

GO RPG

OBJECTIVE

Go RPG is a competitive card game for 1 - 7 players, set in a fantasy world overrun by monsters. The Queen has offered large bounties to attract heroes seeking fortune and glory, in an effort to save the kingdom. Each player takes the role of a Party Leader wishing to capitalise on this opportunity. They do this by hiring wandering mercenaries, building their party and leading them out into the wilds to slay the monsters. By bringing back monster corpses as trophies, Party Leaders can trade them for valuable items. Your objective is to grow your party into the wealthiest in the land, within 10 rounds.

GAME SETUP

- 1) All 4 decks are placed on the table to the side of gameplay.
Note: The cards without a number on them are "Joker" cards when using any of the decks to play traditional card games. In the Go RPG, the Naga, Fiend, Runekeep, and Wand are all Level 14.
- 2) Each player selects up to 3 Hero cards from the Hero deck. The total combined level of these Heroes cannot exceed 15. Shuffle the Hero deck and place back to the side.
- 3) Players turn over their Hero cards and leave them face-up in front of them. This is their party. Place a counter card under each.
- 4) Draw 1 Location card for the number of players playing, plus 1 additional.
- 5) Place these Location cards face-up next to each other on the table, as per the image.
- 6) Keeping the Monster cards facing down, draw and place them as follows:
Location 1 = 1 Monster Card **Location 5** = 1 MCs
Location 2 = 2 MCs **Location 6** = 3 MCs
Location 3 = 3 MCs **Location 7** = 2 MCs
Location 4 = 2 MCs
These locations represent quests from the Queen regarding attacks that have been happening in that area. Players are tasked to go and kill the monsters.

You are now ready for **ROUND 1**.

GAMEPLAY



- 1) Each player takes turns to start the round, moving clockwise. The player who woke up earliest this morning is the initial lead player and gets the Leader token.
- 2) Player 1 (the Leader) selects their quest by placing their meeple in front of the Location they want to attack. All other players select their Location quests, in clockwise order. Players may entirely or partially opt out of questing each round and instead head to the Tavern or Hideout for this round. Partially opting out means the player is sending less than 3 heroes on a quest.

NOTE: Two players can go on the same quest. Player 1 will go first in attacking order, then the monsters attack, and then the second player attacks. Player 1 does not get a say in whether a second player joins in.

- 3) Before venturing on your quest, select a maximum of 3 heroes. Additional heroes are left in the Hideout or Tavern. Your total party maximum is 5. If you have 5 heroes, 2 will be left at the Hideout each round. If you recruit a new hero, you must discard a current one to maintain the maximum of 5.
- 4) Once all players have selected their quests, they can fulfil their quests at the same time. We suggest for the first few rounds that you do it one by one to ensure everyone understands how to calculate attack and defence.
- 5) To fulfil a quest, simply flip over that Location's monsters and use the below calculations to calculate the attack and defence of heroes and monsters.

Hero Defence = Card # + Equipment #
Hero Attack = Card # + Equipment # + Location Affiliation Bonus
Monster Defence = Card # + Location # + Location Affiliation
Monster Attack = Card # + Location Affiliation

AFFILIATION BONUS

HERO/MONSTER	LOCATION
	NATURE 5
	WATER 2
	FIRE 0
	URBAN -2
	NATURE -2
	WATER 5
	FIRE 2
	URBAN 0
	NATURE 0
	WATER -2
	FIRE 5
	URBAN 2
	NATURE 2
	WATER 0
	FIRE -2
	URBAN 5

- 6) Both monsters and heroes have a base attack of 1, even if their Location Affiliation would send them into negative attack.

- 7) Each hero can only attack 1 monster. A hero cannot attack 2 monsters in 1 round, split their attack or spill over damage.

GO RPG

ATTACKING

1) All of your heroes attack first in a round, in any order you see fit; either pairing together to take down 1 monster or each individually attacking a monster. If they are unable to defeat a monster, the monster remains on whatever health is left to it at the end of the hero round. Any monsters killed this round are taken as trophies by this player.

