

Sir Holland, o Bravo

# A FUGA da TORRE



Rulebook

ZAMBY



WHAT NOW, MASTER HOLLAND? THE DARK WIZARD AND THE BLACK KNIGHT HAVE THROWN US IN A DUNGEON, IN THEIR TOWER!

EASY, YELLUS! FIRST, WE MUST GET AWAY FROM THESE CELLS!



THIS IS A JOB FOR ZIRAH, THE GYPSY!



WHAT SHALL WE DO NOW, HOLLAND?

WE MUST GET TO THE TOP OF THIS TOWER, AURORA. YOUR LOYAL GRYPH LUNNA AWAITS FOR US TO ESCAPE!



HEY! WHERE DO YOU THINK YOU'RE GOING?

GET BACK TO YOUR CELLS RIGHT NOW!

**RUINN!!**

IT'S UP TO YOU NOW!

ZAMBI

# Introduction

On a dark night, the Kingdom of Nhekos met the wrath of its worst villains, The Dark Wizard and the Black Night, Sir Holland's greatest enemies. All of the kingdom's subjects have been captured and kept in a tower, a dreadful and threatening place.

However, some bold heroes are not to be so easily defeated! By finding a breach in the dungeon, they will try to escape from the tower...by climbing it! They will need all their skills to dodge the villains and try to get to the top as quickly as possible. Such a journey is never made without setbacks and our heroes can accidentally put their friends in danger – and the villains will have an eye on every step they take!

## Credits

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## Objetivo do Jogo

In “**Sir Holland, the Brave-Escape the Tower**”, the players will try to save their heroes, making them escape the tower controlled by the dreadful Dark Wizard and the Black Knight. To accomplish that, the players will use all their artifices to get quickly to the top of the tower.

## Setup

- 1 Place 25 cards in the middle of the table, as it follows:
  - a. Every line must have 5 cards.
  - b. Every column must have 5 cards.
  - c. The middle column must have 5 Portal Cards.
  - d. The Dungeon Cards must be placed one on each side of the first portal, at the base of the tower.
  - e. Every line must have at least one Rope Card (except the first line, where you will place two Rope Cards).
  - f. Secret Passage Cards are placed on second and fourth levels.
  - g. The Secret Room Card can be placed on any of the remaining positions.

## Componentes

- 8 heroes (2 blue, 2 red, 2 green, 2 yellow)
- 2 villains (1 Dark Wizard and 1 Black Knight, both in black)
- 4 character cards
- 5 portal cards
- 2 dungeon cards
- 6 rope cards
- 2 secret passage cards
- 1 secret room card
- 10 wall cards
- 28 action cards (7 blue, 7 red, 7 green, 7 yellow)
- 1 gryphon card (first player)
- 1 rulebook

- Each player places a hero on a dungeon. They will start playing from this point.
- Place the villains over the portals, on second and fourth level.
- Each player receives 1 Character Card and a set of 7 Action Cards, following the chosen color.
- Choose the first player and hand it the Gryphon Card.



## Game Concepts

Let's get to know some expressions and concepts you will find on this game.

**Movement:** the heroes' basic move runs horizontally unless an Action Card allows a different direction. The amount of spaces the hero will go through is also determined by the Action Card chosen by the player (you'll get to know them ahead).



**Hide:** means lying down the hero and spin the card on a 90° angle, so the villains will not be able to catch them. A hero hides when Action Card nr. 1 is chosen.

**Knock-Off:** when a villain finishes its movement in a space where a hero is, the villain knocks it off. Some Action Cards allow to move the villains.

**Climb:** climbing allows the hero to move vertically. A hero can make this move by using a Action Card nr.5.

**Explode:** it's possible to modify the scenery by an explosion during the play. A hero can explode a place by selecting an Action Card nr. 3.

A hero can **go through** a space where another hero is placed, but **never stop inside it**, since the cards can only hold one hero (except dungeon, which can hold many of them).

**Rest:** means recovering all your previously used Action Cards.

# Playing the Game

All players pick an Action Card from their pile and reveal it at the same time.

Following the numbers given by the letters, all action must be solved. See some examples to learn how to proceed in case two or more players simultaneously pick a card with the same action number.

## Example 1:

The first player (blue) picked up an Action Card nr.5 and the second player (red), picked up a nr. 2. In this case, the red player performs its action first.



## Example 2:

The second player (yellow) picked up an Action Card nr. 3, and the first and third players (blue and red, in order) picked up a nr. 2 each. The blue player has the Gryphon Card. In this case, he will be the first to play his card, followed by the red player and then the yellow one.

