1. OVERVIEW

Welcome to Penny Dreadfun, an adventure game set in 19th century London in which you will try to close the gates to Hell before it will consume our world!

This Rulebook will provide you with all basic concepts of the game and will let you play the first Scenario – Prologue. This will prepare you for next Scenarios as well as other game modes, such as a Boss Rush and an Open World Mode.

Note that this scenario is the first introductory scenario of the base game – It doesn't use all the cards that are in a base game, but give a glimpse of all game mechanics (in full version two decks made for the first scenario will be labeled as *Open This First!*.) It helps new players to know the rules of the game – the deckbuilding, resource management and fighting system.

Every scenario in Penny Dreadfun 2nd Edition is different, has it's own story and needs different approach! Players wins every scenario as a group, but also score points for themselves, that are noted on a Campaign Sheet – after the full Campaign one player will emerge as a hero of the Penny Dreadfun story, while others will be just merely sidekicks!

Prototype

Please note that this game is a prototype – while it plays like a real game, not all components have the layout and art that will be in a final game. Also instruction nor card text aren't final. Thank you for playing!
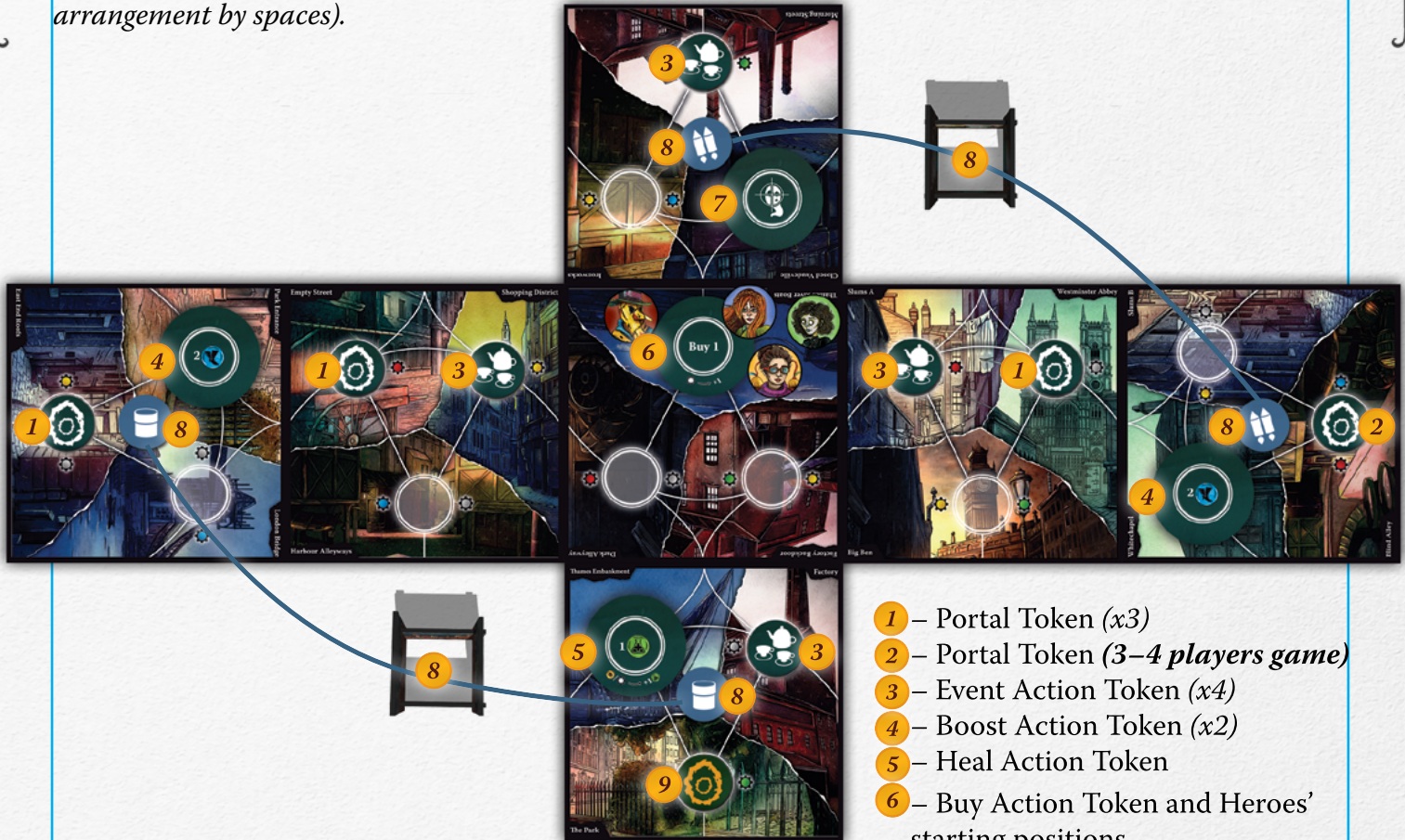
2. COMPONENTS

1. **Rulebook** *(x1)*
2. **Player Board** *(x4)*
3. **Hell Progress Track** *(x1)*
4. **London Map tile** *(x7)*
5. **Shortcut** *(x2)*
6. **Tokens:**
   a. **Damage Token** *(x27)*
   b. **Movement Token** *(x27)*
   c. **Gold Token** *(x27)*
   d. **Hell Track Token** *(x1)*
   e. **First Player Token** *(x1)*
   f. **Decision Token** *(x1)*
   g. **Trophy Token** *(x16)*
   h. **Portal Token** *(x4)*
   i. **Demonic Portal Token** *(x1)*
   j. **Event Token** *(x4)*
   k. **Shortcut token** *(x4)*
   l. **Field Action Token** *(x5)*