2) Next, the monsters attack from the left-most monster to the right-most monster. They attack your heroes in order from weakest to strongest Hero level. Like the hero, monsters cannot split their attack. If a monster doesn't kill a hero, then the next monster will attack the same hero. If the monster kills a hero, that hero is removed from the game. If the hero is wounded, they have reduced life until they visit the Tavern for one round. Any items attached to a hero that has been killed are removed from the game.

3) **Two-Party Attack** (if there are 2 parties at a location): The second party now attacks the monsters, then the monsters attack the second party, and then back to the first party (step 1).

RETREATING

Any party may choose to withdraw/retreat from the monsters at any time after the monsters are revealed. They will lose half their health (Level + Item Level) rounded down, and half of their unsold monster cards, rounded down, are left at that location. Any monsters that were not slain but still took some damage retain that damage in the next round.

END OF QUEST

You head back to town. If your whole party is defeated by monsters, and you have no heroes in the Hideout, you must rest in the Tavern for the next round. After waiting a round, draw two new heroes from the top of the Hero deck.

THE TOWN

Between questing, you all head back to the town. This is where you will be able to purchase weapons, hire heroes, and swap equipment/heroes for the next round.

1) **HUNTERS GUILD:** Draw 4 equipment cards and place them on the table in front of the lead player. They have first pick. Each item costs its level in monster trophies (monster levels). If you have leftover trophies on a card that you cannot spend, then you lose those trophies. Once the lead player has made their choices, any of the 4 removed cards are replenished from the deck and the next player now chooses. This continues until all players have purchased or declined. Any remaining items are put in the equipment discard pile (shuffle back in if depleted).

2) **MERCENARY GUILD:** Draw 4 Hero cards and place them on the table in front of the lead player. They have first pick. Each hero costs its level x5 in Gold Pieces (GP). This continues around the table, as per equipment purchase. You may have a maximum of 5 heroes in your party.

Tavern: Sit back and relax, or go on the hunt for another hero between rounds. This can only happen once per game, per player. When all other players have completed their quests, you may pick a random Hero card off the top of the Hero deck and put it in your party.

Hideout: Store your equipment here.

Trophy Room: Place your unsold monster trophies here.

NEXT ROUND SETUP

Once equipment and heroes have been purchased, you can now set the table up for the next round.

- 1) Replace any locations that were defeated with new locations.
- 2) Place monsters on each location as per the rules on page 1. Any location that still holds a monster has additional cards added facedown to it, up to the monster limit, as per page 1.
- 3) At the beginning of rounds 5 and 9, every location gains an extra monster moving forward (e.g. Round 9, Location 1 = 3 MC).
- 4) The LEADER token is now passed to the next player. Before a player selects their location, they can make final equipment or hero changes. Once your meeple is placed on a location, you cannot make changes. You are committed to that location.
- 5) You may choose to sit a round out and instead draw a random hero from the deck (once per game maximum).
- 6) Once all meeples are placed, the next round begins.

GAME END

The game ends after 10 rounds.

The player with the most gold value in items + 1 GP per each left over monster trophy WINS.

GO RPG OVERLORD

"Overlord" is a game mode where one player controls the monsters and competes against all other players. The objective for the Overlord is to eliminate all players by the end of the 10th round in order to win. The remaining players have two options for victory: collective or individual. They can discuss which option they'd like to play, but are not obliged to stick with it.

In the **collective victory**, all players win by successfully defeating round 10 together. On the other hand, in the **individual victory**, any players still in the game by the end of round 10 calculate their item gold value. The player with the highest value emerges as the winner. In the event of a draw, the Overlord gets to choose who loses.

In the individual victory mode, during the final round (round 10), players have the ability to attack other players on their turn, adding an extra layer of strategy and competition (read round 10 rules for context).

GAMEPLAY

Gameplay in Overlord Mode is similar to the standard campaign, but with a few key differences:

Locations: Instead of placing monster cards randomly on each location, the Overlord draws the required number of monster cards for each location and places them as they see fit, face down on each location. Each location must have its assigned amount of monster cards. The Overlord cannot place all the monsters on a single location.

