

### 3 DUMMIES IN A FORTRESS

A funny exploration game, single or multiplayer

*The story of an old pirate, a fake fortune teller and an apprentice bard lost in a fortress...*

And they're locked up again! The pirate again hummed his dirty tune at the tavern, the fortune teller again swindled a stranger with her false predictions, the bard again tried to bribe soldiers to visit the Princess. Our 3 dummies ended up in the dungeons of the fortress.

Help them escape. And by the way, don't forget to take some expensive souvenirs. The 3 dummies have two objectives: accumulate enough treasures and escape from the fortress. From their dungeons they will have to fight hard against the competitors wandering the place, triumph over sneaky traps that swarm and even face their own temporary madness. All of this under the pressure of an implacable countdown. If it reaches 0, it is defeat.

If you manage to collect 100 Treasure points and find the exit, you win!

#### Components

- ✓ A standard 54-card deck (Poker type) for you and a second deck for the fortress,
- ✓ Three tokens symbolizing your characters. If you don't have tokens, we provide you some portraits to print (*how nice!*),
- ✓ Counters to track your characteristics and wounds (*oh yes, you will suffer*),
- ✓ Four 6-sided dice, commonly called D6 (1D6 per character and 1D6 for the fortress).

#### Chapter 1 - Boring technical stuff

Take your 54-card deck, remove Jokers. Put the Jacks, Queens and Kings on one side: it is your "Levels" Deck, the one that represents your characters. All other cards, value 1 to 10, go into the "Treasures" Deck.

For the adversity decks, separate the figures Jacks, Queens and Kings in the same way to form the "Enemies" Deck and keep the other cards (1-10) for the "Dangers" Deck.

There you go. You're ready to get started.

*What? Want to know how to use the cards? OK...*



Let's start with the simplest. The **Treasures Deck** contains the riches you will draw throughout the game. The value of the card, from 1 for an Ace to 10, represents the number of points of each Treasure.

During a game, your first goal is to collect at least 100 total value points in your pocket. That's a colossal amount of money, you must agree.

Owning a Collection (4 treasures of the same value) doubles their value.

**Treasures Deck** also serves as an hourglass. Each turn a card is discarded, because of the other dummies lost in the fortress like you. If you hang around too much there will soon be no source of wealth in any corner and you will have lost the game and your evening. Admit it would be silly to get beaten by a stopwatch.

Last point concerning this Deck, Ace cards (of value 1) are also keys which will be essential to leave the Fortress. Without these precious keys you will not be able to finish your game, even with a fortune in your pocket.



The **Levels Deck**, the one with your four Jacks, four Queens and four Kings, helps you visualize the evolution of your 3 dummies. The Jack is the apprentice Bard, the Queen is the fake Fortune teller, the King is the old Pirate.

When the game starts you randomly draw one Jack card, one Queen card and one King card. This determines the characteristics points of each character, at level 1, for Life, Strength, Speed and Chance.

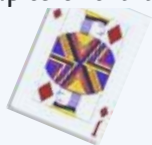
Later, when a dummy gains experience, you will add a new card that will take it to level 2. And so on up to the maximum, the *crème de la crème*, the overpowering level 4 and its set of four Jacks, or four Queens, or four Kings.

Hearts symbolizes a character's LIFE points (*what a surprise!*), Spades represents STRENGTH, Diamonds represents SPEED and Clubs represents LUCK.

Each "Level" card automatically gives 1 point in each of the characteristics and its Sign (Hearts, Spades, Diamonds or Clubs) offers a +1 bonus in the associated characteristic. In addition, a character's Class (Bard, Fortune teller or Pirate) gives him an extra +1 bonus.

- **Life** (General health, 0 Life = knocked out). Heart card = +1 LIF.
- **Speed** (Reaction time): +1 to Bard (*Jack*). Diamond card = +1 SPD.
- **Luck** (Good fortune): +1 to Fortune teller (*Queen*). Club card = +1 LUC.
- **Strength** (Attack Power): +1 to Pirate (*King*). Spade card = +1 STR.

We are at the beginning of page 2, it is time to summarize what you know. Here are examples of characteristic points according to the level reached.