7. **Acrylic cubes:**
   a. **Occultism (blue)** *(x25)*
   b. **Society (green)** *(x25)*
   c. **Science (yellow)** *(x25)*
   d. **Underworld (grey)** *(x25)*
   e. **Violence (red)** *(x25)*

8. **Cards:**
   a. **PenniesDeck**
   b. **Demonic Pennies Deck**
   c. **Shop Deck**
   d. **Event Deck**
   e. **Quest Deck**
   f. **Status Decks:**
      i. **Wounded Deck**
      ii. **Gravely Wounded Deck**
   g. **Enemy of the Crown Deck**
   h. **Starter Decks** *(x4)*
   i. **Scheme Deck**
   j. **Mini-Boss Card**
   k. **Joke's On You Card**

9. **Plastic miniatures:**
   a. **3 Enemies of the Crown (A, B and C)**
   b. **Mini-Boss**
   c. **Jack the Ripper**
   d. **Maria Skłodowska-Curie**
   e. **Alice of Wonderland**
   f. **Emily Dickinson**

3. SETUP

To set up the first Scenario I: Prologue perform the following steps:

1. Create the Map of London

Put the tiles in the middle of the table as shown in the picture below *(type of tile doesn't matter, only arrangement by spaces).*

1 – Portal Token *(x3)*
2 – Portal Token *(3–4 players game)*
3 – Event Action Token *(x4)*
4 – Boost Action Token *(x2)*
5 – Heal Action Token
6 – Buy Action Token and Heroes' starting positions
7 – Target Action Token
8 – Shortcuts *(2 Sewer Pipe Shortcut Tokens, 2 Roofs Pipe Shortcut Tokens and 2 Cardboard Shortcuts)*
9 – Demonic Portal Token

2. Place tokens on the Map

Place the Hell Track Token on the first space of the Hell Progress Track.

Find the corresponding name of the Location on the London tile and place the token on the circle in that Location *(some tokens will cover printed Resources!).*

3. Prepare and place Decks

a. Shuffle **Shop Deck** and place it, as well as **Pennies** and **Demonic Pennies** Decks, near the Map. Draw 4 cards from the Shop Deck and place them face up near that Deck.
b. Shuffle **Event Deck** and place it face down near the Map.
c. Place **Wounded Deck** and **Gravely Wounded Deck** face up near the Map.
d. Shuffle **Enemies of the Crown Deck** and place it near the Map. Draw 4 cards from it and place them face up near that Deck.
e. Place **Mini-Boss Card** face down near the Map.
f. Shuffle **Scheme Deck** and place it face down near the Map.
g. Place **Joke's on You Card** face down near the Map (*don't read it!*).

4. Collect Resources and Tokens

Create a pool of **Damage Tokens**, **Movement Tokens**, **Gold Tokens**, **Trophy Tokens**, and all **Resources.** Place them near the Map.

5. Select Heroes and prepare Starter Decks

Each player selects one Hero and does the following:
a. Take the corresponding miniature
b. Create a **Starter Deck** with those cards:
  i. *Better to Restock!* x2
  ii. *The Last Penny* x2
  iii. *Pocket Money* x1
  iv. *Boxing Technique* x1
  v. *Punch* x1
  vi. *Resources* x1
  vii. 2 personal starting **Class Cards**:
    • **Alice of Wonderland:** *Drink Me, Magic Shroom*
    • **Jack the Ripper:** *Knowledge Of Anatomy, Hunter's Tools*
    • **Maria Skłodowska-Curie:** *Rocket Science, Laboratory Equipment*
    • **Emily Dickinson:** *Things That Perches In The Soul, Spiritual Support*
  viii. Each player shuffles their Starter Deck and places it face down on the left side of their Player Board. Then each player draws 5 Cards.
  ix. Each Player takes their **Personal Quest** and this **Scenario's Quest** (*Walk in a Street*) and put them above their Player Board. **Personal Quests:**
    • **Alice of Wonderland:** *The Cheshire Cat*
    • **Jack the Ripper:** *A Postcard From Whitechapel*
    • **Maria Skłodowska-Curie:** *Helpful Brochure On A Scientific Topic*
    • **Emily Dickinson:** *Because I could not stop for Death – He kindly stopped for me –*

6. Place Heroes and Enemies on the Map

Place all Heroes miniatures on *River Thames Boats*. Place Enemies of the Crown miniatures on Locations: *East End Roofs, Empty Street, Westminster Abbey.*

Place the Mini-Boss miniature on the third space of the Hell Progress Track.

7. Select First Player

The person who last visited London becomes the first player. If no one did that, then maybe someone read Communist Manifesto? Still nobody? Then pick at random…

4. MID-GAME PLAY AREA EXAMPLE

5. KEY CONCEPTS

The Golden Rule

If the text of a card directly contradicts the rules, the text of the card takes precedence.

Deck Building

In Penny Dreadfun players, as one of the heroes, travel through the 19th century London, taking part in a lot of adventures. During the game heroes will gain and develop new possibilities for attack, movement and other actions and will be able to overcome difficulties more efficiently.

