

# GRIMSLINGERS



R U L E B O O K L E T

3<sup>RD</sup> EDITION



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01. 

- TRIP MINE: DEFEATED: SPECTER'S DEATH SPELLS MUST BE USED FIRST. EFFECT: 1 EP FOR EACH DEFEATED ENEMY. COST: 1 EP FOR EACH DEFEATED ENEMY.
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02. 

- HELL'S FURY: Using the Scareoff phase for 2 EP and 1 DMG you can also this turn will be added to the element spell you use next turn.
- THE GRIM: You may spend EP to add to the EP cost before DMG reduction amount at EP spent.
- FLY CHEAT: In this phase you may play a spell in addition to the EP cost before you die that played date. Note card will die as either FX it has will be put's a new target if it's single target.
- ASSURRECT: You may exchange EP for HP for your remaining EP for HP for the Alchemist's phase even if you are not a DMG.
- BLOOD FEAST: If you have 2 EP and 1 DMG from playing the card way you die, you may play this card if you are not a DMG.

03. 

- CREATURE MODIFIER: Hold this creature, rewards for to defeat, gaining health.
- DEAD: You gain 1 DMG and you play the DMG.
- STRONG: creature gets +2 to starting hit max EP for player.
- GIGANTIC: in a group and done from the zone.
- WARDING: in a group and done from the zone.

04. 

- JACKALOPE: L1 DMG
- SCORPION: L1 DMG
- SPECTER: L1 DMG
- WITCH KING: L1 DMG
- AL CREATURE: L1 DMG

05. 

- JACKALOPE: SKILL CARD
- SCORPION: SKILL CARD
- SPECTER: SKILL CARD
- WITCH KING: SKILL CARD
- AL CREATURE: SKILL CARD

06. 

- HEALTH TRACKER: 1-10 scale
- ENERGY TRACKER: 1-10 scale

07. 

- FIRE: takes 2 DMG and randomly 1 active card.
- EARTH: takes 2 DMG and you gain 2 HP.
- WIND: takes 1 DMG and randomly 1 active cards.
- WATER: takes 2 DMG and you gain 2 EP.

08. 

- PERIL AWAITS: Always appears, drawing more of adding less and more and less in range of turn, breaking to you.
- NORMAL: Every drawing to activate your EXPENSE spell you have a turn.
- PURE THE STORM: If you die this card will be put's a new target if it's single target.
- FAR FROM ABOVE: If you are not a DMG and you look above the creature being control, capturing you, more will be put's a new target if it's single target.

09. 

- CURRENT HEALTH
- 1ST HEALTH
- 2ND HEALTH
- 3RD HEALTH
- 4TH HEALTH

10. 

- HEALTH TRACKER: DEFEATED: 1-10 scale
- HEALTH TRACKER: DEFEATED: 1-10 scale
- HEALTH TRACKER: DEFEATED: 1-10 scale
- HEALTH TRACKER: DEFEATED: 1-10 scale
- HEALTH TRACKER: DEFEATED: 1-10 scale

11. 

HANK THE HUNTER: He ain't much for the front line, but sure he'll get your back. This card may be used in your starting phase during a turn. You must discard this card at once to use it and in which you need a new. You may use the following skills during the game but once each turn: the cost will be SNIPER EM WHILE THEY'RE HOT!

SNIPER EM WHILE THEY'RE HOT! Effect: 2 DMG to target. STANDARD SINGLE TARGET.

BATCH IT UP! Effect: 2 HP to yourself or 100% removal of your starting SINKOFFER. SHIP-TRAM.

12. 

- BEER SHARD: once revealed by of Aethalon, in Land of Light.
- TAIL COATS: you can't use at least until out of battle.
- BODY WARD: conventional, but I've desperate.
- RIPPED RIFFLE: crafted with black using time and logs.

13. 

- GET LUCKY: If you are not a DMG and you look above the creature being control, capturing you, more will be put's a new target if it's single target.
- Playing cards: 5, 4, 3, 2

14. 

- NCSA: must randomly 3 active cards.
- Barrier: All incoming DMG is reduced to 1/3 of its cost.
- Oodust: In case you this turn, it's linked as a regular effect in the turn that this card DMG.
- Oodust: In case you this turn, it's linked as a regular effect in the turn that this card DMG.

15. 

- TARGET CARD: ASSURED Black Player gets Blue, gets Green, gets Pink, gets Rainbow.

16. 

- CURRENT HEALTH



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# INTRODUCTION

In a land beyond God's reckonin' is a place called the Forgotten West. A cursed land of sorts in the American frontier, housing the damned, the mysterious, the unfortunate. You ended up there, God knows why, and you sure ain't leavin' anytime soon. The Iron Witch, a downright mysterious bein', has turned you into a Grimslinger, a powerful witch imbued with metal, machine and fancy elemental powers. Now yer maker's requirin' all his newly sired to duel each other so that he can make y'all into witches proper for his own purposes.

Grimslingers contains two game modes: Versus (a player versus player battle for 2-6 players) and Solo/Co-op (a cooperative campaign for 1-4 players). Players are expected to learn the basics of the game by playing a few Versus mode duels before heading out into the Forgotten West on their solo/co-op adventure.

## VERSUS MODE

Who knows what that machine-man, the so called "Iron Witch," saw in yer despicable hide. Perhaps it was yer quick wits? Maybe yer devilish good looks? Ha! Doubt that last one very much. Ah well, yer here now, so best git gud or die tryin'.

## GETTING STARTED



*"Wake up Grimslinger. It's about time you made yourself useful to me. First off, you need to learn a thing or two before I send you out into the fray. You'll likely die regardless, but at least this way you'll have a small chance to not be totally useless. I've assigned you an Anima, a companion that will be vital to your survival. It'll teach you what you need to know, so pay attention."*

*"MASTER! Anima is so happy to finally meet Master. What shall we do first?? Let's braid each other's hair! Hrm, wait...Anima does not have hair... or hands. Let's gossip about all the other Grimslingers! Heehee"*



*ANIMA! Are your circuits fried? Time is of the essence, and I don't want to have to scrap the both of you."*

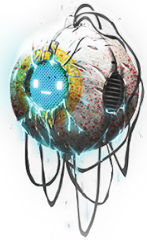


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## IS THIS YOUR FIRST TIME PLAYING?

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*Don't sweat it Master! Learning new things can be exciting...and hard. Anima is here to make sure your journey into the Grimslinger curse...er, life, is as easy as making apple pie! Is apple pie easy to make? Um, well... as easy as eating apple pie! Unless one has no mouth, but Master does, so...uh. what was Anima talking about again?"*



It is recommended that you only learn the most basic portions of the game before tackling the more advanced aspects. Begin by dueling with only spells and your Anima, and then add in items and archetypes as you see fit. It is easier to learn the game playing a 1v1 duel first, before moving on to multiplayer. We recommend first-timers navigate the rule book as follows:

1. Review **“Important Abbreviations & Terminology” on pg. 6** and then the most common type of action cards: Spells (**“Spell Cards” on pg. 7**)
2. Skip ahead to learning about how to track your HP & EP (**“HP/EP Trackers and Animas” on pg. 11**) and how your Anima can help you in a duel (**“Anima Abilities” on pg. 12**)
3. Skip to the **“Versus Setup” on pg. 15**, ignoring the Item Deck and Scavenge Field for now.
  - Learn the difference between **“Discard vs Deactivate” on pg. 17**.
4. Read the **“Versus Duel” on pg. 18** in its entirety, and then start blasting each other to bits!
  - See **“Examples and Card Clarifications” on pg. 21** for further clarity.
5. If you still feel a little lost, or just prefer to have someone explain the game to you, there are series of tutorials, by designer Stephen Gibson, that cover every aspect of the game. You can find those here: [www.greenbriergames.com/grimslingers](http://www.greenbriergames.com/grimslingers)

**Not interested in the Versus mode and want to jump right to a cooperative campaign? Turn to “Getting Started” on pg. 25 to begin your adventure!**

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## IMPORTANT ABBREVIATIONS & TERMINOLOGY

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There are few abbreviations that you should familiarize yourself with in order to better understand what is written in this rulebook and on the cards within this game. Don't worry about memorizing each one!

**DNC** - “Draw Number Cards.” Refers to randomly drawing a card from the number deck. Primarily used in the Tall Tales portion of the game. If multiple players must DNC for a card's/event's effect, they are required to reshuffle before another player draws.

**DMG** - “Damage.” DMG dealt reduces HP by the same amount. Note: Unless a card states that it does DMG, its FX are not considered to be damage. For example, “Reduce target's HP to 1” is not damage.

**EP** - “Energy Points.” Player and monster EP is tracked using an Energy Tracker, and is spent or reduced as a result of Action Cards or Tall Tale events.

**FX** - “Effect.” The FX of an action card includes any text written in its FX section. Unless otherwise stated



on the card, all of the FX listed on a card occur simultaneously.

**HP** - "Health Points." Player and monster HP is tracked using a Health Tracker, and reduced by taking DMG and occasionally other FX.

**Resolve** - Refers to applying a card's FX to its target(s). Resolve is also used when completing Event cards and other parts of the Tall Tale.

**ROLL** - Refers to rolling the six sided die.

**Deactivate On Use** - Cards that state "deactivate on use" will be deactivated instead of being discarded when they are used. Learn more about "**Discard vs Deactivate**" on pg. 17.

**Unresolved** - Any card that has been played and turned face up (revealed), but has not been resolved.

**NV** - "Numerical Value(s)." NV is any number written as a numeral / typographically, as opposed to written out as a word. (i.e. "3" is an NV, but "three" is not). This does not apply to the numerical values of a listed ROLL or DNC possibilities (i.e. the results you need to roll do not count as NV, but the outcome of the FX may).

**Example 1:** If you play a card with an FX that states "2 DMG to any two foes of your choosing" along with a combine card that says "+1 to the NV of the FX of any spell this card is played with" it would result in dealing 3 DMG to any two foes of your choosing, not dealing 3 DMG to any three foes of your choosing. If it were written as "2 DMG to any 2 foes of your choosing" it would then be changed to dealing 3 DMG to any 3 foes of your choosing.

**Example 2:** A card reads, "Roll: 1,2,3; Gain +3 HP, or 4,5,6; Gain +3 EP." If that card gains +1 NV, it now reads, "Roll: 1,2,3; Gain +4 HP, or 4,5,6; Gain +4 EP."

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## ACTION CARDS

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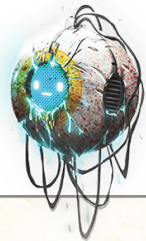
There are two types of Action cards available to a Grimslinger; spells and items. Action cards are cards kept in your hand (and/or stash in solo/co-op mode) and played during various parts of the game.