**Level 1 BARD** (Jack of Diamonds):

*Life=1 (Lv. 1)*

*Strength=1 (Lv. 1)*

*Speed=3 (Lv. 1 + bonus Bard 1 + bonus Diamond card 1)*

*Luck=1 (Lv. 1)*

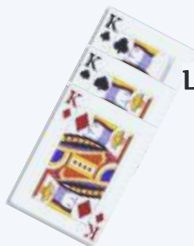
**Level 2 FORTUNE TELLER** (Queen of Hearts + 2<sup>nd</sup> level Queen of Spades):

*Life=3 (Lv. 2 + bonus Heart 1)*

*Strength=3 (Lv. 2 + bonus Spade 1)*

*Speed=2 (Lv. 2)*

*Luck=3 (Lv. 2 + bonus Fortune teller 1)*



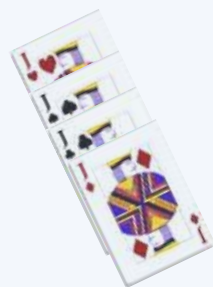
**Level 3 PIRATE** (King of Diamonds + 2<sup>nd</sup> level Spade + 3<sup>rd</sup> level Club):

*Life=3 (Lv. 3)*

*Strength=5 (Lv. 3 + bonus Pirate 1 + bonus Spade 1)*

*Speed=4 (Lv. 3 + bonus Diamond 1)*

*Luck=4 (Lv. 3 + bonus Club 1)*



**Level 4 BARD** (all 4 Jacks):

*Life=5 (Lv. 4 + bonus Heart 1)*

*Strength=5 (Lv. 4 + bonus Spade 1)*

*Speed=6 (Lv. 4 + bonus Bard 1 + bonus Diamond 1)*

*Luck=5 (Lv. 4 + bonus Club 1)*

Now let's see what you're up against, the **opposing Decks of the fortress**.

The **Enemies Deck** bears its name well. It is made up of the Jacks, Queens and Kings who are respectively the Bouncers, Spy girls and Cooks that you will face in direct combat.

Enemies have the same features as your characters and enjoy the same benefits and bonuses depending on their Class and card Sign.

However, the functioning of Enemy Levels is different from that of the dummies. An enemy's Level is defined by the number of Danger cards it carries, depending on the Level of the Dummy facing it.

Note that an Enemy can have a Level 0 (no associated Danger card). In this case its characteristics are all equal to 1, except those benefiting from Sign and Class (profession) bonuses.

- **Life** (0 Life = defeated). Heart card = +1 LIF.
- **Speed**: +1 to Bouncer (*Jack*). Diamond card = +1 SPD.
- **Luck**: +1 to Spy Girl (*Queen*). Club card = +1 LUC.
- **Strength**: +1 to Cook (*King*). Spade card = +1 STR.

The **Dangers Deck** (cards 1 to 10) is used to determine the type and power of problems your dummies encounter.

If you come across an enemy, you will eventually draw one or more "Danger" cards that will determine its Level and characteristics.

If you set a trap, the value and the Sign of the Danger card will tell you its type and how difficult it is to get out.

Examples of Enemies' characteristics points according to level.

**BOUNCER Level 0** (Jack of Diamonds):

*Life=1 (Lvl. 0)*

*Strength=1 (Lvl. 0)*

*Speed=3 (Lvl. 0 + bonus Bouncer 1 + bonus Lvl. Diamond 1)*

*Luck=1 (Lvl. 1)*



**BOUNCER Level 1** (Jack of Diamonds + 1st Level "4 of Club"):

*Life=1 (Lvl. 1)*

*Strength=1 (Lvl. 1)*

*Speed=3 (Lvl. 1 + bonus Bouncer 1 + bonus Lvl. Diamond 1)*

*Luck=2 (Lvl. 1 + bonus Lvl. Club 1)*



**SPY GIRL Level 2** (Queen of Heart + 1st Lvl. "2 of Heart" +2nd Lv "7 of Spade"):

*Life=4 (Lvl. 2 + bonus Heart Queen 1 + bonus Lv. Heart 1)*

*Strength=3 (Lvl. 2 + bonus Lvl. Spade 1)*

*Speed=2 (Lvl. 2)*

*Luck=3 (Lvl. 2 + bonus Spy Girl 1)*



**COOK Level 3** (King of Diamond + 1st Lv. Spade +2nd Lv. Spade +3rd Lv. Spade):

*Life=3 (Lvl. 3)*

*Strength=7 (Lvl. 3 + bonus Cook 1 + bonus Lv. Spade 3)*

*Speed=4 (Lvl. 3 + bonus Diamond 1)*

*Luck=3 (Lvl. 3)*



**A GAME TURN**

**Step 1 – TIMER**

Discard a card from the **Treasures Deck**.

*If you cannot discard a card, you lose the game!*

**Step 2 – EXPLORATION**

Each Dummy must take an **Exploration Test**, in order of highest to lowest Speed (your choice if tied).

A Level 1 Dummy has the choice of Combat or Resting.

A Dummy of Level 2 or higher must roll 1D6 and perform the action indicated by the result (Resting, Combat, Trap or Panic!).