At the beginning of the game, each player starts with their small Starter Deck, which contains several basic actions and two actions assigned to the chosen hero, which determine the basic development pattern of that hero.

During the game, a player will add cards to their deck by defeating enemies, buying items from Shop, completing Quests. By doing so, the player will become stronger and they will be able to do more diverse choices during their turn.

Deck, Hand, Action Pool, Discard Pile

Player's Deck contains cards that player will draw and add to their Hand. Hand size at the beginning of the game is 5 and may increase or decrease during the game. Cards that the player played during their turn are placed in the **Action Pool** *(more explanations later)*. At the end of the player's turn they will move all cards from their Action Pool to their Discard Pile. After doing that the player will draw a number of cards equal to their Hand size (5 by default). If the player runs out of cards in their Deck to draw, they must shuffle their Discard Pile and create a new Deck that way, then continue drawing cards.

Building an Action Pool

During a player's turn they will play cards, gain **Resources** and/or **Tokens** and put them in the **Action Pool**. Player may use them in their turn or save them for other player's turn. All cards that are in the player's Action Pool must be discarded at the end of their turn (except the Charge Cards – *more explanations later*). **Other Components such as Resources or Tokens stay there until the beginning of the next turn,** when player discards them to their respective pools. **The exception are the Movement Tokens, which players may have in their Action Pool and do not have to discard them (but may not have more than 4 – this is noted on a Player Board)**.

Adding, discarding and destroying cards

During a game the player will be able to Buy cards or simply add some after they complete a Quest or by defeating villains. All new cards that the player acquires must be put on their Discard Pile.
Discarding a card means that the player has to put it on their Discard Pile.
Destroying a card means that such a card leaves the game for its duration, but counts when final scoring is carried out. Destroyed Status Cards are put at the top of their respective decks.

Personal Quest

Each hero has their own Personal Quest that determines the playstyle of the character. By completing such Quest, a player will add its card to their Deck. *In a full game there are 5 levels of Personal Quests for every character, for simplicity in Scenario 1 player will use only one such a card.*

Charged Cards

Some cards have the ability **Charge X**. When a player plays such a card from their Hand, **they place it above their Player Board instead of Action Pool, and gain 1 Resource of the player's choice from those printed on it (put in on the card)**. During the player's turn they may move Resources from their Action Pool to this card and from this card to their Action Pool. Remember that Charged cards have a type and a maximum amount of Resources they can store. **For such a card to stay in play there must**

always be at least one Resource on it. When there are no Resource on such a card the player must discard the Charged card. **When the player gathers the required amount of Resources (maximum) they can use the ability of that card** and then discard all Resources to their pool and must put that card to the player's Discard Pile.

> *NOTE: Not all Charged cards have an ability, some may be used as a storage for Resources!*

> *NOTE: Some Quests are also acting like Charged cards and may be used as a storage until you complete or progress through a Quest. Note that, player cannot move Trophy Tokens from the Quest card as well!*

Resources

There are 5 types of Resources in the game:

- Occultism ( )
- Society ( )
- Science ( )
- Underworld ( )
- Violence ( )

A player can **Gather** them from the Map or by playing cards. A player puts them in their **Action Pool**, on their **Charged cards** or **Quests**. They are used to complete Quests, unlock abilities of Charged cards, Fight! (explained later), and for some other actions.

On some cards player can find a white resource symbol( ) – it represents any resource of a player's choice.

Decision Token

The player who has the Decision Token has the power to make decisions. It is that simple.
The Decision Token passes to the next clockwise player at the end of a round.

6. GAME OVERVIEW

Penny Dreadfun is played over a series of rounds. Each round consists of a **Player Phase** and a **Villain Phase.**

During the Player Phase, the player takes their turn.

During their turn, a player can Move, play cards from their hand, **Gather and/or move Resources, play abilities from Charged cards, complete Quests, Trade, use Field Action, or Fight**.

After each player's turn, the Player Phase ends and a play proceeds to the Villain Phase.

Villains will have an opportunity to perform a Scheme action determined by a card drawn from the Scheme Deck. This may resolve as a Move, Fight, or some other action. **After the last Villain Phase, Mini-Boss** (if present on the Map) **will move one space towards the nearest player** what might end up with a Fight if the player is reached.

After the Villain Phase is completed, next player starts their turn, and after they finish, villains will have their phase, then another player will have their turn, and so on.

After the Villain Phase of the last player the Decision Token is passed to the next clockwise player and the round ends.

The game advances in this manner until either the players win (in Scenario Mode), all players die, or the Hell Progress Track Token reaches the last space on its track *(in the first Scenario it means that players are defeated and lose the game)*.

7. ROUND SEQUENCE

This section describes the events of a game round, broken by phases:

1. **Player Phase**
2. **Villain Phase**

The rules for each phase are detailed in the following sections.

PLAYER PHASE

Player turn

During their turn a player may perform the following actions in that order:

1. **Cleaning an Action Pool**
2. **Move action**
3. **Building an Action Pool**
4. **Field Action**
5. **Drawing cards**

Cleaning an Action Pool

At the beginning of a player's turn they have to discard all Tokens and Resources they have in their Action Pool to their respective pools. The only exceptions are Movement Tokens (max. 4 Tokens) and those Tokens and/or Resources that are on a card.

