



# SET A WATCH RULEBOOK

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# GAME SUMMARY

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

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

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- Finalized after prototype phase



# GAME SETUP

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## 1. SET OUT THE BOARD AND COMPONENTS

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

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

## 2. SELECT ADVENTURERS

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



### A. Adventurer Class

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

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

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

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



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

## 3. PREPARE THE CREATURE DECK

Easy: Summon **x1**

Normal: Summon **x2**

Hard: Summon **x3**

Insane: Summon **x4**



Set the game's difficulty level, by using either 1, 2, 3 or 4 **Summon cards**, for an Easy, Normal, Hard or Insane game. Randomly pick 30 **Creature cards** to make up your starting **Creature deck**. Remove any unused Summon and Creature cards from the game. Divide the Creature cards into face down piles, as equal in size as you can, so that the number of piles matches the number of Summon cards you are using. Shuffle 1 Summon card into each pile, face down. Stack these piles to form the Creature deck, placing smaller piles on the bottom.

## 4. PREPARE THE MAP

Find and remove the "Forbidden Tower" card from the **Location cards**. Shuffle all the remaining Location cards together and draw 8 cards without looking at them. Shuffle these 8 cards and place them on the board face down with the "Forbidden Tower" location at the bottom to form the **Map deck**. Place the rest of the locations off to the side but easily accessible.

## 5. PREPARE THE UNHALLOWED

Shuffle the **Unhallowed cards** and without looking at the card, draw and place one card in the **Horde** face down. The Horde is a facedown deck of cards that is added to the final round of the game. The bigger the Horde, the more difficult the final round. Draw and place 7 Unhallowed face up next to the Camp board. Put the remaining Unhallowed back in the box.



## 6. LIGHT THE FIRE!

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Draw a location from the Map deck and place it as the current location on the Camp board. Set the starting **firewood** to 8. To vary the gameplay and make the game more difficult, you may also roll a D8 to randomly set the starting firewood value.

## CREATURE CARDS

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

A.



B.

**A. Damage:** How many Adventurer cards the Creature exhausts if it cannot be defeated. This is not per player but rather the total number of cards exhausted between the players on Watch.

**B. Health:** The number that must be met or exceeded with dice to destroy a Creature.

**C. Power text:** Unique effects that occur when triggered (such as Reveal and First Position)

D.

C.

**D. Creature Type** (Be sure to separate out all the Unhallowed into their own deck)

## SUMMON AND UNHALLOWED CARDS

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

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



# GAMEPLAY

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



## CAMP PHASE

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

### CAMP ACTIONS:

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

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

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

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



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

### **ADVENTURER SPECIAL CAMP ACTIONS**

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

### **RUNES:**

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

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

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

**BOLSTER** (1 placement): All Adventurers on Watch may reroll their lowest die.

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

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



## WATCH PHASE

### SETTING UP THE LINE

Look at your current Location card (See locations and Ending the Round) noting how many Creatures you will face this round. Without looking, draw cards from the Creature deck and place them face down in a line starting with the top card being placed closest to the Camp board. Stop drawing and adding to the Line once the total number of cards in the Line are equal to the Creature count noted on your current Location card. If the Creature deck is ever empty, shuffle the Graveyard including any Unhallowed and Summon cards to create a new Creature deck.

### REVEAL MONSTERS

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

### COMBAT

#### DIRECT ATTACKS:

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

#### ADVENTURER CARDS:

Alternatively, players can spend and place a die on an Adventurer card to activate it. This can only be done once per card. Most Adventurer ability cards may be exhausted for another use after a die has been spent on them.



Players can activate and assign dice in whatever order they see fit (there is no turn order) until all Creatures have been defeated or all Adventurers run out of useful actions. A player on Watch cannot participate in combat if all their Adventurer cards are exhausted.

If Adventurers run out of actions and there are still Creatures in the Line, add that Creature card to the top of the Horde and exhaust cards based on that Creature's damage.

**LOCATIONS AND ENDING THE ROUNDS**

Once the Line is clear and if the players on Watch are not all exhausted, then the round was completed successfully. A game will have 8 random locations (rounds) and 1 final round location (denoted by the symbol at C). When a round is completed, draw and reveal the next location. Locations determine how much firewood is removed or added to the campfire (A) and list how many Creatures will be placed in the Line during Watch (B). locations also have unique effects that take place during the round (D). Clearing a location requires all Creatures in the Line to be either defeated or allowed to enter camp and do damage to the Adventurers (exhaust cards). Monsters that aren't defeated join the Horde.