**Step 3 – EXIT FORTRESS**

*If you possess at least 100 Treasure points in your bag and have at least one Key, you leave the fortress.*

*You are rich! The game is won!*

*If not, take a new turn (Come on! Believe in it!).*

In summary, a turn consists of discarding a Treasure card and then making an Exploration Test for each Dummy. At Level 1 a character has the choice of which action to take (Combat or one of the three Resting actions). At subsequent levels, you must roll a die to find out what action a Dummy must take.

**Exploration in two words (or more)**

Exploration is the main part of the game. Each turn you will make an Exploration Test for each character, which depends on the current Level of each Dummy.

The order in which the tests are made depends on the character's Speed. The character with the highest Speed goes first, then in descending order. If there is a tie in Speed you choose the order between the Dummies involved.

A Level 1 Dummy must choose his or her action for the turn from four possible actions: Combat, Heal, Cure or Search for a Key (more details on the following pages). A Dummy of Level 2 or higher must roll a die and consult a table which tells him his compulsory action (Resting, Combat, Trap or Panic!).

### Dice: Throws and Tests

When you are asked to roll a 6-sided die, we write 1D6. You may also be asked to add the current value of a characteristic to the result of a die roll, which will be simplified as follows: Strength + 1D6.



**Characteristic Throw:**  
Roll 1D6. If the result is equal to or less than the current value of the characteristic, it's a success. Otherwise, suffer the consequences of failure.

*Example: Speed Throw.  
Character SPD: 3. Result of 1D6: 3.  
Throw is a success.*

### Test of Characteristic:

Compare the current value of the characteristic + 1D6 to the value of the Danger card. If the total "Characteristic + 1D6" is greater than Danger value, it is a success. If total is equal to or less than Danger value, it is a failure.



*Example: Test of Strength against a Danger card of value 6.  
Character STR: 2. Result of D6: 3. Total: 5.  
Test is a failure.*

### Ouch! (Suffer a wound, get knocked out, lose a level)

You will certainly suffer as you walk through the Fortress. Enemies will hurt you, traps will hit you, and you'll even damage yourself! Each Wound you suffer reduces your current LIFE total by 1 point.

A Dummy reaching 0 Life is knocked out. If he is at Level 2 or higher, he or she immediately loses the last Level card added to the character. Characteristics are recalculated based on the new Level.

The Dummy wakes up at the beginning of the next turn, with only 1 Life point (maximum total remains unchanged, according to current Level).

A character cannot exceed maximum LIFE, determined by the current Level, no matter how much healing is received.

### Game setup

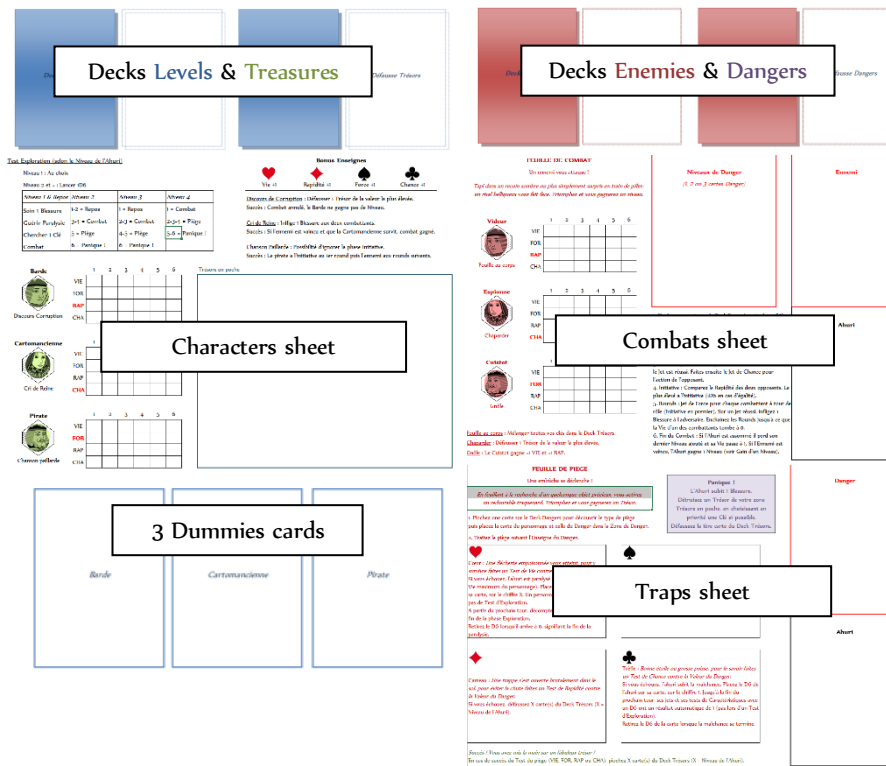
Print the three sheets (Characters, Combats and Traps). Place them on your table. Shuffle each Deck and then place your **Levels** and **Treasures** Decks next to you and Decks **Enemies** and **Dangers** in the playing area.