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## SPELL CARDS

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*"Master, it is important that you understand how vital spells are to your continued existence as a Grimslinger. If you do not learn to use them wisely it will have been a terrible waste of our Creator's time. What with all the cutting you open and filling you full of magic :D"*



## ELEMENTS

There are six elements: Fire, water, earth, wind, ice, and lightning. Element spells are the only cards that contain a weakness banner, which shows what elements have an advantage over one another.



## ANATOMY OF AN ELEMENT SPELL

- 1. Title Banner:** Name of the element.
- 2. Weakness Banner:** Describes which elements this card does and does not beat.
- 3. FX Section:** The special effects that can happen when playing this card. If a spell's FX are ever mentioned, it is referring to what is written here.
- 4. Resolution Number:** When cards are revealed, this number is referenced to determine in what order they are resolved. The six element spells all have an RN of 9, but other spells will have numbers 1-10.
- 5. Target:** States who this card targets. It is either Self, Team, All, All Foes or Single Target. Unless otherwise stated on the card, if a card targets Team, it also targets Self.



Figure 01

Element spells work differently than other cards you may play, in that they have special interactions with each other. The easiest way to understand these relationships is to think of the elements as two games of Rock, Paper, Scissors.



Figure 02

As shown, each element is weak to one and strong to another. However, if an element is neither weak nor strong to another, it is considered neutral. The following details how these relationships matter:

- **WEAK:** If your element is weak to your target's unresolved element, your element will be discarded without doing any DMG or other FX.
- **NEUTRAL:** If your element is neutral towards your target's element, both elements will resolve normally.
- **STRONG:** If your element is strong against your target's unresolved element, their element will be discarded without doing any DMG or other FX.

**Note:** Elemental strength and weakness is only determined when a card resolves. If your target played an element strong to yours, but that card is resolved or otherwise discarded before your card resolves, then you won't have to deal with the elemental weakness. See **“Examples and Card Clarifications”** on pg. 21 for more on how these interactions.

## LIGHT AND DARK

There are two element spells in the core game that are unlike the others - Light (1) and Dark (2). These are powerful spells, typically only used at specific times during the solo/co-op mode by enemies, and are not to be used by players in that mode. Experienced players may choose to add the Light and Dark elements to the signature spell deck before beginning the signature spell draft at the start of a Versus duel.

**Note:** If you own the Collector's Card Pack that comes with extra Dark and Light elements, you may give up each player their own set of Dark and Light as an addition to the standard six elements. These would not count as your signature spells in this instance.

## SIGNATURES

Unlike elements, signature spells are all unique, meaning the ones you choose to use will be yours exclusively. Signature spells do not have a weakness banner, but do have an energy cost indicator in the bottom right corner.



Figure 03

## ANATOMY OF A SIGNATURE SPELL

- 1. Title Banner:** Name of the signature spell.
- 2. FX Section:** The special effects that can happen when playing this card. If a spell's FX are ever mentioned, it is referring to what is written here.
- 3. Resolution Number:** When cards are revealed, this number is referenced to determine in what order they are resolved. The six element spells all have an RN of 9, but other spells will have numbers 1-10.
- 4. Target:** States who this card targets. It is either Self, Team, All, All Foes or Single Target. Unless otherwise stated in the card's FX, if a card targets Team, it also targets Self.
- 5. Energy Cost Indicator:** Only signature spells have these. It shows how many energy points (EP) this card costs to use.



Figure 04

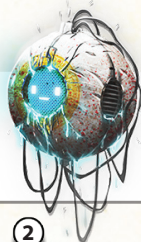
Your signature spells will be one of your greatest sources for turning the tide of the duel in your favor. A perfectly timed Hush could save you from defeat, a well placed Redirect could cripple the player in the lead, and so on. There are many signature spells that have great synergy with each other, and can foster amazing feats when paired with a teammate's signatures during a turn.

Some signatures have more involved effects than others. Please refer to **“Specific Signature Spells Explained”** on pg. 22.



## ITEM CARDS

*"Creator would prefer we focused on mastering our spells, but some things are just too shiny..."*



There are 77 item cards in the core game, 37 of which can only be used in solo/co-op mode. Solo/co-op mode items, or Tall Tale items, are designated by a red icon (1) or a glowing border (2). See **"Versus Setup"** on pg. 15 for how to setup the item deck and scavenge field for a Versus duel, or **"Tall Tale Setup"** on pg. 29 for how to setup the item deck for a solo/co-op mode.



Figure 05

### ANATOMY OF AN ITEM

- 1. Title banner:** Name of the item.
- 2. Description banner:** Flavor text related to the item that does not have any bearing on gameplay.
- 3. FX Section:** Details the special effects that can happen when playing this card. FX can also describe special conditions for how the card is to be used.
- 4. RN:** When cards are revealed, this number is referenced to determine the order in which they are resolved during the Aftermath phase. Some items do not have an RN.
- 5. Target:** Specifies who this card targets. Some item cards do not have targets.
- 6. Type:** Specifies the type of item this is. Some items have multiple types. Types determine when and how to use that item.



Figure 06

## TYPES OF ITEMS

- **Standard:** These are played during the Draw phase instead of playing a spell card.
- **Combine:** Can be combined with a spell card during the Draw phase. You cannot play multiple combine cards together. If the combine card stipulates a specific card, then it can only be played with that specific card.
- **Standoff:** Can only be used during the Standoff phase.
- **Instant:** Must be resolved as soon as it is put into your hand. In Versus mode, Instant type items resolve immediately when taken from the Scavenging Field, before they are replaced.
- **Passive:** Follow the instructions on the card itself for when and how a passive item can be used.

## HP/EP TRACKERS AND ANIMAS

*"I'll make sure to keep track of Master's vitals.  
Tip: Bleeding out of every orifice = bad."*



Players will use their Grimslinger portrait card to track their health points (HP) by placing their portrait card(1) on top of a Health Tracker card(2). When a player takes damage (DMG) or gains health, they will adjust their HP by sliding the portrait card up, or down, on the Health Tracker. Likewise, players will use their Anima card to track their energy points (EP) by placing the Anima card(3) on top of an Energy Tracker card(4). When a player spends, loses or gains EP, they will slide the Anima card up, or down, on the energy tracker by the corresponding amount.



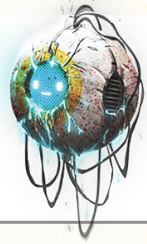
Figure 07

When dueling without Archetypes, Grimslingers start with 8 HP and 8 EP, but may go up to a max of 10 HP or EP, via healing or other means, throughout the course of the duel. When playing with Archetypes, the Archetype card will set new amounts for both your starting and maximum HP/EP. See **"Archetypes"** on **pg. 12** for more details on Archetypes.



## ANIMA ABILITIES

*“Huh? Wha? Oh! Yes, Anima can do things. Anima does many things besides cracking wise and being adorable. Most of what Anima does Master will never understand, but Anima DOES do a few things that Master’s tiny brain is able to comprehend.”*



**Reload:** Pay three EP to take four spells of your choice back from your discard pile. This is the only way to get spells back into your hand if they’ve been discarded.

**Purge:** Discard up to two spells and gain one EP per spell discarded.

**Surge:** Deactivate three spell cards and flip your Anima card over to surge. While surged, the next spell you play that turn will gain +1 numerical values (NV) to its FX. See **“Discard vs Deactivate” on pg. 17**

for more details on deactivating cards.

**Note:** Your Anima’s surge ability mentions a “face-off,” this is a feature of the Versus duel that existed in the 1st and 2nd edition of Grimslingers, but has been removed. Don’t worry, surge is still very useful!



Figure 08

## ARCHETYPES

Archetypes are an essential part of the Tall Tale campaign, and an optional addition to the Versus duel. Archetypes provide Grimslingers with a different starting and maximum HP and EP, listed on the front of the card, as well as a special ability written on the back.

### DAEMON

Daemons emerge from the realm of darkness to feed on the anguish of the living, or to escape the Darkness from which they sprang. The Daemon ability, Into Darkness, may be used in place of passing, meaning it is declared during Step Two of the Draw Phase, instead of playing an action card. Into Darkness guarantees you’ll lose a little HP, but prevents the potential onslaught of attacks headed your way.

**Example:** Daniel, the Daemon, is in a multiplayer duel, against two people who have been ganging up on him all afternoon. After Step One of the Draw Phase, Daniel sees that both his opponents are targeting



Figure 09

him this turn. Wishing to mitigate the impending onslaught, Daniel decides to activate the Daemon ability, Into Darkness, during Step Two of the Draw Phase. Daniel passes, and states he's using the Daemon ability. Into Darkness causes Daniel to lose 2 HP, but he ignores the FX of both powerful spells headed his way. He also gains 2 EP as a result of passing.

## FORGOTTEN

The Forgotten possessed no magical powers prior to the Grimslinger curse, but have lived for a considerable time in the Forgotten West and have been hardened by the unforgiving way of life it provides. The Forgotten's True Grit ability can be used at any time, whenever the Grimslinger would take any amount of DMG. Playing as the Forgotten makes your EP essentially interchangeable for HP.

**Example:** Susan, the Forgotten, has let herself lose a little HP, but is still at max EP. Sitting at low HP as bait, Susan has goaded her opponent into spending their remaining resources for a final attack. When her opponent's coup-de-grace resolves, Susan activates her True Grit ability and spends a chunk of EP to absorb all of her opponent's DMG, effectively rendering their assault useless.

**Note:** Cards that would cause Susan to lose HP rather than take DMG cannot be mitigated by True Grit.

## OUTLAW

Outlaws in the Forgotten West set an example for all other lawbreakers, exemplifying the bandit's right to take what's theirs - and usually what's not theirs as well. For 2 EP an Outlaw may use the Dirty Cheat ability, which will allow them to play a spell card, in addition to whatever they may have played during step two of the Draw Phase.

Dirty Cheat can only be used during Step Two of the Draw Phase, before the Aftermath Phase begins, once all players (including the Outlaw) have played their action card(s) face down or passed. The spell card played for Dirty Cheat will do no DMG, but will apply any other FX listed on the card. The Outlaw must state aloud who they want their spell card to target if it is a "single target" type spell. Cheated spell cards are discarded after they have applied their FX.

**Example:** Bobby, the Outlaw, decides to use Dirty Cheat. He plays WIND as his cheated spell card. Bobby states aloud that he is targeting Helga. Helga must then apply WIND's non-DMG fx to herself, which forces her to deactivate 3 cards at random. Bobby then discards the WIND spell card he cheated with.

Who you choose to target with Dirty Cheat is not dependent on the target card you may have played during Step One of the Draw Phase. If two players are trying to use the Dirty Cheat ability at the same time, they will resolve their cards based on their position to the first player marker, clockwise.