Move Action

Player may choose to Move or stay on the Location they are already in. **To Move they must discard a card from their hand** (other than Wounded or Gravely Wounded) **or discard a Movement Token.** Each card or Movement Token discarded grants **1 Move Point**. Player can Move their miniature by one space for each Move Point they generated to the Locations connected by the line.

Player can Move through other player's and/or villain's miniatures. However, if the player's miniature Moves through a Villain's miniature on a hell-sided Map tile, it will cost the player one additional Move Point.

Player can end a Move on a Location with a miniature, but if that miniature is a villain, the player will be forced to perform a Fight! action (as their Field Action).

NOTE: *Move is performed before building an Action Pool. Player should plan their Move and keep in mind that after building an Action Pool they will perform a Field Action from the Location they're on.*

E.g.: *You discarded 3 cards, so you have 3 Move Points. You want to move to Slums A to finish a Quest. It is only 2 Locations away, but because the Map tile is on a Hell side and there's a Villain miniature you must pay an additional Move Point.*

Movement Tokens

During the game a player can receive Movement Tokens that can be used in four ways:

1. Move in the Movement Phase *(as described above)*.
2. In Action Pool Building Phase a player can discard any number of Movement Tokens to generate Move Points and then Move. It is the only possibility to Move outside of the Movement Phase.
3. During the Villain Phase, when the Villains plot a Scheme and the Villain miniature moves on the Location with a player's miniature, a player can discard a Movement Token to Move to a connected Location and avoid the Fight!.
4. Player can discard two Movement Tokens in Movement Phase or Action Building Phase to make Take a Shortcut Action *(explained in the next section)*.

> *NOTE: Movement Tokens are not removed from a player's Action Pool at the beginning of their turn.* **Player can store up to 4 Movement Tokens.**
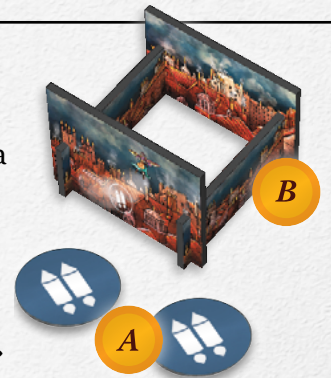
Shortcuts

Shortcuts are special Locations that can be used to Move faster, avoid villains or even to complete some Quests.
A Shortcut consists of 2 entrances (Shortcut Tokens on the Map – *fig. A*) and a special **cardboard building outside of the Map** *(fig. B)*.

Player can enter the Shortcut in one of two ways:

1. **By using Move through Shortcut Action (can be found on some cards).**
2. **By discarding 2 Movement Tokens.**

Player can enter a Shortcut from any Location on the Map tile with the Shortcut Token on it.

Player can enter such a Shortcut during Movement Phase and/or Action Pool Building Phase. After the player uses Move through Shortcut Action or discards 2 Movement Tokens, they put their miniature in the corresponding cardboard building.

After entering a Shortcut, a player can decide to remain on it or Move to any of the two Map tiles that has corresponding entrances to the Shortcut they are in (following normal rules for Moving).
To Move out of the Shortcut the player have to discard one card (during Movement Phase) or discard one Movement Token (during Movement or Action Pool Building Phase). The player can do that in the same turn they have entered (while using Movement Tokens) or in any consecutive one. **When the player Move out, they can place their miniature on any Location on the Map tile with corresponding Shortcut Token.**

While on a Shortcut a player can't Fight! or perform any other Field Action (with an exception of Trade action) and can't be followed by Villains.

(See a movement example on the next page.)

E.g. *You want to Move to* **Slums B** *to Fight with a villain. During your Movement Phase you discard 2 Movement Tokens to enter a Shortcut and then discard 1 card (or another Movement Token) to get out of the Shortcut and to Move on to the Location with the villain.*

Building an Action Pool

After the Movement Phase **a player builds their Action Pool by playing cards from their hand**. They will gain Resources and/or Tokens and put them in the Action Pool or take any other Actions *(e.g. Heal, Draw a card)*. The player may use those Tokens and/or Resources in their turn or save them for other player's turn. Actions must be taken immediately. All cards that are in their Action Pool must be discarded at the end of their turn. Other components such as Resources or Tokens stay there until the beginning of their next turn, when they discard them to their respective pool. The only exception are Movement Tokens - they remain in the Action Pool, and a player can store up to 4 of them.

Field Action

After Building their Action Pool the player performs a **Field Action** based on the Location they are on.

Field Actions with Action Tokens on Location:

1. **Buy**
2. **Heal**
3. **Boost**
4. **Target Villain**
5. **Event**
6. *Quest (full game)*
7. *Gold upgrade (full game)*
8. *Destroy Card (full game)*
9. *Flip the Map tile (full game)*
10. *Resource (full game)*

Other Field Actions:

11. **Fight!**
12. **Trade**
13. *Event (Open World mode)*

Buy ①

A player may discard one of the four cards from the Shop to place a new one there. Then the **player may buy one card by spending the amount of Gold shown in the top left corner of the Shop Card.** The player discards required amount of Gold from their Action Pool and places a new card from the Shop Deck to fill the gap.

Then a player can discard any one Resource from their Action Pool to Buy additional Shop Card, but they do not discard a card this time, just Buy one card, pay Gold and place new card from Shop Deck to have 4 cards in the row. **Player can do that as long as they have Resources and Gold to Buy.**

A player can also Buy cards from Pennies 2 and Pennies 3 Decks instead of Shop Deck.