Reveal cards from the **Levels** Deck and select the first Jack, First Queen and First King drawn as Bard, Fortune teller and Pirate on Level 1. The other revealed cards are shuffled back in Deck.

Calculate the starting characteristics of your Dummies, according to the sign of the card representing them. Place markers on the corresponding numbers.

### Play area

Here is a suggested organization of the three printed Sheets (Characters, Combats and Traps), as well as the locations of the different Decks and cards in play. You can arrange the playing area differently, as you see fit.



## Chapter 2 – Funny rules

To spice up the game, dummies and their enemies have wacky **ABILITIES** that they trigger at the beginning of a fight **if they succeed a Luck Throw**.

This Throw is mandatory, there's nothing you can do to stop it, Dummies are stubborn.



The apprentice bard will systematically try to bribe his opponent before the hostilities. If his CORRUPTION SPEECH works, you discard a Treasure of highest value and the fight does not take place. The character does not gain a level.

If you have no Treasure to discard, action fails and fight continues.



The fake fortune teller will try to push her inimitable QUEEN SCREAM as a prelude to a battle. This piercing howl can immediately inflict 1 Wound on both fighters, which can cancel the battle if at least one opponent is knocked out or defeated.



As for the old pirate, he will try to start his famous BAWDY SONG. If he manages to remember the lyrics, he will automatically benefit from Initiative during the first round of the confrontation, whatever his Speed. But then, focused on the melody, he loses Initiative for the rest of the fight.

### Abilities of enemies

Your enemies also have their own specialty in combat, an ability they perform right after your character's, on a successful Luck Throw.



Bouncer is doing a FRISKING. If he is lucky, he will destroy a Key in the discard pile then confiscate all your Keys (Shuffle in **Treasures Deck** all Keys in your bag).

Spy girl will take advantage of your inattention to try to PILFER a Treasure in your possession (Discard a treasure of the highest possible value).

The cook tastes his MOONSHINE, a homemade beverage that has a chance to boost its stamina before the fight (Add +1 Max Life and +1 Max Speed to the Cook).

A summary is once again necessary before addressing the heaviest rule points. Cheer up, it's almost over.

Characters and enemies receive bonuses according to the card sign that represents them.



Our 3 dummies each have a Class bonus in one of the characteristics, plus a unique Ability they try to use in combat (Luck Throw roll).

	BARD (Jack)	FORTUNE TELLER (Queen)	PIRATE (King)
STRENGTH			+1
SPEED	+1		
LUCK		+1	
ABILITY	Corruption Speech (avoid combat)	Queen Scream (1 Wound to all)	Bawdy Song (Initiative Round 1)

Enemies also have their bonuses and abilities.

	BOUNCER (Jack)	SPY GIRL (Queen)	COOK (King)
STRENGTH			+1
SPEED	+1		
LUCK		+1	
ABILITY	Frisking (Confiscate keys)	Pilfer (Steal a treasure)	Moonshine (+1 Life, +1 Speed)

### A little summary table, useful in the heat of action

	CLASS	SIGN
LIFE	---	Heart = +1 Life
SPEED	+1 to Bard and to Bouncer	Diamond = +1 Speed
LUCK	+1 to Fortune Teller and to Spy Girl	Club = +1 Luck
STRENGTH	+1 to Pirate and to Cook	Spade = +1 Strength



## Chapter 3 – Things get complicated

### Exploration

During each turn, step 2 (Exploration) is the main part of the game. Dummies will explore the fortress and confront its many hazards.

In order of Speed from highest to lowest (your choice in case of a tie), each Dummy makes an EXPLORATION TEST.

If at Level 1, the Dummy has the choice between four options: Combat or Resting (Heal, Cure or Search for a Key).

At Levels 2, 3 or 4, the Dummy must roll 1D6 and refer to the Exploration Table for the result.

Exploration Test Table

Level 1 & Resting	Level 2	Level 3	Level 4
Heal 1 Wound	1-2 : Resting	1 : Resting	1 : Combat
Cure Paralysis	3-4 : Combat	2-3 : Combat	2-3-4 : Trap
Search for a Key	5 : Trap	4-5 : Trap	5-6 : Panic!
Combat	6 : Panic!	6 : Panic!	

**Combat:** The Dummy will fight an Enemy. If he succeeds in defeating the Enemy, he gains one level of experience. If the Enemy wins, the Dummy loses one level.

**A Trap** is a danger that is triggered against the Dummy. If he or she passes the test for the type of trap, the Dummy gains a Treasure. If not, he suffers the terrible consequences of the trap!

From Level 2 onwards, the Exploration Test can cause a Panic. In an uncontrollable panic attack, the Dummy starts running around and hurts himself! He/She also permanently loses a treasure.

