ANTOINE BAUZA CORENTIN LEBRAT LUDOVIC MAUBLANC THÉO RIVIÈRE

DEAD CELLS

RULES



THE ROGUE-LITE BOARD GAME

MOTION TWIN

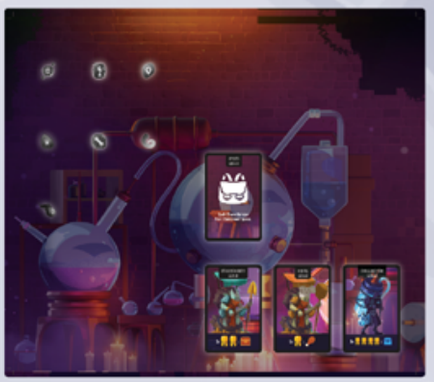
Scorpion Masqué



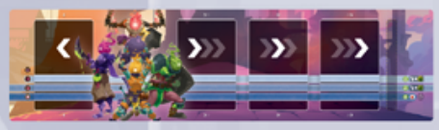
** THIS IS A WIP VERSION OF THE RULES FOR
DEAD CELLS – THE ROGUE-LITE BOARD GAME. ALTHOUGH THESE RULES ALLOW
FOR FULL PLAY OF THE CURRENT GAME, THEY ARE SUBJECT TO CHANGE **

GAME CONTENTS

BOARDS



1 Mutation board



1 Combat board



x1 Wall/Pit token



x1 Combat Round marker

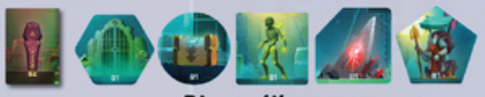


1 Annexe board

BIOMES



6 Biomes and 1 Double Biome



Biome tiles



4 Beheaded tokens
1 Group token base

PLAYER BOARDS



4 Beheaded boards



1 Solo board

COMBAT TOKENS



x30 Damage tokens



x12 Shield tokens



x6 Golden Shield tokens

STATUS TOKENS



x6 Poison tokens



x6 Freeze tokens



x6 Flame tokens



x6 Bleeding tokens



x6 Target tokens

REFERENCE CARDS



x4 Beheaded/ Player Aids



x4 Boss Reference sheets

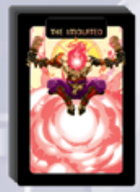
CARDS



100 Upgrade cards



20 Well cards



24 Combat cards



200 Monster cards



3 Solo Combat cards



80 Equipment cards



7 Rune cards



11 Secret cards

PLAYER MARKERS



x4 Green Scroll markers



x4 Red Scroll markers



x4 Purple Scroll markers



x1 First Player token



x4 Health markers

LOOT



x1 Purple Scroll token



x1 Green Scroll token



x1 Red Scroll token



x3 Food tokens



x5 Key tokens



x12 Cell tokens



x4 Large Cell tokens

x12 Gold Teeth tokens

x4 Large Gold Teeth tokens

x3 Potion tokens

GAME SETUP

****IMPORTANT****
Do not shuffle any decks showing the symbol. These cards must stay in the same order. If they do get mixed up, they are all identified with a letter and a number so that they can be replaced in the correct order.

1. Set up the **Mutation board (1a)**, the **Combat board (1b)**, the **Annexe board (1c)**, and the **Biome board (1d)** (see below for Biome setup). You may set them up as shown, but depending on your play space, you may arrange them as you like.

2. Place the **Rune cards** face down (grey side showing) in their associated spaces in the **Runes section** of the **Mutation board**. This only needs to be done the first time you set up the game; those cards can be left there for all subsequent plays.

3. Place the **Combat Round marker** next to the **Combat board**.

4. Place the deck of **Treasure cards** on its space on the Annexe board, next to the Treasure Discard space (4a) and the **Group's Bag** (4b).