**Note:** The spell card you are playing is being played and resolved in the Draw phase, not the Aftermath. Therefore if you play a spell, such as Transmute, which converts all DMG done to you that phase to your choice of EP or HP, it will be rendered useless because there is likely no DMG being done to you during the Draw Phase. However, if a spell's FX applies to the whole turn, such a Barrier and Evert, its FX will carry into the Aftermath Phase.

**Note:** A card that is "unresolved" is one that has been turned face up, but has not had its FX resolved yet. Therefore, Dirty Cheat is not able to affect face down cards with a spell such as Paralyze or Redirect.

## REVENANT

Sinners against the Light, Revenants are cursed to live on after death, stripped of all happiness and pleasure. When a Revenant's HP reaches zero, they may exchange any amount of EP and return to life with



that much HP. Though the Resurrect ability is typically used during combat, it can be activated anytime during a Tall Tale to avoid death when the Revenant would otherwise be defeated.

**Example:** Janice, the Revenant, is near defeat at the end of a duel, with only 2 HP and 0 EP remaining. She plays WATER, which brings her to 2 EP, but her opponent plays FIRE, which brings her HP to 0. At the end of the Aftermath Phase, Janice can use the Revenant ability, spending the 2 EP she gained from WATER, to return to 2 HP, keeping her in the duel.

**Note:** When a card resolves, all of its FX are applied simultaneously (unless otherwise stated on a card). Meaning if a Revenant is killed by the DMG from LIGHTNING, they'd be able to use the 1 EP gained from LIGHTNING's FX to revive themselves using their Resurrect ability.

## VAMPYRE

It is difficult to know what is fact or fiction when it comes to the Vampyre, for they themselves have spread many falsehoods about their curse in order to scare off would-be vampyre hunters. This much is known - they need blood. The Vampyre's Blood Feast ability is used instead of passing, meaning it is declared by a player and resolved during the step two of the Draw phase, instead of playing a regular action card.

**Example:** Darren, the Vampyre, has his opponent, Kate, on the ropes. Kate has only 2 HP left, but a handful of powerful cards still at her disposal. Not wanting to risk Kate potentially gaining HP back with a spell, Darren decides to use the Blood Feast ability instead of playing an action card. At the cost of 3 EP, Blood Feast steals 2 HP and 1 EP, enough to defeat Kate, during the Draw Phase - before Kate's spell gets a chance to resolve during the Aftermath Phase.

## WITCHBORN

A gift passed down through ancient bloodlines, Witchborn enter the world with a natural affinity to magic. Their Spell Flare ability is used during the Standoff Phase, instead of performing one of the other available actions, and is used to increase the speed and strength of the spell you play that turn.

**Example:** Anna, the Witchborn, knows her opponent, Chris, needs his remaining 3 EP to play Magnify, which is a signature spell with an RN of 10. With ICE in hand, Anna activates her Spell Flare ability during the Standoff Phase, lowering the RN and increasing the strength of her spell that turn. Anna plays ICE during Step Two of the Draw Phase. In the Aftermath phase, her ICE resolves with an RN of 8, draining 3 EP from Chris and leaving him without enough EP to resolve Magnify.

---

## TARGET CARDS

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*"Anima recommends Master points their magic away from themselves."*



Target cards are only used in Versus mode when dueling with more than two players (i.e. ignore Target cards for a 1v1 duel).

- Target cards are not part of a player's hand, but instead kept face down in your Character space.
- The back of the Target card designates what color player you are.
- When played, the front of a Target card indicates which color opponent you are targeting this turn.

- When using Target cards, you only need to have target cards that match every other player's color on the front (i.e. In a 3 player duel, you only need two targeting cards that match the color of the other players).

See “The Draw Phase” on pg. 19 to learn more about how to use target cards in a Versus duel.



## VERSUS SETUP

### SELECTING A GRIMSLINGER, ANIMA AND ARCHETYPE.

- Players may freely pick the Grimslinger or anima cards they wish to use. If two players would like to use the same Grimslinger or anima, roll and give the card(s) to the highest roll (re-roll if tied).
- If playing with Archetypes, each player rolls the die. The player with the highest result chooses first, and then rest of the players will take turns to choose, clockwise from the first to pick a card. Reroll in the event of a tie. Up to two player may choose the same Archetype.

### CHARACTER SPACE

Players should arrange their character space as shown below. Note that targeting cards are only used when playing a duel with 3+ players, and that Archetypes are an optional addition to the duel.

- **Set your HP and EP:** When not using Archetypes, each player sets their Grimslinger to 8 HP and 8 EP. During the course of the duel, players may go up to a max of 10 HP/EP.



Figure 11

- If playing with Archetypes, players set their Grimslinger and Anima HP/EP's to the values listed on their Archetype card. These values are also your Grimslinger's max HP/EP for this duel.



## YOUR HAND

There is no limit to the number of cards you can hold in your hand in Versus mode. The Tall Tale section of the rules will discuss hand limit in the co-op campaign.

— **Element Spells:** Deal each player their set of six element spells (Fire, Water, Earth, Wind, Ice, and Lightning).

— **Signature Spells:** There are 24 signature spells (see “**Specific Signature Spells Explained**” on pg. 22 for more details), which form the signature spell deck. Before a duel begins, players must draft signature spells. There are two ways that signature spells can be drafted:

- **Hidden Draft:** Shuffle all the signature spells and deal four at random to each player. Players must then choose two to add to their hand and then must return the rest to the signature spell deck.
- **Pass Draft:** Shuffle all the signature spells together and deal three at random to each player. Each player then selects one of those three signature spells, adds it to their hand, and then passes the remaining two signature spells to the player to the left. Each player then selects one of the two remaining signature spells they are holding, adds that card to their hand, and then returns the left over card to the signature spell deck. Player end the draft having selected two signature spells.
- **Target Cards (skip this if playing 1v1):** Each player needs to select a colored Target card set (red, black, blue, green, pink, rainbow). Return any Target card to the box that does not match another player’s chosen color. (i.e. If the other players chose black and red, and you chose blue, you will have 2 target cards that have the blue skull symbol on the back and a black circle on the front of one and a red circle on the front of the other.)



Figure 12

## NUMBER DECK, SIGNATURE SPELL DECK AND DICE

Shuffle the number deck and place it in the center of the play space. Do the same with all the signature spell cards players did not choose. Place the six sided die next to these two decks as well.



Figure 13

## ITEM DECK & SCAVENGE FIELD



Figure 14

- Playing with items is optional, but a recommended feature.
- Remove all Tall Tales items and return them to the box. Shuffle the regular items together and place them face down where all players can reach them.
- Flip three item cards face up and place them in a row next to the item deck to create the scavenge field.

**Note:** As a standoff action, players may take a single item card from the scavenge field. Combine, Standoff and Instant type items are free to take. Standard and Passive items cost 1 EP to take from the scavenge field. When a card is taken, it is immediately replaced with the top card of the item deck.

- If an item is discarded, it will go into the shared item discard pile, which is next to the item deck.

## DISCARD VS DEACTIVATE

After a card is used, it will generally end up in one of two piles:

**Discard** - Unless otherwise stated in the FX, action cards are discarded after use. Discarded items go to a common item discard pile, while discarded spells go to a Player's personal discard pile. The only way to get discarded cards back is to use your Anima's Reload ability, which only allows you to get spells back.

**Note:** You only have to have the top card of your discard pile showing, but always your most recent spell played. In Versus mode, this puts the onus on your opponents to keep track of what spells you have already played.

**Deactivate** - Deactivated cards are on hold and cannot be used, but not quite discarded. They must be kept sideways and face down, in a separate pile. During the Standoff Phase, you may use your one standoff action to reactivate deactivated cards; deduct 3 EP and return 5 cards of your choice from your deactivate pile. Action cards can be deactivated as the result of many different things, some of which are a card's FX, the Anima Surge ability, or certain story moments during the Tall Tale.

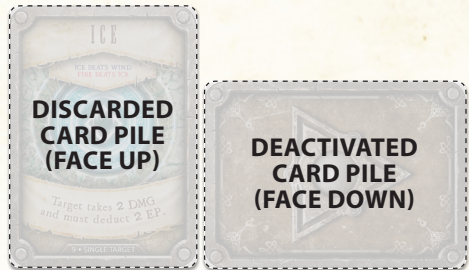


Figure 15



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# VERSUS DUEL

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A Versus duel is made up of turns that repeat until someone, or a team, emerges victorious. Each turn consists of three phases: The Standoff, The Draw, and The Aftermath. At the end of each Aftermath Phase, if a player's HP reaches zero and they cannot immediately restore it with a card/ability, they are defeated and removed from the duel. A player or team wins when all other players have been defeated!

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## VERSUS MODES

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### FREE FOR ALL (2+ PLAYERS)

Your standard every man, woman and/or creature for themselves type of duel for those who want to throw down and hold their own.

- **Victory Condition:** Eliminate all opponents by bringing their HP to 0 and be the last Grimslinger standing!
- **Estimated Duration:** 20 Minutes for a 1v1, +10 minutes per additional player added to that.

### TEAMS (2V2 OR 3V3)

A duel with players divided into teams. Great for those who enjoy strategizing and synergizing their actions with friends. This mode can be played with even teams of 2 or 3.

- **Victory Condition:** Reduce the HP of all opposing players to 0. Only a single member of a team needs to survive for that team to be victorious.
- **Estimated Duration:** 30 Minutes for a 2v2, or 45 minutes for a 3v3.

**Note:** If you have the “Grimslingers: Duels” expansion, you can play a Free For All with up to 8 players, or in teams of four, by adding the target and tracker cards from Grimslingers: Duels. However, it is important to understand that the more players you add to a duel, the more chaotic it will be. Team games are best for high player counts.

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## STARTING A DUEL

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All players roll to determine who gets the first player token. The highest wins, re-roll if a tie. The first player token is the red meeple that came with the game. The first player token will be used to determine the order in which players take their actions within the Standoff Phase, the order in which cards with the same RN will resolve and any other time there is a conflict of two or more players trying to do something at the same time.



Figure 16

Play starts with the first player and then proceeds clockwise (clockwise meaning to the left, from the first player's perspective). Set each player's starting HP and EP to 8, unless playing with archetype cards. Your starting HP and EP is not your maximum, unless playing with archetypes. Without archetypes, a player's max HP and EP is always 10.

# HOW TO DUEL

The following is the order of operation for resolving a single turn of a Versus duel.