**FINAL ROUND**

When the final location is revealed the Adventurers have reached the last round. The final location follows some different rules from the other rounds. First Adventurers decide if any player will take camp actions or if all Adventurers will go on Watch. Creatures are drawn and placed normally and then the Horde is placed face down at the end of the Line. The round then proceeds as normal with the Creatures in the Horde being added to the Line as necessary.



# END GAME

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

## A FIRST ROUND EXAMPLE:

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

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





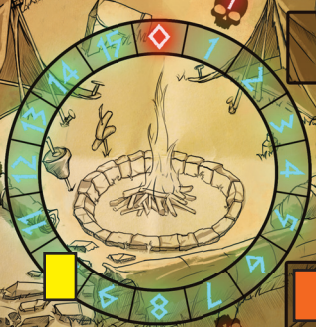
CHECK MAP



EQUIP



HEAL



SCOUT AHEAD

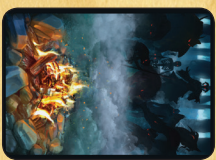


CHOP FIREWOOD



UNHALLOWED  
DECK

1ST POSITION  
2ND POSITION  
(RANGED CAN HIT)



THE LINE (6 TOTAL CARDS)



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



The Players on Watch now reveal the first of 2 Creature cards in the Line starting with the one closest to the Camp board. The first card is an **Eagle** with a Health of 4, but no special reveal abilities. The next card revealed is a **Fell Beast** with a Health of 11, it also has a **First Position** power that would draw another card from the Creature deck in front of it if it gets to first position.



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



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



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



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

**BEAST MASTER**

<b>ANIMAL SENTRY</b> Spend a tamed forest creature to defeat the last creature in line.	<b>SET SNARES</b> Tame a revealed forest creature or put a revealed creature back on the top of the creature deck.	<b>TRACKING</b> <b>PASSIVE:</b> Every time a first position power triggers, you may reveal a card in the line.

**TAMED CREATURE LIMIT: 2**

**SET TRAP:** Assign this die as direct damage to the creature in first position as soon as it is revealed during the combat phase.



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



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## CARD PRIORITY

You can see examples of the order of operations on page 5, 12 and 13. If cards appear to activate at the same time, please resolve card actions in the following order:

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



# GLOSSARY

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- Adventurer cards:** These are the ability cards placed on your Adventurer board. They also represent your life.
- Campfire:** This refers to the center dial that keeps track of the firewood in camp. The campfire/firewood level dictates how many Creatures you reveal at any given time.
- Defeat:** Refers to the act of placing a Creature card into the Graveyard.
- Direct Attacks:** When you spend your attack dice for their rolled value to damage and defeat Creatures, that is considered a direct attack.
- Exhaust:** This refers to the act of flipping over an Adventurer card to represent that you have taken damage and/or exhausted that ability.
- First Position:** Many Creatures have first position powers that activate if they are ever the first Creature in the Line.
- Graveyard:** Refers to the Creature discard pile.
- Horde:** The Horde is a stack of additional Creature cards that will be added to the final round of the game.
- The Line:** Refers to the Line of Creatures that need to be defeated every round.
- Ongoing:** Creatures with ongoing abilities always trigger and continue to occur and change based on the game state.
- Range:** Refers to how many cards an Adventurer can target within the Line. Every character can target Creatures in first position. Characters with range can attack Creatures in first or second position. When a card says that all Adventurers' ranges are increased by 1 that means that each character can target an additional card in the Line i.e. Melee characters could attack 1st and 2nd position and ranged characters could attack 1st, 2nd and 3rd position.
- Refresh:** Flip over an Adventurer Card so that you can use it again.
- Resting:** Refers to the character that went to camp this round. Remember that every character needs to rest twice. Use the Rest tokens to keep track of resting.
- Reveal:** Refers to the act of flipping over and revealing Creature cards. Many Creatures have reveal abilities that trigger when they are flipped over.
- Tame:** The Beastmaster's core ability revolves around taming forest Creatures and using them as attack dice (their health is equivalent to what would be rolled on a die). Taming a Creature refers to removing the Creature from the Line and adding it to your play area for later use. These Creatures can be saved between rounds.
- On Watch:** Refers to the Adventurers currently involved in combat.





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