

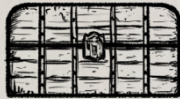
Void Halls – Rules (V1.2)

You take on the role of a master, organizing your workers and defending your dungeon from upcoming hero invasions.

[The notes and icons on the sheet serve as light rules for quick reference]

Sheet rundown

Supplies



This is where you'll store the supplies collected through various means in the game.

Utilize the upper line

to track the supplies that have been expended.

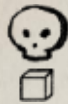
Utilize the lower line to track the acquired supplies.



There are 150 spaces for players to make note of the supplies that they can collect.



Workers



Workers are represented by the dice you roll each round.

Use this area to keep track of the workers you possess throughout the current rounds.

Players can have a maximum of 9 workers (6-sided dice).

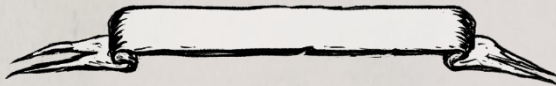
Rounds



There are 23 Hourglass-Time rounds
and 7 Battle-Time rounds.



Dungeon



The dungeon map consists of 5 levels, with each level representing a hall. Each hall has spaces where players can draw buildings, though some spaces can't be built upon.

The first hall includes the entrance door, and all halls have a minimum of 3 spaces for drawing buildings.

You can write your name on the scroll.

Points



The sheet features 100 squares for players to record the points they accumulate.

Setup

You will need a pencil and 9d6.


You start with 5 workers and 5 supplies.

1 worker = 1 6-sided die.

Your workers constitute your current dice pool, which you roll each round.



The game plays over 30 rounds, and the type of the round will dictate what happens in your dungeon.

[The Hourglass-Time] 



Roll the dice 3 times and keep each time the matching numbers and combinations you desire. [Insane Mode: Roll 2 times]

Keep the matching numbers and desired combinations each time, and roll the remaining dice to attempt to achieve your desired outcome.

Not all three dice rolls are mandatory; you may achieve the desired outcome in the first or second roll. Also note that you can reroll dice that you decided to keep during previous rolls.

At the conclusion of your rolls, you can resolve available actions in any order, to your best advantage.




Actions to take after rolling dice

[When 2 matching numbers]:  = 

Mining: Retrieve supplies from a mine.

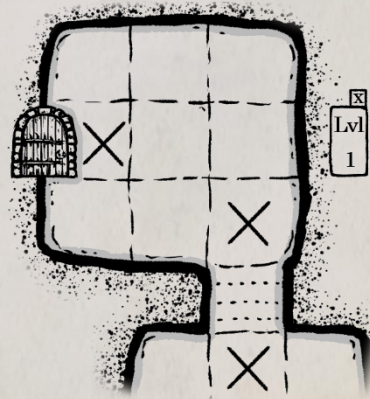
At the conclusion of your rolls, you can select a pair of matching dice to place on a mine. However, you must have constructed a mine on the map beforehand. You collect 2 supplies.

You can activate a mine once during a round, but you can have multiple mines on your map. Therefore, in order to activate more than one mine, you need to have more dice pairs.

[When 3 matching numbers]:  =  = 

Construction: Draw the icon of a chosen building on the map.

Note that you cannot build on the square next to the entrance and stairs.

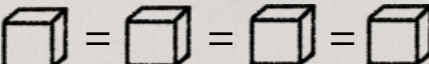


At the conclusion of your rolls, you can select three matching dice to construct a chosen building in your dungeon.

Pay the cost, if applicable, by filling in the upper supply line (ensure you have collected the necessary supplies prior). Subsequently, draw the building on the map.

You can't construct a building if you can't afford its supply cost.

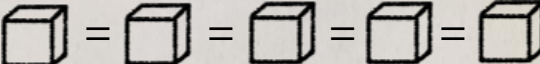
Begin drawing in the first hall with the door, as indicated by the "Lvl 1" box.

[When 4 matching numbers]: 

Hiring: Add 1 worker (+1 6-sided die) to your pool of workers.

At the conclusion of your rolls, you can select four matching dice for this action.

Your dice pool gains an additional die to roll each round, with a maximum count of nine dice.

[When 5 matching numbers]: 

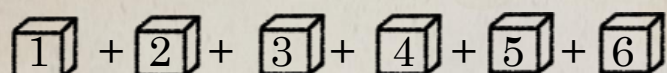
Exploration: Get access to a new hall.

At the conclusion of your rolls, you can select five matching dice for this action.

Connect the dots on the map to form the stairs for the next hall. That new hall is now considered explored. This will allow you to construct new buildings in the new room.


Requirement: 3 buildings (the Scepter is still one building) in the previous hall before proceeding.

[When a combination of 1 to 6 numbers]:



Construction upgrade: Improve one of available builds.

At the conclusion of your rolls, you can select six dice in order from 1 to 6 for this action.

The box with an upward arrow indicates that this box  should be checked when the building is upgraded, serving as a reminder. Note that not all buildings can be upgraded. Check the list of available buildings to learn more.

Choose which building to upgrade and check the corresponding box. The upgrade is now in effect. In the case of some buildings, the upgrade also affects those that you have already constructed.

[The Battle-Time (hero-phase)]



For each constructed chest, a hero will appear (or two, if upgraded). Warriors and Traps can effectively encounter and engage with them, but they must be in the same hall.