### Discard and Destroy

The concept of discarding and destroying is very important. A discarded card goes into the discard pile (*no kidding?!),* while a destroyed card is removed from the game and can no longer be used until next game.

Do not tear up destroyed cards, we don't want you to go broke buying replacement decks. Simply place the destroyed card outside the game area. It cannot be used again until you finish this game.

### Resting in the Fortress

Resting can be done by a Level 1 Dummy or when an Exploration Test allows it, at Levels 2 or 3.

When a Dummy rest, you have three options to choose from. You may only perform one of the options as this Dummy's action for his/her turn.

- **Heal:** The Dummy can regain 1 Life Point or cause another character to regain 1 Life Point. To do this, move the LIFE counter one space to the right. Remember: you cannot exceed the character's current maximum, determined by his/her Level.
- **Cure:** The Dummy can cure another Dummy's Paralysis or Misfortune. The die is removed from the card (a character that was paralyzed can immediately take his/her turn). Caution! A character cannot cure himself/herself.
- **Search for a Key:** The Dummy takes a Key of his/her choice from the discard pile and places it in the *Treasures in Bag* area.

### Finishing the game

Your objective is to collect treasures, which can only be done by clearing the traps. Once you have collected a minimum value of 100 treasure points, the game is (almost) won. There is one last condition: you must have a Key to escape the fortress, during step 3 of the turn.

The Keys are special treasures, Ace cards. Each Ace won by a Dummy is worth 1 Treasure point and also represents a Key. To escape the fortress, you must have at least one Key among your bag of treasures, in addition to the 100 Treasure points required.

### Dangers: Combat, Trap or Panic!

#### PANIC! Fly, you fool!

*You have a sudden panic attack, the urge to flee seizes you and you start running at random, screaming and banging around.*

1. The Dummy suffers **2 Wounds**. If knocked out, the character loses a Level.
2. **Destroy** a Treasure from your Bag, choosing a Key if possible. A destroyed card is removed from play.

Combat: An enemy attack you!

*Lurking in a dark corner, or more simply caught looting the area, a quarrelsome rival faces you. Triumph and you'll gain a level!*

1. Draw a card on **Enemies Deck** to discover the type of your opponent then place your character's and opponent's cards in the Danger Zone.

2. Depending on the level of danger, draw 1 *X* cards from the **Dangers Deck** according to the table below and place them in the Danger Levels area.

Note that a Level 1 Dummy does not perform this step.

Dummy Level 1	Level 2	Level 3	Level 4
0 Danger	1 Danger	2 Dangers	3 Dangers

Calculate the bonuses given by the Class and Signs on the Enemy and Danger cards and then place the counters on the opponent's characteristics on the Combats Sheet. Reminder: An Enemy with 0 Danger has base characteristics at 1 point, plus its two bonuses Class and Sign from the card.

3. Abilities: Roll a **Luck Throw** for your character. Perform Action if Throw is successful. Then roll a Luck Throw for opponent's action.

4. Initiative: **Compare Speed** of the two opponents. The highest has the initiative. In case of a tie, +1D6 to each Speed.

5. Rounds: Roll a **Strength Throw** for each combatant, starting with the one with initiative and then taking turns. On a successful Throw, inflict 1 Wound on opponent. 1 wound removes 1 Life point, move Life counter down 1 square. Chain rounds until Life of one of the combatants falls to 0.

6. End of Combat: Did you win or lose?

- Knocked out dummy: Dummy loses 1 Level if there were 2 or more (put the last level card added under **Levels Deck**, face down).
- Enemy defeated: The dummy gains 1 level (except if already at Level 4). Draw a card from **Levels Deck** until you get the same Class and add it under previous level. Shuffle the other cards revealed in **Levels Deck**.


Don't forget to recalculate your characteristics!

Trap: a pitfall goes off!

*By scavenging the room in search of some precious object, you activate a formidable trap despite yourself. Triumph and you'll win a treasure!*


1. Draw a card on **Dangers Deck** to discover the type of trap then place character's card and Danger card in Danger Zone.

2. Deal with the trap according to the Danger card's Sign:

- **Hearts**: A poisoned dart hits you, to survive take a **Test of Life** against Danger's value. 

If you fail, dummy is paralyzed for *X* turns (*X* = character's maximum Life). Place D6 on dummy's card, on number *X*. A paralyzed character cannot do Exploration Tests.


Beginning *next turn*, deduct 1 point from die at the end of Exploration Step. Remove D6 when it reaches 0, meaning the end of paralysis.

- **Spades**: The ceiling suddenly drops, to resist crushing take a **Test of Strength** against Danger's value. 