## Example 3:

First player (yellow) picked up the Action Card nr. 4 and the second and third players picked nr. 2. The yellow player has the Gryphon Card. In this case, the player on the left of the Gryphon plays first (the red player, on our example). Then, the blue players and, finally, the yellow player. In short:

Yellow Player: Action Card nr. 4

Red Player: Action Card nr. 2

Blue Player: Action Card nr. 2

Gryphon Card: yellow player

The player on the left of the Gryphon Card plays first (Action Card nr.2) Blue Player (idem) Yellow Player (Action Card nr.4).





# Anatomy of the Tower

**Dungeon:** it's the starting point of the heroes. See the Setup section to learn how to place the heroes.



**Ropes:** allow the player to move the hero vertically, i.e., towards the top of the tower with no need of the Action Card Nr. 5. To use a rope to climb, a player needs to consume a movement point; climbing is not an automatic action.

**Secret Passage:** when entering a secret passage, a hero may move to another passage without consuming any movement points.



**Secret Room:** when entering this rooms, the hero must be laid down. By this, villains cannot reach it. A hero stays down if it remains in the room, no matter how many rounds it stays there.

**Portal:** it's used by the villains to move vertically.



## Villians

In the game, the villains are the Dark Wizard and the Black Night, whose goal is to keep the heroes to escape the tower by knocking them off before they reach the top.



Villains can be moved by the players using Action Cards number 2 and 4, which will be shown in the next section. They can move across all the spaces in the game but cannot climb using ropes or go through two secret passages. To move vertically, villains use the Portal.

### **In short:**

**At the portal:** vertical moves.

**On other spaces:** horizontal moves without using ropes or secret passages.

#### **Example 1:**

A player moves a villain to a Rope Card. It's a valid move and the villain can stay there but cannot climb the rope

#### **Example 2:**

A player moves a villain to a Secret Passage. It's a valid action and the villain can stay there but cannot move through one secret passage to another.

## **Action Cards**

As told earlier, every player receives a pile of 7 Action Cards, numbered from 1 to 7. Each card represents two actions and, when chosen, **the player can execute the actions in any order (or give up on them) and distribute them amongst its heroes or villains, following the characteristics of each card.** Let's see how this works:



**① Hide:** this card gives the hero a Movement Point. Besides, one of the heroes can hide (as long as it is not inside a Portal, where hiding is not allowed).

**Attention:** on the next round, the hero hidden by this Action Card must be risen.



**② Chase:** this card gives you two Movement Points, that can be distributed amongst your heroes. You can also move a villain one space. In case this villain finishes its move in a place with a hero, this hero falls two spaces vertically, towards the base of the tower.

Check the examples to learn how to proceed in some key situations.

**Attention:** When a villain **just passes** by a space, he does not knock off any heroes in there.

#### Example 1:

A villain is moved to this space, that is occupied by a yellow hero. So, the hero falls one space down.



#### Example 2:

A villain is moved to this space, that is occupied by a yellow hero. So, the hero falls one space down. However, by this the hero would fall on the same place as a green hero. Since two heroes do not share the same space, the yellow hero falls one more level until it finds a suitable place (or the dungeon, where there can be any number of heroes).



**Example 3:**

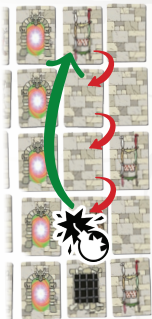
A villain is moved to this space, that is occupied by a yellow hero. So, the hero falls one space down. However, by this the hero would fall on the same as another villain. In this case the penalty is applied again and the yellow hero falls one more level, until it finds a suitable place (or the dungeon, where there can be any number of heroes).



**③ Explosion:** this card gives you two Movement Points that can be distributed amongst your heroes.

You can also explode a place at your choice, if it is not a portal, a dungeon and there are no heroes or villains inside. When you blow a card, it changes position, as you can see on the right. The blown card is removed and put on the top of the same column, while all the other cards from this column fall one level.

**Attention:** explosions may lead to alterations of the tower. It means that, after an explosion, it's possible a line loses its Rope, which is allowed.



**④ Capturar:** this card gives one Movement Point to one of your heroes. Besides, you can distribute up to three moves amongst the villains (Example: move a villain three spaces; or move one villain for two spaces and another villain for one space).



⑤ **Climb:** this card gives one for your heroes a Movement Point. Besides that, your hero will be able to climb a space. The Climb Card works as a Rope and allows you to move your hero one space vertically, no matter where.



⑥ **Portal:** gives one of your heroes a Movement Point. Besides, you can distribute up to two moves amongst your heroes that are in the Portal to move through it, i.e., vertically.