## THE STANDOFF PHASE

A player may take a single action during each Standoff Phase. The player with the First Player Token takes their one standoff action, declaring it out loud. Players then proceed taking their stand off actions, one at a time, in clockwise order from the first player. Below is a list of options players can do for their one standoff action:

- **SACRIFICE HEALTH:** Sacrifice HP for EP at a 1:1 ratio.
- **ACTION CARD:** Play and resolve one “Standoff” type action card.
- **ANIMA ABILITY:** Use Reload, Purge or Surge. See “Anima Abilities” on pg. 12 for details.
- **SCAVENGE:** Take one of the available items from the scavenge field. If that item is a “Standard” or “Passive” type item, you must deduct 1 EP to take it. There is no limit to how many items you may have in your hand. Replace that item in the scavenge field after it is taken. Instant type items must be resolved immediately when drawn, before being replaced.
- **REACTIVATE:** Deduct 3 EP to return up to 5 deactivated cards to your hand. See “Discard vs Deactivate” on pg. 17 for details.
- **ARCHETYPE ABILITY:** If you are playing as a Witchborn, you may use your Spell Flare ability.

When all players have finished their standoff action, the Standoff Phase ends and the Draw Phase begins.

## THE DRAW PHASE

### Step One - Aim! (Skip if playing a 1v1 duel)

- Starting with the First Player and then going clockwise in turn order, players now choose a Target card and play it face down.
- Once everyone has chosen a Target card, all must shout “ready!” Then players will reveal their cards at the same time.

### Step Two - Fire!

- Starting with the First Player and then going clockwise in turn order, each player now chooses an action card (Combine type items let you play two action cards) and places it face down.
- If you must, or want to, pass, do not play an action card on your turn, but instead declare you are passing. Gain 2 EP, and pick up your Target card (if you played one).
- Once everyone has chosen an action card (or passed), all players must shout “draw!” Then players will reveal their cards at the same time. This marks the end of the Draw Phase.





# THE AFTERMATH PHASE

**1. CHECK RN:** Players must first check every card's RN (resolution number). The card with the lowest RN will resolve first, followed by the card with the next highest RN and so on.

- DO YOU HAVE THE SAME RN AS SOMEONE ELSE?:** If two or more cards have the same RN, they will be resolved clockwise from the first player marker.

**2. RESOLVE YOUR CARD:** When it is time for you to resolve your card, follow these steps below. Note that at the time your card resolves, all other cards that have not yet resolved are considered "unresolved."

- DOES YOUR CARD HAVE EP COSTS?:** When resolving your card(s) you must first pay any EP costs it has before resolving its FX. If you do not have enough EP to pay card's costs, you must deduct what EP you do have and then deactivate the card you played.

- APPLY YOUR CARD'S FX:** Apply the effects listed on your card to whomever your card targets (self, team, all, all foes, single target). Unless otherwise stated, all of a card's FX are applied simultaneously.

- DID YOU PLAY AN ELEMENT SPELL?:** Element spells have additional rules to follow when resolving them, which are:
  - ELEMENT WEAKNESSES:** If your target also played an element spell, and that element beats yours, your spell will do nothing and be discarded. It does not matter who your target is targeting for this effect to occur.
  - ELEMENT NEUTRALITY:** If your target played an element spell that doesn't beat the element spell you played, nor is weak to it, your spell will resolve normally.
  - ELEMENT STRENGTHS:** If you played an element spell that beats your target's element spell, your spell will gain +1 NV to its FX. It does not matter who your target is targeting in order to gain this bonus.

- DISCARD/DEACTIVATE:** Discard your action card(s) once they have been resolved, unless the card states to deactivate it on use, or to not discard it. If your card says "do not discard," return it to your hand. Skip this step if your card(s) have already been discarded/deactivated by the FX of another player's card.



Figure 17



Figure 18

- **WERE YOU DEFEATED BEFORE YOUR CARD RESOLVED?:** If your HP reaches 0 before it is your card's turn to resolve, that card will be deactivated instead of resolving.

**3. DID YOU SURGE?:** If you used your Anima's "Surge" ability, flip your Anima card back over now.

**4. DID YOU PLAY A TARGET CARD?:** If you did, return it to your own target card deck.

## END OF TURN

The turn ends when all players have finished resolving their action cards. If victory conditions have not been met, pass the first player token clockwise, then begin a new turn.

## EXAMPLES AND CARD CLARIFICATIONS

*Let's run through a few simulations, shall we?  
Hopefully these will help Master not be not smart"*



### 1V1 ELEMENT RESOLUTION EXAMPLE

Kyle (1) is ready to go all in to defeat his opponent, Paige (2). During the Standoff Phase, Kyle uses his Anima's Surge ability (3), deactivating three cards in order to empower the LIGHTNING spell he is going to play that turn. Paige, anticipating that Kyle is going to try to go for the kill, uses her standoff action to activate her Anima's Reload ability, and takes EARTH back from her discard pile. During the Draw Phase, Kyle plays Lightning (4) and Paige plays EARTH (5), both face down. Then, they both shout "draw!" and reveal the cards they just played.

Now, in the Aftermath Phase, the first thing players check is the RN of their cards (6) (both spells have an RN of nine) followed by looking for elemental strength/weakness (7). Because Kyle has the first player marker, his spell will resolve first. Kyle played an element that is weak to his target's element, so LIGHTNING is discarded instead of resolving, and doesn't apply its FX. With LIGHTNING out of the way, EARTH is the only card left to resolve, dealing 2 DMG to Kyle and healing Paige for 2 HP.



Figure 19



### 3 PLAYER FREE FOR ALL EXAMPLE

Andrew, Ian, and Maggie are at the end of an explosive duel. During Step One of the Draw Phase, targeting cards are revealed to show all three players targeting one another round robin.

During Step Two of the Draw Phase, the trio all places an action card from their hand face down, and then, when they're all ready, shout "draw!" together and flip over their cards.

First, players check the RN of their cards. Magnify has an RN of 10, while the two elements have an RN of 9. Andrew is to

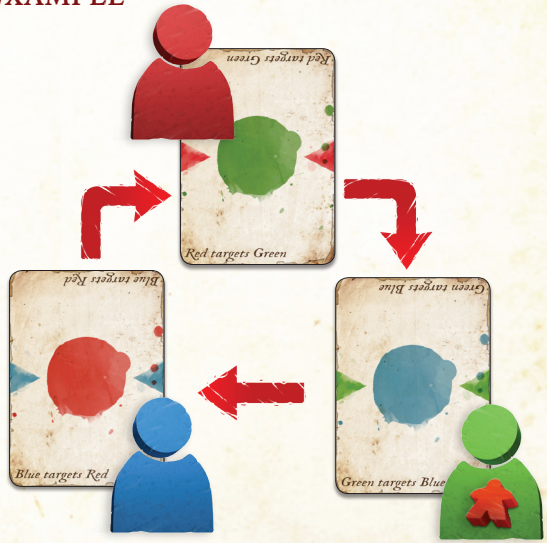


Figure 20

the left of the first player token, so his spell will resolve before Maggie's; however, in this case, Andrew used WIND to target a player who is using ICE. Because WIND is weak to ICE, the spell is discarded before its FX resolve. ICE then resolves against Ian, dealing 2 DMG and reducing Ian's EP by 2. Now lacking enough EP to play his Magnify spell, Ian's card is deactivated, and his turn rendered useless. An excellent turn for Maggie!

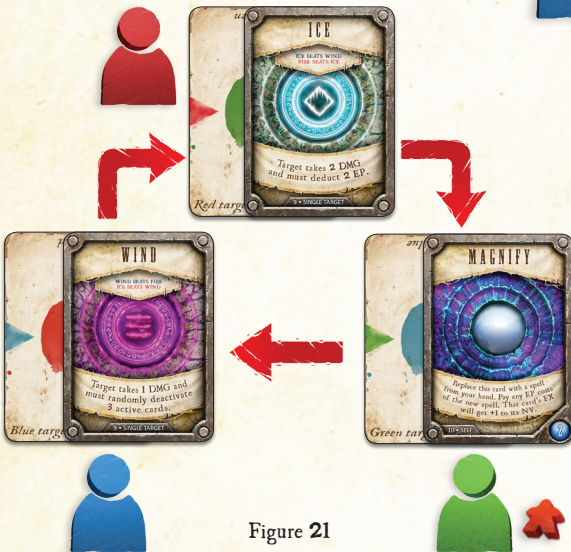


Figure 21

## SPECIFIC SIGNATURE SPELLS EXPLAINED

**Bloodlust** - a powerful spell that turns your opponent's offense against them. At the cost of allowing yourself to take a few hits, Bloodlust will power up your next attack by the amount of damage you've taken. Though Bloodlust is technically discarded after use, it should be kept separate from the discard pile, face up in the play space, as a reminder that your Grimslinger's offensive power is temporarily increased. The next time you play a spell that could potentially deal DMG to an opponent (regardless of whether or not that spell actually resolves against its target), even if its two turns later, that spell will gain bonus DMG equal to the amount of HP you lost the turn you played Bloodlust.

While Bloodlust is face up in front of you, you can still use your Anima's Reload ability to take it back from your discard pile like a normal spell. In this event, players are expected to record or remember the bonus

value pending from the previous use of Bloodlust.

The Bloodlust FX counts even if you prevent the DMG actually being dealt to you. Bloodlust tallies the potential DMG you would have taken from all the action cards targeting you, even if you are completely protected by another ability - such as the FX of an ally's Exalt spell. However, spells like Evert, which turn DMG into healing, do not trigger Bloodlust's FX. In this case the DMG isn't being prevented or negated, the FX are being completely changed to healing.

**Equilibrium** - can be extremely volatile, despite its name. Equilibrium has an RN of 3, making it one of the faster spells in the game. When Equilibrium resolves, all other cards that are unresolved are subject to be changed by Equilibrium. The player who used Equilibrium may choose one of those unresolved spells to "copy" - at which point, all of the unresolved spells, and Equilibrium, will resolve as if they were the chosen card. Equilibrium can lead to some pretty whacky scenarios, and could result in players all taking a lot of DMG, or no one taking any. For example, if Equilibrium turns everyone's spell into Redirect, there would be no real FX to redirect, and the turn would essentially become a wash. However, if Redirect turned everyone's spell into LIGHTNING, all players would end up taking serious DMG.

**Redirect** - a favorite among underhanded Grimslingers, Redirect allows you to completely rearrange the direction of all other spells on the battlefield. Redirect may be used to change the target of every other unresolved spell that turn. When choosing a new target for another player's spell, you do not need to look for another target card, but may simply declare who you want the spell to target. You may have an opponent who was targeting you turn their spell on another player, or you can have that player targeting themselves!

**Example:** Erica and Miles each target Kevin. Erica uses LIGHTNING, and Miles uses FIRE. The combined 5 DMG would be more than enough to defeat Kevin; however, Kevin played redirect. In the Aftermath phase, Kevin's Redirect has the lowest RN, and thus resolves first. He uses Redirect to force Erica's spell to target Miles, and forces Mile's spell to target himself! The resulting 5 DMG is sufficient to defeat Miles, effectively turning the tables in Kevin's favor.