If you fail, inflict 1 Wound to dummy and to another one of your choice. Reminder: A knocked-out character loses a level, if possible.

- **Diamonds**: A trapdoor opened suddenly in the ground, to avoid the fall take a **Test of Speed** against Danger's value. 

If you fail, discard *X* card(s) from **Treasures Deck** (*X*=Dummy's Level).

- **Clubs**: Lucky star or jinx, to find out take a **Test of Chance** against Danger's value. 

If you fail, dummy suffer Misfortune. Place dummy's die on its card, on number 1. All his/her Characteristics Throws and Tests with D6 have an automatic result of 1 (except Exploration Tests). Misfortune is over once Dummy is cured (Cure action by another Dummy resting).

*Success! You got your hands on a fabulous treasure!*

**If Trap's Test is successful (LIF, STR, SPD or LUC), immediately perform the following action:**

Draw *X* card(s) from **Treasures Deck** (*X* = Dummy's Level). Choose one and put it in your Bag. Other cards are discarded.

## Chapter 4 - Definitions and Concepts

### Abilities (characters and enemies in combat)

Abilities are triggered on a successful *Luck Throw* in combat.

Corruption Speech (Bard): Player must discard his highest value Treasure and combat is avoided (the Bard does not gain a Level).

If the player has no Treasures in his pocket, this ability automatically fails and the combat proceeds normally.

Queen's Scream (Fortune Teller): Inflicts 1 Wound to both combatants.

If Fortune Teller is knocked out she loses a Level, if possible.

If the enemy is defeated and Fortune Teller survives, treat the combat as won (gain Level).

If both combatants are defeated by the scream, the character regains 1 Life point and her Level is unchanged. Combat is over.

Bawdy Song (Pirate): Ignore the Initiative phase in combat. The pirate has the initiative for the first round and then his enemy for all subsequent rounds.

Frisking (Bouncer): A discarded Key is destroyed and all Keys in your pocket are shuffled into the Treasure Deck.

Pilfer (Spy Girl): Player discards 1 Treasure from their Treasures in Pocket area, of the highest possible value.

Moonshine (Cook): The Cook immediately gains +1 max Life and +1 max Speed.

### Automatic result of Characteristic Throws or Tests

A character with a 6 in a characteristic never fails a THROW for that characteristic, as a D6 cannot exceed that limit! It is therefore an automatic success.

When making a TEST with a characteristic of 6 (where 1D6 is added), the minimum total is 7 (6 + 1 on the die). If the Danger value is 6 or less, the Test is useless, it is an automatic success.

By the same principle, a Test with a characteristic of 1 can only obtain a maximum of 7 (1 + 6 on the die). If the Danger value is 7 or more, the Test is automatically a failure.

### Characteristic

Each character (Dummy or Enemy) has 4 characteristics: Life, Strength, Speed and Luck. The maximum value of each characteristic depends on a character's current Level, depending on the Sign, the Level reached and the Class of associated cards.

For a Level 4 character, the maximum in Class characteristic is 6. The other characteristics are at a maximum of 5 (four Level cards + Sign bonus).

### Characteristic Test

Roll 1D6 and add the result to the current value of the indicated characteristic. The total is then compared to the value of the Danger card drawn to determine if the Test is a success or failure.

### Characteristic Throw

Roll 1D6 and compare result to the current Characteristic value to determine if the throw is a success or failure.

### Collection (see Treasure)

### Combat

Combat can be triggered voluntarily by a Level 1 character or triggered by a mandatory action from an Exploration Test. The Dummy faces an Enemy drawn from the **Enemies Deck**.

### Cure (see Resting)

### Danger

The **Dangers Deck** is made up of cards from 1 to 10. Each card represents a type and level of Danger with its Sign and value if used for a Trap or is a Level of an Enemy if used in Combat.

### Decks and Discards (What to do when a Deck is empty?)

Each of the four types of Decks has its own discard pile, next to the deck. Discarded cards are placed face up.

When empty, Levels, Enemies and Dangers Decks are reconstituted by shuffling their respective discards.

If the Treasure Deck is empty when you must draw a card, the game ends and you lose!

A destroyed card does not go into the discard pile but is removed from game.



**Discard (Deck Discards)**

Action of moving a card to the discard pile corresponding to its type (Levels, Enemies, Dangers or Treasures). A discarded card is always placed face up. Discards can be viewed at any time.

**Destroy**

Action of removing a card from the game. This card is put out of the game, face up, and is no longer usable until the next game (but can be consulted at any time).

Note that if all four Aces are destroyed, the game is immediately lost because Dummies can no longer leave the Fortress.

**Dummies (your characters)**

The three heroes and heroines who roam the Fortress, controlled by you. They are represented by the Jacks, Queens and Kings cards in the [Levels Deck](#). Each game starts with a Bard, a Cartomancer and a Pirate (one card each). A Dummy has four characteristics and can gain (or lose) Levels.