Rounds: Rounds follow standard rules, including increases in monster cards from rounds 5 & 9.

Town: This section remains the same as the standard rules.

ATTACKING/RETREATING

Monster Attacks: During battles, monsters will attack as directed by the Overlord, rather than following the left-to-right order and targeting the weakest heroes. Monsters cannot split or "spill-over" damage between heroes.

Party Elimination: If a party is destroyed, they are out of the game. They cannot wait one round and redraw two new heroes.

Retreating Monsters: If any monsters remain at a location after an attacking round, they retreat to the Overlord, gain back their health, and await round 10. Next round, new monsters are placed on this location. Any monster slain at this location remains behind to be collected by the next party.



ROUND 10

Wrath of the Overlord. No Locations are placed this round as the location is the Town. Instead, the Overlord draws the same number of monster cards as they would for round 9 and places them all on the playing field. The Town has a Location Affiliation of URBAN and a Location Number of 10. Additionally, any monsters that retreated from earlier battles join this final attack. It is an all-out assault on all heroes in the town. If a player has more than 3 heroes, they can utilise all of their heroes in combat for this round and equip any items to them as they see fit.

New Attacking Rules for Round 10:

- 1) Starting from the Lead player, each player chooses one of their heroes to attack with. Players can choose to attack any monster or attack another player's hero (Individual Victory).
- 2) After each player has made one attack, it is the Overlord's turn.
- 3) The Overlord can attack whichever players they wish and can attack as many times as the amount of players at the start of the game.
- 4) This continues until there are no parties remaining and the Overlord wins, or all monsters are defeated, and the players achieve victory either collectively or individually.

GAME END

The **Overlord wins** as soon as all players have been eliminated. More glory to the Overlord for early defeat!

The **Players win** once all monsters have been defeated. They can now no longer attack other parties. At this point, the remaining players count up their gold value (GP) for all their equipment, adding 1 GP per monster trophy, to determine who is victorious. In the event of a tie, the Overlord chooses who loses.



GO RPG SINGLE PLAYER

The **single-player** version is similar to the standard game, however, victory is determined by surviving Round 10. Count your gold as the score to beat next time.

GAMEPLAY

The key differences include:

Setup: The setup method is the same as standard play, with the change of 3 questing locations every round and the number of monsters at each location per round.

Locations: There are 3 questing locations in the game. If a location is defeated, a new location is placed in the next round. If a location remains undefeated, the monsters at that location regain full health in the next round. If there is an increase in monsters for that location in the following round, the additional monsters are added face-down until the location is attacked again.

Monster Allocations: Refer to this table for monster location card numbers.

CARDS PER LOCATION				
	Location 1	Location 2	Location 3	
R O U N D S	Round 1	2	2	3
	Round 2	2	3	3
	Round 3	3	3	3
	Round 4	3	3	4
	Round 5	3	4	4
	Round 6	4	4	4
	Round 7	4	4	5
	Round 8	4	5	5
	Round 9	5	5	5
	Round 10	Remaining monsters from round 9 + 5 Monsters		

Recruiting: Unlike the standard game, you cannot rest in town and recruit new party members. Recruitment can only be done through gold trading using the same mechanics as the standard game.

Death: If your entire party is killed at a location, your Go RPG quest is over. Go to bed.

ROUND 10

In this round, all undefeated monsters from round 9 swarm the town + 5 additional monsters from the Monster deck.

New Attacking Rules for Round 10:

- 1) The Location Affiliation for all monsters and heroes in Round 10 is Urban and Location Number is 10.
- 2) You initiate the attack. All of your heroes (including heroes in the Tavern/Hideout) attack monsters of your choice first, followed by the monsters attacking your heroes from left to right on the playing field. Alternatively, you can play as the monsters for their round to increase difficulty. Monster attacks follow the standard rules. You can equip items to heroes in the Tavern/Hideout for this round.
- 3) The battle continues until only one field is left standing.

GAME END

If you emerge victorious, calculate your gold value and retain it as a score to beat in future attempts.