**Resurrect** - is the signature spell version of the Revenant Archetype ability. Resurrect cannot be used like a normal spell - meaning you cannot play it during the Draw Phase, nor use it to target an opponent. Instead, Resurrect sits in your hand until your darkest hour. While Resurrect is in your hand, whenever you would get defeated (0 HP), Resurrect is immediately activated and played from your hand. When played, you may choose to spend any amount of your remaining EP, and return to life with that much HP. Meaning if you spent 3 EP, you'd Resurrect with 3 HP. After being activated, Resurrect is placed in your discard pile like a normal spell, and may be returned to your hand with your Anima's Reload ability.

**Note:** If you forget to resolve Resurrect when your HP reaches 0, you will not be able to retroactively do it.

**Scourge** - a slow and painful death, Scourge will damage its target a little bit every turn that it's left around. Scourge deals no DMG initially, but is played during the Draw Phase like a normal spell, and must have a target. If Scourge successfully hits its target, place Scourge face up in that character's play space instead of placing it in the discard pile like you normally would. For as long as scourge is in that player's space, that player will lose 1 HP at the very beginning of every Standoff Phase. As soon as that player gains any amount of HP, Scourge is removed and sent to its owner's discard pile. While Scourge is face up in another player's character space, it is not considered a spell in your discard pile and cannot be returned to your hand via your Anima's Reload ability. However, after Scourge is removed from its victim's space and return to your discard pile, it may be reloaded like a normal spell.



**Note:** Scourge causes its target to lose HP, not take DMG. If an FX causes a player to lose HP, that HP loss cannot be mitigated by an ability that prevents DMG. For example, the Forgotten Archetype's True Grit ability cannot be used to prevent the loss of HP from Scourge.

**Specter** - is similar to the Resurrect spell, but with a few key differences. Like Resurrect, Specter is not played during the Draw Phase, but instead kept in your hand until your HP reaches 0. Specter can only be activated at the end of the Aftermath Phase in which your HP was reduced to 0 by an opponent's action card. In order for Specter to work, you must have 2 EP to pay. If Specter successfully resolves, you'll be temporarily returned to the game with 4 HP. On the following turn, you must successfully deal 3 DMG to a single target (it does not have to be the same target you previously reduced your HP to 0). If you deal 3 DMG (actually reduce a target's HP by 3, not just play a spell that could potentially deal 3 DMG), the HP you gained will be permanent, and you'll be back in the game for real. If you do not deal 3 DMG, you return to 0 HP at the very end of that Aftermath Phase.

If you do not deal 3 DMG, but still deal sufficient DMG to defeat your opponent when your action card resolves, you will win the duel despite not meeting the requirements to keep your Specter HP. So even though you're both technically dead at the end of the fight, the duel is not considered a tie because your opponent was defeated before you were.

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## ITEM CLARIFICATIONS

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**Revive Juju** - is the only passive type item in the core game. The Revive Juju stays in your hand, and gets played immediately your HP reaches 0, preventing you from being defeated and instead reviving you with 1 HP. Using a Revive Juju does not count as a defeat in the Tall Tales campaign. Because a card's FX are all applied simultaneously, if a player holding the Revive Juju is defeated by WIND, Revive Juju could be randomly deactivated as a result of WIND's FX. Players do NOT have an opportunity to use the Revive Juju in between taking the DMG and deactivating the three cards.

**Unstable Dynamite** - Picking up a stick of dynamite typically goes one of two ways; either it blows up in your face, or you blow off the dust and carefully place it in your stash. The dynamite item in Grimslingers happens in two steps; when the item is first drawn, it is an instant type item - you roll to see if it explodes immediately. If it does explode, you take DMG and then discard the item. It becomes a regular standard type item, and is no longer considered instant. In Versus mode, roll to see if the Unstable Dynamite explodes before replacing it in the scavenge field.

# SOLO/CO-OP MODE

Duelin yer fellow Grimslingers was mere practice fer a much grander destiny. Icarus, yer creator, is sending ya out into the harsh Forgotten West on a particularly perilous mission, of which you survivin' is mighty unlikely.

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## GETTING STARTED

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The solo/co-op mode of Grimslingers is also called a Tall Tale, The Tall Tales portion is an experience in which players progress through a narrative campaign while also exploring, leveling up, collecting loot, and dueling creatures.

### SKIPPED LEARNING VERSUS MODE?

While it is recommended you play a versus duel or two before jumping into a Tall Tale, you can still choose to get on with your epic adventure right away. Follow these steps to learn the basic rules of Grimslingers before reading the rest of the Tall Tales section in this book.

1. **Key Terms:** Important abbreviations and keywords you need to know can be learned in the **“Important Abbreviations & Terminology” on pg. 6.**
2. **Action Cards:** Familiarize yourself with the two most common types of cards; Spells (Elements & Signatures) and Items in the **“Action Cards” on pg. 7.**
3. **Grimslingers & Animas:** Learn how to keep track of your HP and EP, as well as the special abilities your anima has to help you out, in the **“HP/EP Trackers and Animas” on pg. 11.**

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## PLAYING A TALL TALE

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1. **Setup the Game:** See **“2. Set up your Character Space” on pg. 29** on how to set up your character space and **“Tall Tale Game Space” on pg. 30** for the cooperative game space.
2. **Choose a Narrator:** Select a player to read from the story booklet and event cards as the game progresses. Players may take turns doing this if desired.
3. **Choose a Difficulty Level:** See **“Difficulty Levels” on pg. 39.** At the start of each new chapter, players may choose a new difficulty level.
4. **Select a Chapter:** Decide on what chapter of the Story Booklet you are going to play. For those playing for the first time, it is recommended to play through the chapters in the proper order. See **“The Story Booklet” on pg. 27** for more information on the story booklet.
5. **Place the Character Piece:** The start of each chapter within the story booklet will dictate where to place the character piece on the map.
6. **Begin Resolving Adventure Turns:** See **“Adventure Turns” on pg. 28** on how to resolve an Adventure Turn in the Tall Tale.



# THE MAP

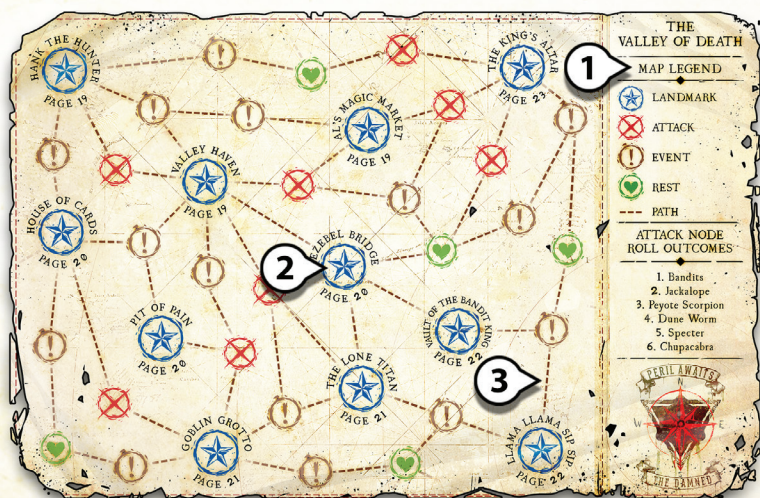


Figure 22

## 1. LEGEND

On the right hand side of the map is a legend which details the iconography of the map as well as Attack node roll outcomes and other details for quick reference.

## 2. NODES

The map consists of several different types of nodes which are linked by paths. Players will travel to and from these nodes throughout the campaign. There are four different types of nodes on the map:

- **Landmark:** When players move to a Landmark they must take note of the story booklet page number listed around the node itself. Turn to that page and resolve that particular Landmark entry. Players may also access and organize their hand and stash after resolving a Landmark node.
- **Attack:** If players move to an attack node they must roll to determine what they are attacked by, unless given the option not to by an event or card's effect. Roll outcomes are listed on the right hand side of the map. Attack nodes are usually the quickest, and most dangerous, route between landmark nodes.
- **Event:** When on an Event node, players must draw a card from the top of the event deck. Once the card is resolved, place it in the event discard pile. If the event discard pile is depleted, you must shuffle the cards from the event discard pile together to make a new event deck.
- **Rest:** When players move to a Rest node they automatically gain 2 HP and EP. Players may also do the following actions on a Rest node:
  - a. Use either your reload or purge ability (not both).
  - b. Reorganize your hand and stash.
  - c. Trade any number of item cards with teammates.
  - d. Use one standoff type item.

### 3. PATHS AND MOVEMENT

Map nodes are connected by dotted lines. Players can only move the character piece to a new map node so long as it is connected by a dotted line to the map node they are currently on.

**No backtracking!** Players cannot move on to a node that they started the previous adventure turn on.



Figure 23

## THE STORY BOOKLET

The story booklet will be your guide through a Tall Tale. There are several chapters, each progressing the story while also providing new and increasingly difficult challenges for players to overcome. The story booklet also contains information for each Landmark node, which provide information about a specific place and actions players can perform there.

### CHAPTERS

A Tall Tale campaign is broken down into chapters, each of which is broken down into parts. Each chapter progresses the story, but also introduces new challenges and rules. These story specific challenges and rules are detailed within the story booklet itself.

Players are encouraged to play through the chapters in proper succession, though it is not required to play all the chapters in one play session. Each chapter is designed to last 60 - 90 minutes. The start of each chapter explains how to set up your character if you are starting a new play session or continuing from another chapter in the same session. At the end of each chapter, player's return all discarded and deactivated cards back to their hand, along with any other instructions in the story booklet.

### PARTS

- **Prerequisites:** Each part of a story has a prerequisite that must be met before that part can be read and resolved. These prerequisites could be such things as needing a certain item or items, or being on a specific map node

#### ☑ PREREQUISITE

Place your character piece on the Valley Haven map node.

- **Actions:** As you resolve parts they will detail actions players must take or options they must choose.

#### ⓘ ACTION

Look through the item deck and give each player two supplies items.

- **Objectives:** Typically, at the end of each part, is an objective. Objectives detail what players should do in order to meet the prerequisites of the next part. Objectives can also offer helpful tips.

#### ★ OBJECTIVE

Head out into the Valley of Death and travel to any attack or event node.



# ADVENTURE TURNS

When playing a Tall Tale, players will continue to resolve Adventure Turns until they have reached their maximum amount of allowed defeats, or they have successfully completed their chosen chapter.

Adventure Turns are broken down into three phases: Narrative, Node Resolution and Movement. These phases resolve in that order.

## NARRATIVE PHASE

- **Check Prerequisites:** Check to see if you meet the prerequisites of the next story part. If you do, the player narrating must read that story part.
- **Resolve Actions:** Resolve any actions required by that part of the story.
- **Continue On:** If you have not just resolved the end of the chapter, continue on to the next phase. If you have, you may begin the next chapter, which will start this phase over. Follow the instructions listed at the beginning of the chapter. You may also choose a new difficulty level.