All cards gained this way goes to the player's Discard Pile.

Heal ②

A player can destroy one **Status card** (other than *Gravely Wounded*) from their Action Pool or Discard Pile.

Then, by discarding any one Resource or Gold from their Action Pool a player may destroy an additional Status card. Player can do that as long as they have Resources and/or Gold to discard.

Boost ③

A player **gains two Movement Tokens** and puts them in their Action Pool (*remember that a player can store only four of them at the end of the turn*).

Target villain ④

A player can shuffle any number of Enemies of the Crown (from 0 up to 4) to the Enemy of the Crown Deck and then draw that many to fill the gaps. After doing that, the player can take one of the Enemies of the Crown cards and place it in their Action Pool, then they place a new card from the Enemies of the Crown deck to fill the gap. Such Enemy of the Crown is assigned to that player and that player can choose to Fight! that Enemy of the Crown during Fight! action.

Event ⑤

Open World Mode: After a player finishes their Building an Action Pool Phase and is on a Location without any Action Token on it, an Event will happen to them. The player sitting on the left draws one card from the Event Deck and reads the Event to the active player. Some Events require the player to make a choice, if so, don't read the consequences of the choice, just read the first part and let the player decide what path they should choose.

In the *Scenario I* – Events are resolved only after a player perform an Event Action in the Field Action Phase. After resolving an Event, the card is not discarded, but simply put near the player who used the Event Action to score them at the end of the game.

Trade

If a player's miniature is standing on the same Location as other player's miniature those two players can perform a Trade action. They may trade any amount of Resources, Gold, Movement Tokens, cards from their Action Pool and/or Discard Pile or even Fight!. **Players cannot trade their Class Cards and Status cards.**

(For Fight! Field Action explanation – see next page)

Fight!

Fight! will happen in the Action Phase when a player's miniature and a Villain's miniature are on the same Location. The player cannot perform any other Action, they have to Fight!
The other possibility of Fight! occuring is in the Villain Phase, when a Villain's miniature Moves on to the Location with a player's miniature.

If during the Villain Phase the miniature that is supposed to Move is already on the Location with a player's miniature Fight! does not occur and the miniature does not Move.

Fight! is divided into 4 phases:

1. Choosing a Villain
2. Dealing damage
3. Receiving damage
4. Winning/Loosing a Fight!

Choosing a Villain

Before the Fight! starts a player has to choose one of the four available Enemies of the Crown that they want to fight with.

Dealing damage

By discarding Damage Tokens and/or corresponding Resources (**Weakness** (⚡)) – shown on the left side of the card) a player will do damage to a Villain. **Each Damage Token and Resource equals one damage. Once the damage dealt is equal to higher than Villain's Health the Villain is defeated.**

> **NOTE:** *A player cannot discard more Resources to deal damage then the amount printed on the Villain's card.*

Receiving damage

No matter the outcome of the Fight! the Villain will hit the player back. The amount of damage dealt (**Retaliation** (☠)) is shown on the right side of the card. The player can prevent that damage by discarding corresponding Resources from their Action Pool. For each not prevented damage the player has to add one Wounded Status Card to their Discard Pile.

Winning/Loosing a Fight!

If a player managed to defeat a Villain, they add its card to their Deck (on the Discard Pile). Now that card belongs to the player and when it is played during Building an Action Pool Phase only the bottom part is resolved (**Loot** (🧰)). A new Enemy of the Crown is drawn from Enemy of the Crown Deck and placed in the Enemy row.

If a player defeats a Villain, miniature representing the Villain is taken out of the Map.

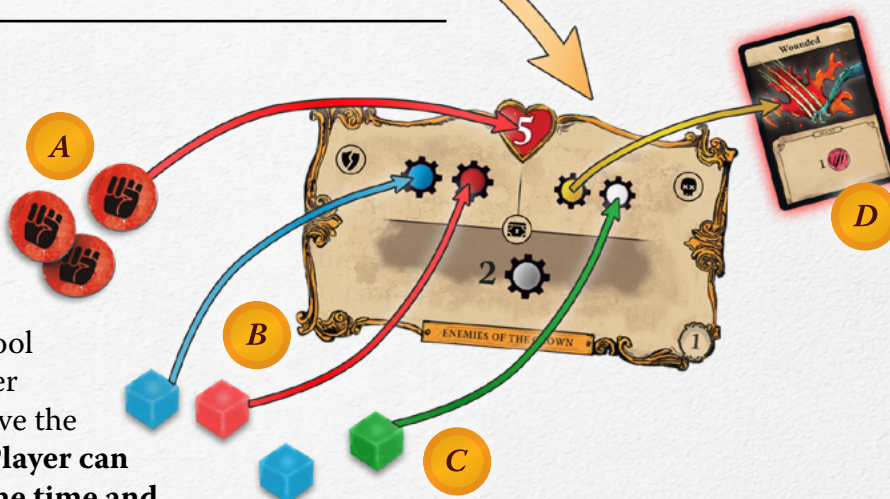If a player loses the Fight! the card is returned to the Enemy row and the miniature stays on the Location.

(See Fight! example on the next page.)