**Attention:** this is the only way a hero can move vertically through a Portal. By definition, only Villains can make this move. However, it is allowed to heroes to **pass through** or **stop** in the portal with a horizontal move.



⑦ **Rest:** This is the resting action. Recover all your previously used Action Cards, including this one.

Rotate your Character Card 90° and take the Gryphon Card.

**Attention:** This card can be picked at any time during the game, even if you have not used all your Action Cards yet.



**Example 1:**

The blue player has picked Action Card nr. 7. It's the first the player uses this card, so it rotates its Character Cards 90°, recovers all its used cards and takes the Gryphon Card (first player).

**Example 2:**

The blue player has picked Action Card nr. 7 again. So, it turns the Character Cards face down, recovers all the previously used cards and takes the Gryphon Card.

**Example 3:**

First (yellow), second (blue) and third (red) players chose the Action Card nr.7 at the same time. The yellow player has the Gryphon. In this case, the yellow player performs the action first, followed by the player on its left (blue). The blue player recovers its card and takes the Gryphon. The next one is the red player, who recovers its cards as well and takes the Gryphon, thus becoming the first player for the next round.

**Example 4:**

Second (red), third (blue) and fourth (yellow) players chose the Action Card nr.7 at the same time. The green player has the Gryphon but picked the Card nr. 5. In this case, the green player plays the Nr. 5., followed by the player on its left (red), and the player on the left of the red, and so on. The last player is the yellow one, who takes the Gryphon Card and becomes the first player on the next round.

## Eng Game

The game is finished when one of the following happens:

- At the end of a round when a player succeeds to save its second hero, i.e., when two heroes of the same player have escaped the tower\*.

**OR**

- When every player have rested twice, there will be one more round and the game will be finished when this round ends.

**\*Attention:** a hero can only escape the tower using a Rope or the Climb Card (Action Card Nr.5). Portals go up only to fifth floor, you can not use them to get to terrace. But you can use the Climb Card within a Portal.

## Winning

As a general rule, the winner is the player who manages to save more heroes from the tower, but several particular situations may occur.

### Example 1:

The red player saved its second hero. Since it has the Gryphon Card, all other players can still make their moves. Let's picture two scenarios:

**Outcome 1:** On his last move, the blue player also manages to save its second hero. So, we have this:

Red Player: 2 saved heroes

Blue Player: 2 saved heroes

Green Player: 2 saved hero

Yellow Player: 2 saved hero.

**Results:** The red player wins because it has the Gryphon Card.

**Outcome 2:** Nobody else gets to save any more heroes. So, we have the following:

Red Player: 2 saved heroes

Blue Player: 1 saved hero

Green Player: 2 saved hero

Yellow Player: 2 saved hero.

**Results:** The red player wins.

**Example 2:**

After resting for the second time (Action Card Nr. 7), the yellow player recovers its cards and takes the Gryphon. All other players had already rested twice, which means there will be only one more round.

At the end of this round, this is the situation:

Red Player: 1 saved hero, 1 on fifth level of the tower.

Blue Player: 1 saved hero, 1 on fourth level of the tower.

Yellow Player: 1 saved hero, 1 on third level of the tower.

**Results:** The red player wins because its hero is on a higher level of the tower.

**Example 3:**

Picture the same scenario from example 2. At the end of the round, this is the situation:

Red Player: 1 saved hero, 1 on fifth level of the tower.

Blue Player: 1 saved hero, 1 on fifth level of the tower.

Yellow Player: 1 saved hero, 1 on third level of the tower.

**Results:** The red player wins because it has the Gryphon Card.

**Example 4:**

Picture the same scenario from example 2. At the end of the round, this is the situation:

Red Player: 1 saved hero, 1 on fifth level of the tower.

Blue Player: 1 saved hero, 1 on fifth level of the tower.

Yellow Player: 1 saved hero, 1 on third level of the tower.

**Results:** The yellow player has the Gryphon, so the winner is the blue player, who is on the left of the Gryphon.

**Example 5:**

Picture the same scenario from example 2. At the end of the round, this is the situation:

Red Player: 1 saved hero

Blue Player: no hero saved

Yellow Player: no hero saved

**Results:** The red player wins because it has the Gryphon Card.





## VE OLDE QUIJK GUIDE TO ESCAPE THE TOWER:

- ➔ Each player picks one Action Card;
- ➔ Everyone shows its cards:
  - ⇒ Action are solved from lower to higher card number;
  - ⇒ In case of a tie, the player who has the Gryphon plays first.
- ➔ The winner is the player who manages to escape with its two heroes first; or the one who has all its characters closer to the top when all players have rested twice!



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