## NODE RESOLUTION PHASE

Resolve the type of map node you are on. See **“The Map” on pg. 26** for more details on each type of node: Landmark, Attack, Event, and Rest.

- Some nodes will ask you to resolve them as a group or allow each player to choose their own action. If a node asks you to choose an action as a group, all players must decide on one of the given actions, which will apply to all players unless otherwise stated.
- If a node states that each player may choose an action, players must then take turns selecting an action and resolving it, before the next player may do so. Do not resolve individual actions simultaneously with other players.

**Example:** While resolving the Goblin Grotto Landmark node, players will have the option to sneak into the grotto and steal some loot, one at a time. It does not matter what order players attempt to sneak in. The sneaking player flips cards from the number deck, one at a time, resolving each one individually. When that player is finished, the number deck is shuffled and the next player may choose to attempt to sneak or pass. Once all players have either gone into the grotto or passed, the Movement phase begins, ending the Adventure Turn.

## MOVEMENT PHASE

- Players must decide, as a group, which map node to move the character piece to next. You may only move to a map node that is connected by a path to your current map node. **Players cannot move on to a node that they started the previous Adventure Turn on.**
- Start a new Adventure Turn.



PAGE 20



# TALL TALE SETUP

## 1. Select a Grimslinger, Anima and Archetype.

- Players may freely pick the Grimslinger or anima cards they wish to use. If two players would like to use the same Grimslinger or anima, roll and give the card(s) to the highest roll (re-roll if ited).
- Players may freely pick archetype cards, or they may roll and allow the highest roll to pick first, and then all other players will pick their archetype cards in a clockwise fashion from the player that picked first.

## 2. Set up your Character Space

- Players should arrange their character space as shown below.
- Players must set their Grimslinger and Anima HP/EP's to the values listed on their Archetype card. These values are also your Grimslinger's max HP/EP for the Tall Tale.
- Put your Level Tracker under your Archetype card as shown. For more information about the level tracker see "Levels" on pg. 31.
- Your Stash:** In a Tall Tale, players will acquire more spell and item cards than they are allowed to have in their hand. These cards will be placed in a player's stash which has unlimited space.
- Accessing your Stash:** A player may only take cards from their stash, or put cards in, on a Rest or Landmark node, or during the Standoff phase of a duel. Additional rules concerning the stash can be found in those respective locations within the rulebook. Anytime your hand size exceeds its limit, you must immediately put the excess cards into your stash. See "Difficulty Levels" on pg. 39 for more info on hand sizes.



Figure 27

## 3. Build Your Hand

- Element Spells:** Deal each player a set of elements (Fire, Water, Earth, Wind, Ice, and Lightning).
- Signature Spells and Items:** Players do not start with any signature spells or items. Instead, signature spells are gained by leveling, and items are gained as a reward for various activities.
- Hand Size:** A player's hand size is limited by the difficulty level that was chosen for the Tall Tale. Hand size can be increased by leveling. If you ever acquire more cards than your hand size allows for, those cards must immediately be put into your stash. See "Difficulty Levels" on pg. 39 for more information.



# TALL TALE GAME SPACE



6

Figure 28

- 1. The Map:** The map consists of three different types of nodes, which characters will travel to as they progress through the game, as well as pathways that dictate where you can travel to from each node. The right side of the map has a legend for quick reference while playing. For more information on the different types of map nodes, see **"The Map"** on pg. 26.
- 2. Creature Decks:** There are seven creature decks, each consisting of three cards except for the Witch King skill deck, which consists of six cards. Skill decks are comprised of a creature card and skills specific to that creature. Creature skill cards work very similar in function to spell cards and, at times, event cards. Leave the Witch King cards in the game's box.
- 3. Creature Modifier Deck:** Depending on the difficulty level players have chosen to play with, 1 to 2 of these modifiers will be randomly drawn and their effect applied to the creature before the duel starts.
- 4. General Creature Skill Deck:** Whenever players duel a creature from an attack node, these cards will be combined with that specific creature's skill deck. (Figure 31)



Figure 29



Figure 30

5. **Creature HP and EP trackers:** These are used to track the HP and EP of a creature.
6. **Duel space:** This space is needed for when players are required to resolve a creature duel.
7. **Item deck and discard pile:** In the Tall Tales portion of Grimslingers you will use all 77 item cards. Ritual items have a glowing border to make them easier to identify, whereas other Tall Tale specific items have a red insignia on the top left of the card. Items from any player go into the same item discard pile.
8. **Signature spell deck:** A deck consisting of all signature spells.
9. **Hank the Hunter and the Hexilion Blade:** Place the Hank the Hunter card and the Hexilion Blade card here. These can be obtained as you progress in your Tall Tale.
10. **Number Deck:** Shuffle and place all 10 number cards face down. These will be drawn from as the story, events and other cards dictate.
11. **Event deck and discard pile:** Shuffle the 10 event cards and place them face down. These are randomly drawn whenever players land on an Event node. When events are resolved, they are placed in the event discard pile.
12. **Character Piece:** This game piece represents the current location of all players on the map. Players always travel together as a group.
13. **Six-Sided Die:** This dice will be used throughout the game. It may be placed anywhere that is convenient for players.



Figure 31

## LEVELS

Players are awarded levels for winning duels and accomplishing challenging feats. Every other level grants players a perk. These perks are either an increase to the player's max hand size, a choice to increase their max HP or EP, or the ability to choose signature spells. These perks give players a permanent advantage, as levels cannot be lost.



Figure 32

## HOW TO USE THE LEVEL TRACKER

When players gain a new level, they must move their archetype card up on their level tracker so that the arrows on the bottom of the archetype card are pointing to the correct level. When players reach level 11 they must flip their level tracker over to the other side. The bottom of the card summarizes what perks they gained from levels 1-10.



# CREATURE DUELS

A creature duel is made up of turns that repeat until players, or a creature, emerge victorious. A creature is defeated when either its HP or its EP reach 0.

Each turn of the duel consists of three phases: The Standoff, The Draw, and The Aftermath. Setting up and resolving a creature duel will generally be the same throughout the Tall Tale, though there are some unique situations and rules introduced by Landmarks and story parts. These Landmarks and story parts will stipulate how to alter the basic setup and rules of a creature duel.

## CREATURE SPACE SETUP



Figure 33

- 1. Draw Modifier:** Depending on the difficulty level chosen, and if you are resolving a duel initiated by an Attack node, you might draw 1 or 2 creature modifier cards at random from the creature modifier deck. Modifiers go underneath the creature portrait card.
- 2. Place portrait card:** Take the creature portrait card, the card that depicts the creature itself, and place it, and the drawn modifier(s) as shown.
- 3. Place and Set HP and EP Trackers:** Set its HP and EP to the amounts listed for the appropriate player count on the back of the creature portrait card. The arrows on the creature portrait card should be pointing to the correct HP and EP on the respective trackers. Creature HP and EP tracker cards are rotated and/or flipped over to the correct number as the duel progresses. The front of the trackers are for numbers 1-20, while the back of the trackers are for numbers 21-40. Note that you will need enough space around the trackers to rotate them.
- 4. Create and place the creature skill deck:** Shuffle together the generic creature skill deck with the skill deck of whatever creature is being duelled. Place it face down as shown. Note that cards in this deck are considered active and the creature's hand.
- 5. Played creature card:** During the Draw phase creature skill cards will be placed here.
- 6. Discard and deactivate piles:** Discarded and deactivated creature skill cards will be placed in the positions shown.

# RESOLVING A CREATURE DUEL

## IMPORTANT NOTES BEFORE YOU BEGIN

- **VICTORY CONDITION:** Reduce the HP or EP of the creature to 0.
- **FIRST PLAYER MARKER:** The creature is always considered to be the “first player”. The first player marker is not used in the Tall Tales (it is being used as the character piece), but the creature is considered the first player in instances where resolution order and other tie-breakers are needed.

**Example:** Thomas, Becca, and Erin are in a duel against some Bandits. The duel begins, and the Bandits play a Bandit skill card (as opposed to a general creature skill) face down. Knowing this, the group decides to use Paralyze to stop the Bandit’s tricks, followed by two more powerful signature spells, Pierce and Amnesia. All three cards have an RN of 4.



Figure 34

When the Aftermath phase begins, the Bandit card is flipped, revealing Berate (which also has an RN of 4). Because the creature is automatically the first player, their card will resolve first in the case of an RN tie. Berate resolves, which renders the upcoming Paralyze useless. Berate resolving first however does result in Pierce and Amnesia gaining +1 NV (part of Berrate’s FX) before they resolve.

- **CREATURE ACTIONS:** If a card requires the creature to perform an action, such as discarding an active card, or playing a card from their hand during the Draw phase, a player (any player) must do this on the creature’s behalf.

**Example 1:** In the previous example for the first player marker, Becca successfully hit Bandits with Amnesia, which also had +1 NV. Becca’s improved spell resolves, and the Bandits are forced to randomly deactivate 4 active cards. To do this, Becca will take all of the creature’s active cards, shuffle them and then randomly choose 4 active cards on the creature’s behalf. After Becca has put 4 random cards, face down, into the creature’s deactivated card pile, she will put the remaining cards back into the creature’s active card pile.

**Example 2:** When a creature runs out of cards, a player must reactivate that creature’s skill cards on their behalf. The duel with Becca has progressed and it is now the Standoff phase. The Bandits only have 5 EP left, and all 6 of their skill cards are in their discard pile - meaning they must attempt to reactivate them this phase. To do this, Becca lowers the Bandits EP by 4 (because a creature will never lower their own EP to 0 to reactivate cards) leaving them with 1 EP. Becca then shuffles the creature’s discard pile, takes 4 random cards and places them face down in the creature’s active card pile.

See “Creature Duel Turn” on page 34 for more information.



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## CREATURE DUEL TURN

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THE FOLLOWING IS THE ORDER OF PHASES IN WHICH A CREATURE DUEL TURN RESOLVES.