E.g. A player decided to fight with Demonic Closet and, as it has a SERIAL KILLER keyword, they need to defeat it to finish a Quest. After choosing the Villain, the player Deals Damage by discarding 3 Damage Tokens (A) and 2 corresponding Resources (B) from their Action Pool. Now the Villain Retaliate. The player can prevent 1 out of 2 damage (C) and they receive 1 Wounded Status Card (D). The player Wins. They receive the Villain card and place a new one from the Enemy of the Crown Deck to fill the Enemy row. **Then they add both cards (defeated Villain and Wounded Status Card) on their discard pile.**

Wounded Status Cards

Each time a player receives damage, they have to add a Wounded Status Card to their Deck. That means that receiving a **Wounded Status Card** does not have an immediate effect. Once a player draws such a card and plays it during Building an Action Pool Phase, they place it under their Player Board. Wounded Cards does not leave the Action Pool after the player's turn. **Player can have 3 Wounded Status Cards at the time and by putting 4ᵗʰ or more they receive 1** *Gravely Wounded* **Status Card and then discard all** *Wounded* **Cards to their Discard Pile.**

At the end of the player's turn, the player will now draw one less card for each Wounded Status Card placed under their Player Board.

Gravely Wounded Status Card

Gravely Wounded **are not added to the Deck, they are placed under player's Player Board.** Once a player received 4ᵗʰ *Gravely Wounded Card* they die. The player that died have to take their miniature from the Map and is not playing anymore during this game.

Fighting a Mini-Boss

Fighting a Mini-Boss is played the same way as with an Enemy of the Crown, a player must be on the same Location as the Mini-Boss's miniature and in *Scenario I* they can only choose one available Mini-Boss: *Hottest Royal Demon Publo.*

Once Publo is defeated its miniature is taken out of the Map and it never returns.

VILLAIN PHASE

Enemy of the Crown Movement

After a player finishes their turn and before a next one begins, Villains will have an opportunity to Move and Fight!. The player whose turn just ended draws and reads one card from the Scheme Deck. Scheme Cards will tell how the Villains behave, how they Move or whether they perform other action.

If a Scheme Card makes a Villain Move, and in the result of such a Move its miniature ends up on the same Location as a player's miniature, perform a Fight! action.

If the miniature that's supposed to Move is not on the Map and a Scheme Card tells to Move it, spend one of its Move Points to place that miniature on a Location with a Portal Token, and then if the card has more Move Point printed on it, Move it further. The player with the Decision Token chooses the Location with a Portal on which the Villain will spawn.

> **NOTE:** If a Scheme Card tells to Move a miniature A to the nearest player and 2 players' miniatures are equally close, the player with the Decision Token has to choose which player the Villain miniature will Move to.

> **NOTE:** If a Villain's miniature Moves to a Location with 2 player's miniatures on it, the player with the Decision Token chooses a player that will perform a Fight! action.

> **NOTE:** If the miniature that's supposed to Move is already on the same Location as player's miniature it does not Move and does not Fight!

Mini-Boss Movement

A Mini-Boss Moves at the end of each round, after the last player resolves the Scheme Card after their turn. The Mini-Boss Moves by one space to the nearest player's miniature and can start a Fight! as well.

> **NOTE:** In a full game every Scenario or Game Mode will tell you how the Mini-Boss or Boss behave.

The Demonic Portal

One of the Portals on the map has the orange colour – it is a Demonic Portal. When you need to place a Mini-Boss on the Map, place it on this portal (not a basic one!).

Also: In Scenario 1 when there is **only** one basic Portal in the game, player with the Decision Token can place an Enemy of the Crown miniature on Demonic Portal or basic Portal, when resolving the Scheme Card.

8. SCENARIO I: PROLOGUE

In the evening you hit the buzzy streets of London, each of you for their own reason, but with certain conviction that no matter what, you all will end up in your favourite pub. And play darts with your buddy Harry, while reciting Wordsworth poems. Did you know that Harry is the second most popular name for a dog throughout the Empire? Anyway, forget it...

...because the entire plan has just gone up in smoke. There are demons everywhere, pissing into the flower-pots, making silly faces and singing shanties. Demonic hounds are running free, making demonic poops. Demonic parrots are mocking the people, sitting on lamposts - wait, no, there are ravens. Where are my glasses? O, here they are. And look over there - what is this strange light? A portal?!

You take out a handy map of the district and decide that you need to make a plan - because everything starts with a good plan: a scientific experiment, an annexation of another state, revolution, an attempt on the life of the russian tsar, well... a lot of things.

Goal

This Scenario is a semi cooperative one, where players have to close all Hell Portals before Hell will consume London! They have exactly 10 rounds to do that, otherwise they will lose.
Players should cooperate to fulfill the goal, but at the same time they need to remember that they will be scored individually and that only one player will be the true winner!
In 2 player game there will be 3 Portals and in 3 or 4 players game - 4 portals.
To close a Hell Portal a player has to be on a Location with a Portal Token on it and have the required components on the "Walk in a Street" Quest card. Also, there cannot be any Villain's miniature on that Location. If those conditions are met, the player can perform an Action during Field Action Phase to close the Hell Portal. The closed Portal is taken by the player that closed it and put on that player's *Walk in a Street* Quest card.

