful magic abilities. He is one of the best ranged characters since most of his abilities can attack any revealed creature in the line. The Wizard's ability to polymorph creatures can combo well with other allies that specialize in dealing with specific creature types.

CLERIC



The Cleric is the guardian of the light. He's the strongest against Undead and the Unhallowed and can use his inner light to reveal and manipulate the line if your firewood is low. While he may have weaker direct damage, the Cleric has an extra heal ability when he rests in camp so he can bring a party back from the brink of exhaustion.

OVERVIEW

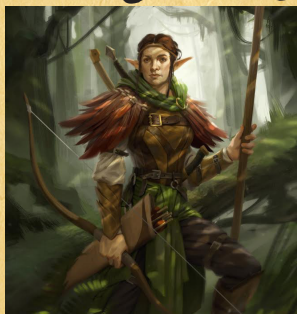
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BEAST MASTER



The Beast Master has strong direct damage potential and specializes in taming forest creatures, pulling them from the line and storing them up as additional attack dice (their health is equivalent to what would be rolled on a die). The Beast Master becomes more formidable as she tames forest creatures (maximum of 2), but must rely on high rolls if none are available.

ELF RANGER



Powerful Ranged Direct damage and a suite of abilities others can depend on, the Elf stands tall in any group. The Elf is a formidable warrior when players focus on archery abilities, but can also play more of a support role with elven magic and a powerful camp scouting action.

ROGUE



The Rogue may be weak when it comes to direct melee attacks, but she makes up for it with her versatility. The Rogue can switch from direct damage, to revealing creatures, to boosting other allies depending on the situation. The Rogue is always prepared and her camp ability helps players get the abilities they need.

What happens when the Creature deck is empty?

If the Creature deck is empty when you must draw or deal a card, shuffle the Graveyard including any

Unhallowed and Summon cards to create a new Creature deck.

What happens when all my Adventurer cards are exhausted?

You probably should rest in camp since you may not start combat on Watch with all of your cards exhausted. This means you cannot participate this round unless you are healed by the member in camp. If you exhaust your cards in the middle of a combat round, you can still use any remaining dice to direct attack creatures. If you sit out a round you may still participate later as long as you have at least one ability card active.

How many times can I use a character ability? Passive abilities do not require a die and can be used continually or note how many times per round/location that they can be used. All other abilities are used by assigning a die or exhausting them. This means an ability can be used a maximum of two times per location. Once with a die, and once again if exhausted.

Can I exhaust a character ability without assigning a die to it first?

Yes, in fact it may be the smart play to save a high die roll to use it for direct attacks instead of spending it to activate an ability.

Who goes first in combat? There is no turn order. Players decide amongst themselves in what order they will use their dice for attack or to activate abilities.

Do my abilities heal between locations? No. You must rest in Camp to recover one exhausted ability or someone in camp must roll a 6 and assign a Heal to you to recover one exhausted ability.

Can I do a Camp action more than once? Only if there are multiple dice placements for the action.

Can I direct attack creatures in line before the campfire reveals them? No, creatures revealed trigger one at a time resolving any ability text on the creature cards first. When all creatures that can be revealed by the campfire are revealed, then players may direct attack or use abilities.

When does the Rogue's ability *Stay Dead* apply?

Whenever the Rogue assigns a die to a creature or uses an ability that defeats a creature and sends it to the Graveyard.

Do tamed creatures go to the Graveyard when I attack with them or do I keep them? Their health is used as a direct attack die. Then the creature goes to the Graveyard.

Can tamed creatures attack anywhere in the line? No, tamed creatures act exactly like a direct attack and are limited by the adventurer's range.

Can the Beast Master keep Forest Creatures that were tamed but not used at a location? Yes, the Beast Master can have up to two Forest Creatures at any given time and can save them between rounds.

CREDITS

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SPECIAL THANKS: GMG Philadelphia, Tabletop Coop

Adventurer cards: These are the ability cards placed on your Adventurer board. They also represent your health.

Base Health: The printed health on the creature card i.e. if you have a Forest Giant with base health of 7 followed by a Forest Giant with base health of 8 followed by a Fell Beast with base health of 10 - the Giants' health are 15 and 18 respectively.

Campfire: This refers to the center dial that keeps track of the firewood in camp. The campfire/firewood level dictates how many Creatures you reveal at any given time.

Defeat: Refers to the act of placing a Creature card into the Graveyard.

Defeated: This term is sometimes used on creature cards and triggers when the creature is destroyed and sent to the Graveyard.

Direct Attacks: When you spend your attack dice for their rolled value to damage and defeat Creatures, that is considered a direct attack.

Exhaust: This refers to the act of flipping over an Adventurer card to represent that you have taken damage and/or used up that ability.

First Position: Many Creatures have first position powers that activate if they are ever the first Creature in the Line.

Graveyard: Refers to the Creature discard pile.

Horde: The Horde is a stack of additional Creature cards that will be added to the final round of the game.

The Line: Refers to the Line of Creatures that needs to be defeated every round.

Ongoing: Creatures with ongoing abilities trigger and continue to occur and change based on the game state.

Passive: Passive Adventurer abilities do not require a die to activate and are active and available as long as they remain face up.

Range: Refers to how many cards an Adventurer can target within the Line. Every character can target Creatures in first position. Characters with range can attack Creatures in first or second position. When a card says that all Adventurers' ranges are increased by 1 that means that each character can target an additional card in the Line i.e. Melee characters could attack 1st and 2nd position and ranged characters could attack 1st, 2nd and 3rd position.

Refresh: Flip over an Adventurer Card so that you can use it again.

Resting: Refers to the character that went to camp this round. Remember that every character needs to rest twice. Use the Rest tokens to keep track of resting.

Reveal: Refers to the act of flipping over and revealing Creature cards. Many Creatures have reveal abilities that trigger when they are flipped over.

Tame: Taming a Creature refers to removing the Creature from the Line and adding it to your play area for later use as an attack die. These Creatures can be saved between rounds unless otherwise specified.

On Watch: Refers to the Adventurers currently involved in combat.



ROCK MANOR

G A M E S

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ROUND OVERVIEW

1. Reveal the next Location

Reduce the firewood by the value shown on the Location card.

2. Roll Dice and Pick who rests in camp.

3. Resting player refreshes a card and takes Camp Actions:

- a. Chop Wood
- b. Scout Ahead
- c. Check Map
- d. Heal with a 6
- e. Equip
- f. Cast a Rune Spell with Doubles
- g. Adventurer camp ability

4. Watch Phase

- a. Reveal creatures based on the campfire level
- b. Spend your dice as attacks or to activate abilities.

5. End Round

Add any enemies that were not defeated to the Horde and exhaust adventurer cards as a group based on their damage.

CARD PRIORITY!

If cards appear to activate at the same time or conflict with one another, please resolve card actions in the following order:

- 1. Summon card:** This card always triggers!
- 2. Adventurer cards:** Ability cards can destroy Creatures before their Reveal abilities activate.
- 3. Creature cards:** Reveal and other Creature abilities take the lowest priority.