### THE STANDOFF

1. **Creature Actions:** Creatures, of course, do not make choices during the Standoff phase. However, they will perform certain actions if a specific criteria is met, which are as follows:
  - a. **REACTIVATE:** When a creature has run out of active cards, it must spend EP to reactivate discarded cards, at the cost of 1 EP per card. A creature will not reduce its own EP below 1, therefore it will reactivate as many cards as it can until it has reactivated all discarded cards or until it has only 1 EP left. When a creature reactivates discarded cards, it also reactivates all deactivated cards for free (meaning it costs no EP). Reactivated cards are chosen at random, and then shuffled before placing them back in the creature's active pile.
  - b. **PASS:** If all of a creature's card are deactivated, and it has no active or discarded cards, it must pass this turn. If a creature cannot afford to reactivate any discarded skill cards, it will also pass this turn.
2. **Player Actions:** Each player is allowed to perform one action during this phase, after the creature has performed theirs (if any). The order in which players resolve their actions is up to the players. It is recommended that players coordinate their actions and tell their teammates what they are doing. Below is a list of options players have for their one standoff action:
  - a. **SACRIFICE HEALTH:** Sacrifice HP for EP at a 1:1 ratio.
  - b. **ACTION CARD:** Play and resolve one Standoff type action card.
  - c. **ANIMA ABILITY:** Use Reload, Purge or Surge. See "**Anima Abilities**" on pg. 12 for details.
  - d. **ORGANIZE HAND/STASH:** You may put cards into your stash from your hand, and/or take cards from your stash and put them into your hand, as long as it does not exceed your hand limit.
  - e. **REACTIVATE:** Deduct 3 EP to return up to 5 deactivated cards to your hand. See "**Discard vs Deactivate**" on pg. 17 for details.
  - f. **ARCHETYPE ABILITY:** If you are playing as a Witchborn, you may use your Spell Flare ability.
  - g. **TRADE ITEMS:** You may give a teammate any amount of item cards.
  - h. **FLEE:** This can only be done if you are dueling a creature from an attack node. All players must agree to flee as their one standoff action. If all players do agree, the duel ends. No items or levels may be gained from the creature. Follow the instructions at the end of this section for "End of Duel."

### THE DRAW

Follow this sequence of events:

1. **Creature Action:** A player must take the top card from the creature skill deck and place it face down in the "played creature skill card" position of the creature space.
  - If a creature must pass (because they have no active skill cards), they will immediately gain 2 EP and reactivate all deactivated cards (they do not get discarded cards back).

2. **Player Action:** Each player may now choose and play an action card face up (combine type items let you play two action cards).
  - If you must, or want to, pass, do not play an action card, but instead declare you are passing - immediately gain 2 EP.
3. **Reveal:** Once all players and the creature have either passed or played an action card(s), reveal the creature card and continue to the next phase.

## THE AFTERMATH PHASE

1. **CHECK RN:** Players must first check every card's RN (resolution number). The card with the lowest RN will resolve first, followed by the card with the next highest RN and so on.
  - **DO YOU HAVE THE SAME RN AS SOMEONE ELSE?:** If any cards have the same RN, resolve them clockwise from the creature.



Figure 35

2. **RESOLVE YOUR CARD:** Follow these steps.
  - a. **DOES YOUR CARD HAVE EP COSTS?:** When resolving your card(s) you must first pay any EP costs it has before resolving its FX. If you do not have enough EP to cover the card's costs, you must deduct what EP you do have and then deactivate the card you played.
  - b. **APPLY YOUR CARD'S FX:** Apply the effects listed on your card to whomever your card targets (self, team, all, all foes, single target). Note that unless otherwise stated, all of a card's FX are applied simultaneously.



- c. DISCARD/DEACTIVATE:** Discard your action card(s) once they have been resolved, unless the card states to deactivate it on use, or to not discard it. If your card says “do not discard,” return it to your hand. Skip this if your card(s) have already been discarded/deactivated by the FX of another’s card.

Resolved creature cards must be put into the creature’s discard pile, unless the card was discarded/deactivated before it could resolve.

- d. WERE YOU DEFEATED BEFORE YOUR CARD RESOLVED?:** If your HP reaches 0 before it is your card’s turn to resolve, that card will be deactivated instead of resolving.

- 3. DID YOU SURGE?:** If you surged, flip the Anima card back over.

## END OF TURN

The turn ends when all players and the creature have finished resolving their action cards.

- **START A NEW TURN:** If neither the players nor the creature have been defeated, start a new turn.
- **IF CREATURE IS DEFEATED:** Gain the rewards listed on the back of the creature portrait card. If that creature’s specific ritual item (for instance, “Chupa Guts”) is in the item discard pile, you may still put it in your hand. Players must decide as a group on who will get what items gained. If any modifiers have extra rewards stipulated, acquire those as well. Note: If a card, event or story part/action does not say for “each player” to draw, then rewards are drawn for the whole group and must be divvied up at the players’ discretion.
- **IF PLAYERS ARE DEFEATED:** See “**Creature Duels**” on page 38.

## END OF A CREATURE DUEL

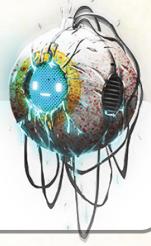
If the duel has ended, follow these steps:

- 1. CLEAN UP:** Return all the cards within the creature space to their respective locations in the Tall Tale game space, before the duel had started (see “**Tall Tale Game Space**” on pg. 30 for more details). Reshuffle the creature modifier deck. All deactivated and discarded cards a player may have will stay deactivated and discarded.
- 2. CONTINUE THE ADVENTURE TURN:**
  - a. STORY PART:** If you entered combat because of a story, follow the directions for that story part on how to proceed.
  - b. LANDMARK:** If you entered combat because of a landmark, follow any remaining directions for that landmark, then continue on to the Movement phase.
  - c. ATTACK NODE:** If you entered combat because of an attack node, you may now continue to the Movement phase.

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## ITEMS IN THE TALL TALE

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*“I want that one, and that one, and that one . . .  
and that one, and that one and THAT ONE!”*

Getting items works a bit differently in a Tall Tale than it does in the Versus Mode. Unlike the Versus Mode, there is no scavenging field. Typically, items are only gained as a reward for defeating creatures, or given by certain Landmarks, Event cards, or story moments. The discard pile of the item deck should only be reshuffled when the item deck runs out.

Unless stated otherwise, items are always drawn at random. For example, the creature modifier “Hoarding” states that players will gain additional items when they defeat that creature; by default these items are drawn at random.

When your group is rewarded a specific item, always search for that specific item in the item deck and then shuffle the item deck before dealing out any additional random items. When specific items are given to the group, it is up to the group to decide who will get them. If players cannot agree, all players must roll a die - the highest result gets the item, reroll in the event of a tie. If told to draw a specific item that is already in the item discard pile (such as a ritual item), players will still get to take the item by drawing it from the discard. However, if told to gain a specific item that is already owned by another player, nothing will be drawn, and ownership of that item will not change.

During the Tall Tale, certain actions will instruct players to discard item cards. Discarding cards can only be from the player’s hand of active cards; cards in your stash cannot be discarded. However; while on Landmark or Rest map nodes, players are free to adjust their hand and stash as they fit.

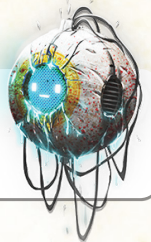


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## DEFEAT

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*“Oh no, no, no! Master doesn't need to know any of this! Master is amazing...on second thought, maybe Master should review. Hehe.”*



When a player’s HP reaches 0 and they are unable to, or do not, immediately restore it (i.e. by using a revive juju or the revenant archetype ability), they are considered defeated. Defeat doesn’t usually mean game over though, unless you’ve used up all of your allowed defeats.

How defeat works also changes based on if you are playing solo or co-op and where you were defeated, and on what level of difficulty you have chosen for the play session.



## CREATURE DUELS

Players can enter into a creature duel either by moving to an Attack node, resolving a particular Landmark, or as an action when resolving part of the story.

- **Solo:** If defeated, and you haven't used up all of your allowed defeats, you will lose an allowed defeat and must clean up the creatures space immediately, returning all creature cards to their respective locations within the Tall Tale game space. You will gain no levels or rewards and will be revived to the appropriate HP and EP based on the chosen difficulty level, and then continue on to the Movement phase.
- **Co-op:** If a player is defeated, but at least one of their teammates are not (and the team hasn't used up all of their allowed defeats), the team will lose an allowed defeat and then the defeated player will be revived to the HP and EP set by the chosen difficulty level at the start of the next turn of the duel (Movement phase if the duel has ended).

## LANDMARK NODES

Some Landmark nodes have challenges that could result in a player being defeated.

- **Solo:** If defeated, and if you haven't used up all of your allowed defeats, lose one allowed defeat and do not gain any rewards for that particular landmark choice, unless stated otherwise. Revive to the appropriate amount of HP and EP based on the set difficulty level and then continue on to the Movement phase.
- **Co-op:** If all players are defeated, and haven't used up all of their allowed defeats, they must be revived to the appropriate amount of HP and EP based on the set difficulty level. Defeated players will not gain any rewards from their landmark choice, unless stated otherwise. If at least one player is not defeated, they may continue to resolve their landmark choice as normal. Once all players have resolved their landmark choices, any defeated players will be revived to the appropriate amount of HP and EP based on the set difficulty level and all may continue on to the Movement phase.

## EVENT NODES

Some events have challenges that could result in a player being defeated.

- **Solo:** If defeated, and you haven't used up all of your allowed defeats, immediately discard the event card and revive to the appropriate amount of HP and EP based on the set difficulty level. Continue on to the Movement phase.
- **Co-op:** If all players are defeated, and haven't used up all of the allowed defeats, immediately discard the event card. All players will be revived to the appropriate amount of HP and EP based on the set difficulty level and then continue on to the Movement phase. If at least one player is undefeated, they may continue to resolve the event as normal. Once resolved, any defeated players will return to the appropriate HP and EP based on the set difficulty level and all may continue on to the Movement phase.

## REST NODES

The only way a player can be defeated during a Rest node is if they use an item that deducts their HP.

- **Solo:** If you are defeated, you cannot perform any other actions and must end the current adventure turn phase and continue on to the next one after returning your HP and EP to the appropriate amount based on the currently set level of difficulty.
- **Co-op:** If a player is defeated, they cannot perform any other actions that adventure turn phase and must return to the appropriate level of HP and EP based on the currently set level of difficulty. All undefeated players may continue to resolve the Rest node normally.

## STORY PARTS

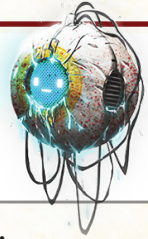
- **Solo/Co-op:** If a player, or players, are capable of being defeated when resolving an action as part of the story, it usually means game over. These actions will specifically state whether or not defeat means game over.

## GAME OVER

When players have run out of allowed defeats the game immediately ends. If players wish to do another game session, they must reset the Tall Tale game space and their character space (including levels and items), and then follow the instructions for **"Playing a Tall Tale" on page 25.**

# DIFFICULTY LEVELS

*Anima recommends Master choose impossible!  
YUSS! Guts EVERYWHERE!!! Heheheheeee...actually,  
choose easy, Anima wants to be laz-eh.*



## CHOOSE TO PLAY ON EASY, NORMAL, HARD OR IMPOSSIBLE.

**Easy** – A great way to learn the game without the stress of failure. Also a good option for those mainly interested in the story.

- **Starting and Max HP/EP:** No changes
- **Starting Hand Size:** 8
- **Max Allowed Player Defeats:** 4
- **Revival:** Return to 5 HP / EP
- **Attack Nodes:** 1 creature modifier.