Once all Hell Portals are closed players finish the round and win! Then points are scored *(see Scoring section).*

Hell Track Progress

After a round ends (Mini-Boss Moves, Decision Token passes to the next player) A Hell Track Token moves by one space. Once it reaches the third space, Mini-Boss's miniature is taken out of the Hell Track and is put on the Map, on the Location with Demonic Portal.
Each time the Hell Track Token moves on a space with the red color on it, the player with the Decision Token has to choose one Map tile and flip it to the Hell side.
Once the Hell Track reaches last space players play the last round and if they do not close all Hell Portals, they lose!

Scoring

If players managed to win, they are scored for their achievements. After all, there is only one true Hero that did the most to help the team. The players should sort their cards to score them easily.

In a full campaign players will note their score on a Campaign Sheet - and when completing the full Campaign there will be a winner!

(See scoring rules on the next page.)

PENNY DREADFUN

The player score:

- 2 points if they finished they Hero Class Quest (it is in their Deck and points are written in the bottom right corner of the card)
- 3 points for each Portal Token they have on the "Walk in a Street" Quest card
- 1 point for each Enemy of the Crown that is in the player's Deck (points are written in the bottom right corner of the card)
- 3 points for Mini-Boss that is in the player's Deck (points are written in the bottom right corner of the card)
- X points for each card from the Shop that is in the player's Deck (points are written in the bottom right corner of the Event cards)
- 1 point for each Event that the player has (plus all points that are written in the bottom right corner of the card)
- -1 point for each set of 2 Status Cards (both Wounded and Gravely Wounded counts the same)

SCENARIO II: THE BANK OF ENGLAND HEIST

The demons are definitely up to something... You have to find and bribe demonic informants and make them your spies. The information you will receive will tell you how severe danger is upon the British Empire and maybe even the whole World!

SETUP

1. Create the Map of London

Put the tiles in the middle of the table as shown in the picture below.

2. Place tokens on the Map

Place the Hell Track Token on the first space of the Hell Progress Track.
Place the tokens according to previous picture *(some tokens will cover printed Resources!)*.

1 – Heal Action Token *(x2)*
2 – Buy Action Token *(x2)*
3 – Destroy a Card Action Token
4 – Target Action Token
5 – Boost Action Token
6 – Resource Action Token
7 – Gold Upgrade Action Token
8 – Event Action Token *(x3)*
9 – Portal Token *(x2)*
10 – Demonic Portal Token
11 – Shortcuts *(2 sets)*
12 – Heroes starting positions *(x4)*
13 – Villains starting positions *(x3)*
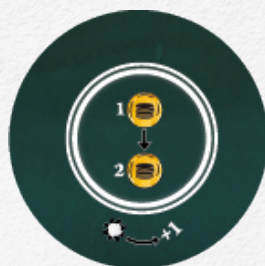
3 **Destroy a Card Action Token** – you can destroy one card from your Action Pool or Discard Pile.

Then you can discard **1**⚙ or **1**▤ to Destroy additional card *(you can do it as many times, as long you got Resources to spend and cards to Destroy)*.

6 **Resource Action Token** – you get **1**⚙.

You can discard **1**⚙ to get **1**⚙ *(other than the one discarded)*. You can do it as many times, as long you have Resources to discard.

7 **Gold Upgrade Action Token** – you can Destroy one of yours Wealth Cards *(Last Penny, Pocket Money, Pennies)* from your Action Pool or Discard Pile and add a Pennies Card from Shop that gives one more ▤ than the discarded card to your Discard Pile.

Then you can discard **1**⚙ to Upgrade additional card *(you can do it as many times, as long you got Resources to spend and cards to Upgrade)*.

3. Prepare and place Decks

a. Shuffle **Shop Deck** and place it, as well as **Pennies** and **Demonic Pennies** Decks, near the Map. Draw 4 cards from the Shop Deck and place them face up near that Deck.
b. Shuffle **Event Deck** and place it face down near the Map.
c. Place **Item Deck** face down near the Map
d. Place **Wounded Deck** and **Gravely Wounded Deck** face up near the Map.
e. Shuffle **Enemies of the Crown Deck** and place it near the Map. Draw 4 cards from it and place them face up near that Deck.
f. Shuffle **Scheme Deck** and place it face down near the Map.
g. Place **Joke's on You Deck** face down near the Map.
h. Separate all **brown** Quests from the **Quest Deck** and shuffle them together. Other Quests will not be used in this Scenario.
i. Put other Decks near the Map.
j. • Put a **Heroes Counter Card** and **Villains Counter Card** near the Map of London.

4. Collect Resources and Tokens

Create a pool of Damage Tokens, Movement Tokens, Gold Tokens, Trophy Tokens, and all Resources. Place them near the Map.

5. Select Heroes and prepare Starter Decks

Each player selects one Hero and does the following:
a. Take the corresponding miniature
b. Draw 2 Quests form the prepared Quest Deck and place them above their Player Board. *Every player should have 2 Brown Quests at the start of the Scenario II.*
c. Create a **Starter Deck** with those cards:
 i. *Better to Restock!* x2
 ii. *The Last Penny* x2
 iii. *Pocket Money* x1
 iv. *Boxing Technique* x1
 v. *Punch* x1
 vi. *Resources* x1
 vii. 2 personal starting **Class Cards**:
  • **Alice of Wonderland:** *Drink Me, Magic Shroom*
  • **Jack the Ripper:** *Knowledge Of Anatomy, Hunter's Tools*
  • **Maria Skłodowska-Curie:** *Rocket Science, Laboratory Equipment*
  • **Emily Dickinson:** *Things That Perches In The Soul, Spiritual Support*
 viii. Each player shuffles their Starter Deck and places it face down on the left side of their Player Board. Then each player draws 5 Cards.
 ix. Each Player takes their **Personal Quest Deck** as well as 2 drawn Quests and put them above their Player Board.