**Enemies (your opponents)**

Enemies are characters that your Dummies face in combat. They are the Bouncer, the Spy Girl and the Cook. An enemy has four characteristics and its Level is determined by the associated Danger cards (between 0 and 3).

**Exploration (Exploration Test)**

Exploration is the main phase of a game turn. A Dummy of Level 2 or higher must make an Exploration Test to determine what action he/she takes, depending on the result of the die roll.

If the result of the Test is impossible (Resting when Dummy cannot heal, cure or search for a Key), that character does nothing for this turn.

**Knocked out**

A Dummy is knocked out when his/her LIFE reaches zero, usually during Combat, by failing a Trap or by panicking. The character immediately ends his turn and then loses his last Level card added if he/she was Level 2 or higher. This modifies Characteristics according to the Level card removed.

Finally, Dummy regains 1 Life point.

**Heal / Healing (see Resting)****Keys (Ace cards)**

Ace cards are both Treasures of value 1 and Keys. You must have at least one Key in your Treasures bag to successfully complete a game. The other requirement is to have at least 100 Treasure points.



A Key can be destroyed by the *Panic!* action or by Bouncer's Frisking ability. If all four Keys are destroyed during the game, game is immediately lost.

**Level (placement of level cards, level gain and loss)**

A character represented by a single card is at Level 1. Its characteristics are 1, plus the bonus inherent in its Class and the bonus given by the Sign on its card. Place the characteristic counters on the corresponding spaces.

*A Level 1 Bard will always have a minimum of 2 Speed.*

*If his card is the Jack of Diamonds, the +1 Speed bonus applies.*

*His Speed total is therefore 3, his maximum at that level.*

Each new Level card acquired by a Dummy is placed under the character's card, after those already gained. You must shift the cards slightly so that you can still see the Level Sign (so that you can calculate bonuses).

When a Dummy loses a Level (after being knocked out), you must remove the last added Level card and put it under the Levels Deck. Don't forget to recalculate the characteristics according to the new Level. The Dummy gains 1 Life point after being knocked out, its maximum Life still depends on its current Level.

The Level of an enemy is represented by the number of associated "Danger" cards. Contrary to Dummies, the card representing the enemy is not a Level.

An enemy without a Danger card is therefore Level 0 but all its characteristics are at 1 point, plus the Class and Sign bonuses of the Enemy card.

A Level 1 enemy is represented by its Jack, Queen or King card and a Danger card (two Danger cards for Level 2, three for Level 3).

**Losing the game**

Not being able to draw a Treasure card in the Timer phase (empty Deck).

Have all 4 Key cards destroyed (no exit possible) by the *Panic!* Action.

**Misfortune**

Effect of a Trap with a Danger club card. If the Test fails, the Dummy becomes unlucky and places his D6 on his card on the number 1. He/She always rolls a 1 if he must roll 1D6 (except for the Exploration Test).

**Panic!**

Panic is triggered by an Exploration Test with a result of 6 (Level 2 or 3 Dummy) or 5 or 6 (Level 4 Dummy). The immediate effect is the loss of 2 Life and the destruction of a Treasure in the bag (Key first).

**Paralysis**

Effect of a Trap with a Heart Danger card. If the test fails, the Dummy cannot make any more Exploration Tests for a number of turns equal to his maximum Life, depending on his Level.

Paralysis can be cured by another Dummy's Resting action.

**Resting (Healing Wounds, Curing Paralysis/Misfortune and Searching a Key)**

The Resting action allows you to perform one (and only one) of the following options: Heal, Cure and Search for a Key. At Level 1 a character can choose between a Resting option or Combat. At Levels 2 and 3, Resting action is triggered if the die roll result is 1 or 2 (Level 2) or 1 (Level 3).

It is possible that an imposed Resting action cannot be performed (no healing to be done, no paralysis or misfortune to cure and no key to be found). In this case the Dummy's turn is simply spent doing nothing!

Remember that a Key that has been destroyed is out of the game, you can no longer retrieve it when searching for a Key.

**Search for a Key (see Resting)****Traps**

There are four categories of Traps, determined by the Sign of the Danger card drawn. The value of the card is used in the Test for the type of Trap. A successful Test allows the Dummy to draw a number of Treasure cards equivalent to his/her Level and place one of these cards in the bag.

Danger Sign	Type of Test	Malus for failed Test
Heart	Life	Paralysis
Spade	Strength	Wounds
Diamond	Speed	Treasures discards
Club	Luck	Misfortune

**Treasure and Collection**

The Treasure Deck consists of cards from 1 to 10. Each card represents a Treasure whose value is equal to its number. The objective of a game is to collect at least 100 Treasure points in the *Treasures Bag* area.