**Hard** – Recommended for those who are familiar with the game and are looking for an increased challenge.

- **Starting and Max HP / EP:** Reduced by 1
- **Starting Hand Size:** 6
- **Max Allowed Player Defeats:** 1
- **Revival:** Return to 2 HP / EP
- **Attack Nodes:** 2 random creature modifiers.

**Normal** – Recommended for those new to the game but accustomed to difficult solo/co-op games.

- **Starting and Max HP / EP:** No changes
- **Starting Hand Size:** 7
- **Max Allowed Player Defeats:** 2
- **Revival:** Return to 3 HP / EP
- **Attack Nodes:** 1 random creature modifier

**Impossible** – Recommended for those that have delusions of grandeur. ;)

- **Starting and Max HP / EP:** Reduced by 2
- **Starting Hand Size:** 6
- **Max Allowed Player Defeats:** 0
- **Revival:** N/A
- **Attack Nodes:** 2 random creature modifiers



# ADDITIONAL TALL TALE CLARIFICATIONS

**Creature Skill Example 1:** The Witch King has played the Elemental Catalyst skill against you. “Oh no!” You exclaim, looking at your hand full of elements, realizing you’re in for a lot of hurt. Following the instructions on Elemental Catalyst, you use your anima’s purge ability to discard LIGHTNING and FIRE - two spells you really don’t want to get to attacked with. This leaves WIND, ICE, WATER, and EARTH to get discarded by Elemental Catalyst. The spells all resolve simultaneously. EARTH’s healing and DMG cancel each other out. WATER’s EP gain and ICE’s EP penalty cancel each other out. What’s left resolves all at once: You take 5 DMG, and must also deactivate 3 cards from the FX of WIND, ICE and WATER. Unfortunately, the elements that are resolving against you are not active cards in your hand, so being hit by your own WIND will not reduce the amount of elements resolving against you from Elemental Catalyst.

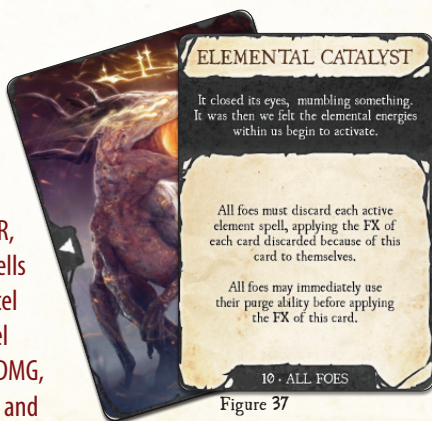


Figure 37

**Creature Skill Example 2:** You’re going toe-to-toe against one of the more heinous of creatures, the Specter. Hoping to burn through the creature’s deck, you start the duel by playing your WIND spell. The Specter reveals its skill, Engulf. With an RN of 5, Engulf will resolve first. Engulf gives its target(s) three options: Take 5 DMG, pay 3 EP, or discard your WIND spell. In this case, you may choose to any of the three options. Even though your WIND spell is not in your hand, Engulf does not specify that it must be an active WIND card, meaning you have the option to discard the WIND you played that turn. Whichever option you choose, Engulf is going to be discarded after resolving. If you choose to take DMG or pay EP, then your WIND spell will resolve as normal.

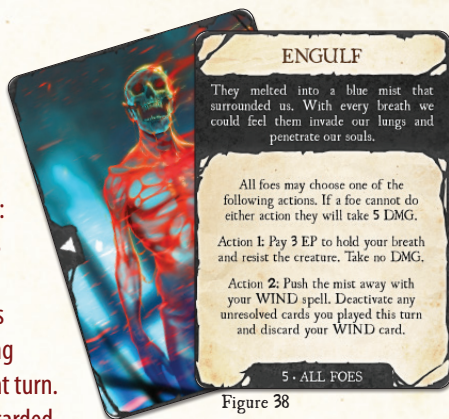


Figure 38

**Event Example:** If an event asks you to discard cards, and one of those cards says “deactivate on use,” or “do not discard,” you must deactivate that card instead of discarding it. For example, in the event “Behemoth Be Comin’” players must choose to either flee the beast, or blast it to hell by discarding cards. You discard a few elements from your hand, but realize you’ll have to use your trusty Arcane Hand Cannon item to reach the right amount of DMG. The Arcane Hand Cannon adds 1 DMG to your total, and then gets deactivated instead of discarded. The other spells will still be discarded.



Figure 39

# GLOSSARY

1. **ACTIVE:** Any card in your hand.
2. **ACTION CARD:** A card that is either an item, skill or spell.
3. **ADVENTURE TURN:** Playing a Tall Tale proceeds in a series of Adventure Turns. An Adventure Turn is broken down into phases; Narrative, Node Resolution, and Movement, in that order.
4. **CHAPTER:** A Tall Tale is broken into chapters. Chapters are made of parts, with each having its own objective.
5. **CREATURE:** Foes encountered during a Tall Tales. There are 6 creatures in the core game, each of which will use 3 generic creature skills, 3 specific creature skills, and a number of creature modifiers depending on the difficulty level chosen.
6. **DEACTIVATE:** Deactivated cards are on hold and cannot be used, but not quite discarded. They must be kept sideways and face down, in a separate pile. During the Standoff Phase, you may use your one standoff action to reactivate deactivated cards; deduct 3 EP and return 5 cards of your choice from your deactivate pile. Action cards can be deactivated as the result of many different things, some of which are a card's FX, the Anima Surge ability, or certain story moments during the Tall Tales.
7. **DISCARD:** Means to put an unresolved card, or cards from your hand, into your discard pile. If you must randomly discard cards, shuffle your hand face down. Once shuffled, draw the required amount of cards and put them in your discard pile, face up. Discarded items go into the shared item discard pile.
8. **DMG:** An abbreviation for damage.
9. **DNC:** An abbreviation for draw a number card. Refers to drawing number cards from the number deck.
10. **ELEMENTAL NEUTRALITY:** If two elements are neither strong nor weak against one another, they both resolve with no bonus or penalty.
11. **ELEMENTAL STRENGTH:** Found in an element spell's weakness banner. If an element is targeting another element that is strong to, it gains +1 NV to its FX.
12. **ELEMENTAL WEAKNESS:** Found in an element spell's weakness banner. If an element is targeting another element that it is weak to, it is discarded and has no effect.
13. **EP:** An abbreviation for energy points.
14. **FIRST PLAYER:** The player who currently has the first player token. If playing a Tall Tale, the creature is always considered the first player.
15. **FX:** Stands for effects. Refers to the effects written on spell, item and creature skill cards.
16. **HAND:** Cards held by a player, and kept secret from opponents.
17. **HAND SIZE:** In versus mode, there is no limit to the number of cards a player can hold in their hand. In solo/co-op mode, players will choose a difficulty setting which will affect their starting hand size limit. Players will upgrade their hand size as they gain new levels.
18. **HEALING:** If a card gives or increases a player's HP, that effect is considered healing.
19. **HP:** An abbreviation for health points.
20. **ITEM TYPE:** Refers to how and when an item is used.
  - **Combine** - Played with a spell, face down, during the Standoff phase. Only one combine type item can be used.
  - **Instant** - Effect happens immediately when taken into your hand.
  - **Passive** - Follow the instructions on the card itself for when and how a passive item can be used.
  - **Standard** - Can be played instead of a spell during the Draw phase.
21. **STANDOFF:** Can be used during the Standoff phase.
22. **IMMUNE:** Means that a player or creature cannot be affected by certain FX. For instance, if a player is immune to DMG for a turn, any card that would do DMG to them won't. Whenever anything is immune it will stipulate as to what it is immune to.
23. **NEGATE:** FX that are negated are not applied to their target. FX can be negated in their entirety, or just part of a card's FX can be negated (i.e. negate a card's DMG, but not its other FX).
24. **NV:** An abbreviation for "numerical values" listed in the description of a card's FX.
25. **PART:** Each chapter of the Tall Tale is broken into parts, which have their own objectives, actions and prerequisites for advancing the story.
26. **REACTIVATE:** Refers to taking cards from your deactivate pile and returning them to your hand. Players may use their standoff action to reactivate, deducting 3 EP to return up to 5 cards of their choosing from the deactivate pile back to their hand.



27. **RESOLVE:** Refers to the act of applying the FX stated on a card that was played, and at times other actions required in the game
28. **RN:** An abbreviation for resolution number. RN determines the order in which cards are resolved in the Aftermath phase.
29. **SACRIFICE:** When a player exchanges HP for EP during the Standoff phase. The exchange ratio is 1:1.
30. **SCAVENGE FIELD:** Three item cards face up in a row next to the item deck. Players may use their standoff action to take one card from the scavenger field, which is immediately replaced. Taking a Standoff or Passive type item from the scavenger field also costs 1 EP.
31. **SKILL:** Action cards used by creatures, which do not count as spells. In future expansions, skills will also be special action cards unique to an individual Grimslinger.
32. **SPELL, ELEMENT:** A Grimslinger's standard spells. Fire, Water, Earth, Wind, Lightning, and Ice.
33. **SPELL, SIGNATURE:** Powerful spells that have a wide range of abilities, varying EP costs, and different RN values. They are either drafted in versus mode, or earned through leveling in a Tall Tale.
34. **STASH:** Cards that are owned by a player, but not in that player's hand. These cards are not considered active.
35. **TARGET:** Refers to whomever an effect is being applied to from an action card, story part or event. A target can be any of the following:
- **All** - The card's FX will be applied to all players and creatures.
  - **All Foes** - The card's FX will be applied to any opposing players/creatures.
  - **Single Target** - The card's FX will be applied to one player/creature.
  - **Self** - The card's FX will be targeting yourself.
  - **Team** - The card's FX will be applied to yourself and/or a teammate(s).
36. **UNRESOLVED:** Any card that has been played and turned face up (revealed), but has not been resolved.

## CREDITS

- **Stephen Gibson:** Game Design, Illustration, Graphic Design, Writing, Videography.
- **Zachary Parkes:** Graphic Design.
- **Walter Barber:** Development
- **Jeff Gracia:** Production.
- **Theresa Gracia:** Marketing.
- **Julie Ahern & Jennifer Reinfried:** Proofreading.
- **Item Crafters:** Isaac Hollkamp - *Lucky Charm*, Leo Brooks - *Frog Man's Drum*, Gil Pettingell - *The Devil's Deck*, Michael Parkes - *Prosthetic Pistol*, Dylan Usam - *Bloody Grimoire*.
- **Special Thanks:** Joelle Gibson, Darren Atherton and all of our Kickstarter backers!
- **©2017 Greenbrier Games.**  
**PO Box #330**  
**20 Florence St.**  
**Marlborough, MA 01752**



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# GRIMSLINGERS AND THE NORTHERN TERRITORY