6. Place Heroes and Enemies on the Map

Place Heroes miniatures at random on Locations marked with 12 . Place Enemies of the Crown miniatures on Locations marked with 13 .

7. Select First Player

The person who last visited London becomes the first player. If no one did that, then maybe someone read Communist Manifesto? Still nobody? Then pick at random.

CHAPTER I

Demons and ghosts from all the Circles of Hell showed up in the town. Among them are those damned for being greedy. That is actually a really good news! You can hire them as spies, to find out what are the plans of the hell legions and where is the Queen Victoria. Of course, such information has a price.

Goal

This Scenario is a cooperative one, where players have to find out what plans the hell legions have. The Scenario is divided into 3 chapters and the **goal of the first one is to place 30 Gold Tokens on the Heroes Counter Card to bribe a demonic informant.**

Once the players gather required amount of Gold Tokens, one of them have to go to Portal Token on leftmost Tile and perform a Field Action to discard those 30 Gold Tokens to the pool and then read the Chapter II goal.

Hell Progress Track and Special Rules

Hell Progress Track rules are the same for all Chapters of this Scenario and once it reaches 5th space players looses the Scenario.

Gang of thieves – For each *Wounded* Card a player receives from the Retaliation from an Enemy of the Crown the player has to discard one Gold Token from **Heroes Counter Card** and put one on the **Villains Counter Card**. Once 10 or more Gold Tokens are on the Villains Counter Card discard all Tokens from that Card. Then move the Hell Track Token by one space and the player with the Decision Token has to choose one Map tile and flip it to the Hell side.

> *NOTE: Spaces with red colour on a Hell's Progress Track doesn't matter in this Scenario, don't flip a Map tile while the Token moves on a such space.*

Hell side of the Map tile – For each Wound a player receives from the Retaliation from an Enemy of the Crown while being on the Hell side of the Map tile the player has to DESTROY one card from their deck. It has to be either: a Shop Card, a *Pennies* Card, or a *Demonic Pennies* Card. If the player cannot do this the Hell Track Token moves by one space and one Map tile has to be flipped on the Hell side.

CHAPTER II

A few bags of gold allowed you to get information on how to reach the head of the infernal informant network. However, his services are.. hell out of expensive. After quick deliberation you all agree there is only one place where you can find enough cash: the Bank of England, which holds the national gold reserve in its underground vaults.

But wait a second - to rob the Crown Treasury?! Let's do it the other way - let's rob its hellish reflection!
But, to prepare and conduct the heist you need to localize a gate to the right circle of Hell, get access to building plans, bribe the guards, buy proper equipment, doctor up your papers and somehow take a job in...

That won't be an easy task. Lucky for you, on the hellish black market everything's possible.
Problem lies elsewhere – demonic receivers are not interested in human currency.
In Hell, items that remind the dead about their long lost lives are of greatest value.

Goal

Close both Portal Tokens. Players can close the Portal by selling their Shop Cards to the demonic receiver. To do so, a player has to be on the Location with the Portal and has to perform a Field Action. Then perform those steps:

1. Start haggling

A player has to Destroy a Shop Card from their Hand or Action Pool.

2. Item valuation

The player reveals the top Card from the Shop Deck and checks its Buying Cost. If the Cost of the revealed Shop card is lower or equal to the Cost of the Card the player Destroyed, the transaction is a success. Place the amount of Gold Tokens equal to the Cost of the revealed Shop Card near the Location with the Portal that the player is on. If the Cost of the revealed Card is higher, the transaction is a failure and nothing happens.

3. Check if you can close a Portal

When there is 5 or more Gold Tokens near one of the Portals, a player can close such Portal and remove its token from the Map tile.

Once both Portals are closed players are ready to read the *Chapter III*.

CHAPTER III

This is the night! The night of the heist! Now or never!

Prepare the board by following those steps:

1. Add the *Bank of England* Map tile as shown in the picture. *(Connect it to rightmost tile)*

2. Place the Boss miniature on the ①︎ Location.
3. Find the *Cerberus* Card from the Boss Deck and place it near the Map.
4. Place the Mini-Boss miniature on the ②︎ Location *(Event Field Action Token on leftmost tile)*.
5. Find the *Mutton Shunter* Card from the Mini-Boss Deck and place it near the Map.

Mini-Boss and Boss Movement

The Boss miniature is not Moving during this Scenario.

The Mini-Boss miniature Moves by 2 spaces to the nearest player's miniature at the end of each round.

Goal

Players have to defeat the *Cerberus* Boss, and then one of them must Move on the Bank of England tile and stand on its center space and take the Field Action. Only then they will be able to rob the Bank and get the information about the hell legions' plans. If they do – the scenario is a success!

If the players will not defeat the Boss until the Hell Track reaches 5th space, players lose, the Bank of England strengthened its defense and players will never know what plans the hell legions had! Hell consumes the world!

Scoring

This scenario is fully cooperative and players gets the point as a team, that are noted on everybody's *Scenario Sheets*.

While there is no need to do that in a demo, in a full game it is important for a final scoring of the campaign!

That's a Haunted Fry-up. Yikes...