The four Ace cards are Treasures worth 1 point and are also Keys.

A Treasure Collection is when you have four Treasure cards of the same value in your Treasure bag. This doubles the value of each of these cards, as long as you have the Collection.

*Example: You have the 4 of Hearts, the 4 of Diamonds, the 4 of Spades and the 4 of Clubs in your bag. The total value of this Collection is 32 Treasure points (16 x 2).*

**Winning the game**

Have at least 100 Treasure points in your Treasure bag with at least one Key (Ace card).

**Wound**

Each Wound suffered reduces the target's current LIFE value by 1. If a Dummy reaches 0 Life he/she is stunned. If an enemy reaches 0 Life he/she is defeated.

## Chapter 5 – Multiplayer Modes

In the solo version, you control three dummies against a random fortress. It is also possible to play together, in competition or in cooperation.

### Duet

One player controls the 3 dummies, the other takes care of the fortress. The latter manages all D6 rolls assigned to the fortress, such as those of enemies in combat.

As soon as a game rule indicates that cards must be drawn on the **Dangers Deck**, Fortress player draws one more card than required and selects the one(s) he wishes to use. The unused card returns on **Dangers Deck**.

*For example, he chooses two out of three Danger cards for a \* \* Danger and puts the third one back on Deck.*

### Trio (Cooperation or Competition)

A three-way game is identical to solo mode, except that each player controls a dummy. Order of play in a turn is defined by Speed of characters, the one with the highest plays first, then the next, etc. In case of a tie, add +1D6.

You can decide to play in cooperation, each player chooses the dummy he wishes to play at the beginning of the game. The three Classes (Pirate, Bard and Fortune teller) must be represented.

The goal of players is to collectively have 100 pts of Treasures and that at least 1 Key is in a Bag.

For competitive play, players randomly select the Class of their dummy, with a D6 roll (1-2: bard, 3-4: fortune teller, 5-6: pirate). The three Classes must be represented, if a role is already assigned, reroll die.

Each player's goal is to exit the fortress with the most Treasures, before the **Treasures Deck** is empty. Discard a key at Step 3 to stop playing. Game is over when all players have stop playing or **Treasures Deck** is empty.

When a dummy must do a combat, he/she can attack another dummy by discarding his/her Treasure in Bag with the lowest value. The attacked character is considered the enemy, he performs his/her Ability in combat after attacker.

### Quartet

Mix rules of Duet and Trio modes, 4th player takes care of the fortress.

Example of a game turn

*The round starts with step 1, during which you discard the top card on the Treasures Deck. This is a 4 of Diamonds.*

*In Step 2 you compare the initiative of your three Dummies. The Level 1 Fortune Teller has a Speed of 1, the Bard (Level 1) has 3 Speed and the Pirate (Level 2) has 3 Speed. You choose to start with the Bard. As he is at Level 1, you decide to combat.*

*Your Bard (Jack of Diamonds) has the following stats: LIFE=1, STR=1, SPD=3, LCK=1. You draw a Queen of Hearts from the Enemies Deck and place the Spy and Bard in the Danger Zone. You do not draw a card from the Dangers Deck, as your Bard is Level 1. So you set the Spy's characteristic markers as follows: LIFE=2, STR=1, SPD=1, LCK=2.*

*Your Bard's Luck Roll is a 2, so it is a failure. The Spy's roll is also a 2, which is a success for her. You discard your highest value Treasure, a 5 of Clubs.*

*Your Bard has the Initiative (SPD=3), he makes the first move. His Strength Roll is a 1, this success inflicts 1 Wound on the Spy (current LIFE=1). She fails her Strength Roll (6), you fail yours (4), she succeeds (1) and your Bard takes 1 Wound (current LIFE=0). The Bard is knocked out. As he is already at Level 1 he does not lose a Level and his current Life is set at 1 point.*

*The Level 2 Pirate (King of Diamonds and 2nd Level Spades) has his stats: LIFE=2 (current Life=1), STR=4, SPD=3, LCK=2. His Exploration Test on 1D6 triggers a Trap with a die roll of 5. He draws a Danger card, a 6 of Hearts, which forces him to make a Life Test against a poison dart. He fails the test as he rolls a 4 with 1D6 (Life of 1 + 4 = 5). The pirate is paralyzed, you place his D6 on his card at 2 (Pirate's maximum LIFE). He cannot act for the next two turns.*

*For the Fortune Teller you choose Resting as she is Level 1. She performs the Cure action, which removes the Pirate's Paralysis (the die is removed from card).*

*Exploration Tests are complete. In step 3 you check the total value of Treasure possessed by your characters. You currently have 15 points; you continue the game with a new round...*