Each encountered hero gives 1 supply and 1 point, each of those multiplied by the level of the hall: [1s x #L] and [1p x #L]

For every hero not encountered, lose 5 supplies. This means that if you have constructed a chest without a Warrior, Trap, or active Tomb/Recruitment in the same hall, you lose 5 supplies.

This round occurs only if you have constructed a chest in any room. Otherwise continue in the next round. You don't lose any supplies if this happens.

Example: If you have two chests or one upgraded chest in a hall without a warrior, trap, or active tomb/recruitment, you will lose 10 collected supplies.

There is no upper limit of how much you can lose, you always lose 5 supplies per hero that's not encountered. You cannot lose more supplies than the ones you have collected.

Cleanup

Hourglass-Time: after resolving all dice, cross off one hourglass on the time track.

Battle-Time: after encountering all heroes (if any), cross off the set of swords on the time track.

You can exchange up to 1 worker for 5 supplies. This 1d6 is permanently removed from your pool.

Begin your next round.

End of game



At the conclusion of the 30th round, which is the final Battle-Time, follow these steps:

- For every 5 supplies remaining, gain 1 point.
- Gain 2 points for every explored hall (including the initial starting hall) times the level: $[2 \times \#L]$ per hall.
- Each upgraded building grants 2 points.
- If at least 1 building of each type is constructed in your dungeon, gain 10 points.

Buildings

You need three matching dice to construct a building in your dungeon.

1. Mine



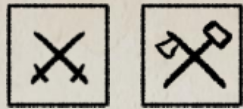
You can construct a Mine in a hall by paying the cost of 1 supply and drawing the pickaxe on the map.

This Mine will allow you to collect 2 supplies when, at the conclusion of your rolls, you select a pair of matching dice to place on it.

When upgraded, the cost of building a new Mine becomes zero.

You can have multiple Mines on your map.

2. Warrior



To "build" a Warrior, you permanently remove a worker. This means you take one die out of your current pool of dice that you roll. Additionally, you pay the cost of 1 supply.

After building, draw the Warrior icon in any explored hall.

Warriors in your dungeon are permanent and can be used multiple times.

A Warrior can successfully encounter (defeat) a Hero.

When upgraded, each Warrior can defeat 2 Heroes at a time. This upgrade also applies to all previously drawn Warriors on the map.

You can have multiple Warriors on your map.

Hint: You can regain a worker (a die) back into your pool either by rolling 4 matching numbers or constructing a tomb/recruitment.

3. Chest



Required to lure a Hero into your dungeon. For each constructed Chest, a Hero will appear in the Battle-Time (Hero-phase).

You can construct a Chest in an explored hall by paying the cost of 5 supplies and drawing the icon on the map.

When upgraded, each Chest can lure 2 Heroes at a time. This upgrade also applies to all previously drawn Chests on the map.

You can have multiple Chests on your map.

4. Mystical Force



You can construct the "Mystical Force" building in an explored hall by paying the cost of 12 supplies and drawing its icon on the map.

Upon doing so, you increase the number of dice rolls you can make in a round by +1.

This building is unique on the map, meaning you can only build one in your dungeon.

The "Mystical Force" building does not have an upgrade option.

5. Trap



You can construct a Trap in an explored hall by paying the cost of 8 supplies and drawing the icon on the map.

Traps in your dungeon are permanent and can be used multiple times.

A Trap can successfully defeat a hero.

When upgraded, the cost of building a new Trap is reduced to 5 supplies.

You can have multiple Traps on your map.

6. Tomb / Recruitment





Generates a skeleton (Recruit a dwarf / bandit / goblin) to fight a Hero for 1 use in the Battle-Time.

You can construct a "Tomb/Recruitment" building in an explored hall by paying the cost of 9 supplies and drawing the icon on the map.

The Tomb remains active until the Battle-Time (Hero-phase) arrives on the time track. During Battle-Time, the Tomb becomes activated and generates a skeleton to fight a hero for 1 use.

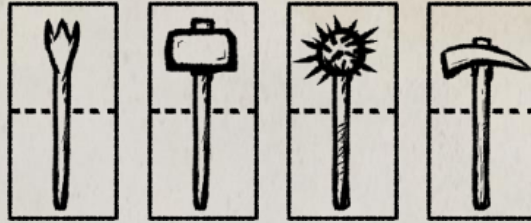
Note that each Tomb will activate in your dungeon upon the arrival of Heroes, regardless if a Hero entered a hall where the Tomb is constructed or if there are any other buildings in the hall, ready to encounter the Hero.

After its activation, the Tomb becomes a worker. You add one more die to your dice pool for your next rounds. To indicate its inactivity, you cross out the Tomb icon.  → 

The "Tomb/Recruitment" building does not offer an upgrade option.

You can have multiple Tombs/Recruitments on your map.

7. Scepter / High Hammer / Morning Star / Great Pickaxe:



You can construct a "Scepter" building in an explored hall by paying the cost of 10 supplies.

This building is unique on the map, meaning you can only build one in your dungeon.

Once constructed, you will begin to earn 1 point per round, including the current round (both during Hourglass-Time and Battle-Time).

The "Scepter" requires 2 squares to draw it on the map, which can be oriented vertically or horizontally.

The "Scepter" building does not have an upgrade option.

Credits

Game Designer and Art: Gerasimos Kalogeratos

Editor: Jaroslaw Kowalczyk

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