5. Place the **Heart**, **Shield**, **Tooth**, **Cell**, and **State tokens** in supplies near the board.

6. Place the **3 Upgrade decks** and the **Well deck** close to the **Mutation board**.





BIOME SETUP

Your first few Runs will all start in the **Prisoners' Quarters** Biome (don't worry, you'll be told when you can start somewhere else). Take the following components from the **Prisoners' Quarters** section of the box: **Blueprint cards**, **Monster cards**, **Elite Monster cards**, **Prisoners' Quarters tiles**.

7. Place the deck of **Prisoners' Quarters Blueprint cards** on their spaces on the Annexe board.

8. Place the shuffled decks of **Prisoners' Quarters Monster cards** and **Elite Monster cards** on their spaces on the Annexe board, beside the Monster Discard space (9a).

9. Shuffle and place all the **Prisoner's Quarters tiles** face down on the spaces on the Biome board, according to their shape. Place all remaining tiles back in the box.

10. Assemble the **Group marker** by placing your **Beheaded tokens** into the Group token base and place it on the start space at the left of the board.









PLAYER SETUP

1. Each player takes the **Beheaded board** of the Beheaded they would like to play. Return any unused Beheaded to the box.
2. Take a Scroll marker in each colour (green, purple, red) and place each one on the first scroll space of their colour, as indicated.
3. Place the **Health token** on the 4th Heart from the left on the Health Track. This indicates that you begin the game with 3 Health Points.
4. Take the deck of **Combat cards** for your Beheaded, shuffle it, **deal yourself 3 cards.** You may look at them, but keep them hidden from the other players. We'll explain why later. Place the remainder of the cards to the left of the Beheaded board to form your **Draw Pile**.
5. Give each player their associated **Beheaded Aid** card (the **Player Aid** with icon descriptions is on the other side).
6. Give the **First Player token** to the player of your choice.

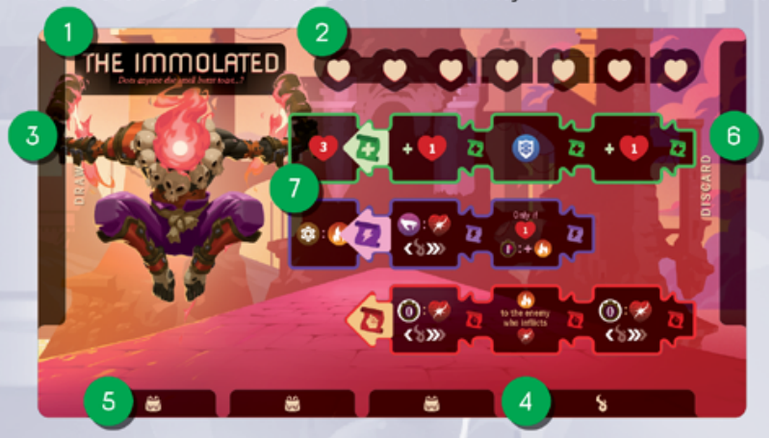


BEHEADED BOARD OVERVIEW

CHOOSING A BEHEADED

Choosing what Beheaded to play is the first decision you will make in Dead Cells, but don't worry, you can choose a new Beheaded every time you play, if you like! Because (nearly) everything resets every time you play, the Beheaded themselves don't change, meaning you can simply choose a new one!

Each Beheaded has a different set of Skills that they can access and unlock. Let's have a look at how the Beheaded board works.



THE BEHEADED BOARD

1. **Name –** Your Beheaded's name, and some descriptive text about them.
2. **Health –** Your Beheaded's Health Points, where you will place damage.
3. **Draw Pile –** Where you place your deck of Combat cards face-down.
4. **Active Space –** Where you play your active card during Combat.
5. **Equipment Slots –** Where you place Equipment cards.
6. **Discard Pile –** Where you discard your Combat cards.
7. **Scroll Tracks –** Where you keep track of boosts to your Beheaded's abilities during a run.

THE SCROLL TRACKS

The Scroll Tracks are:

Green: Survival
Purple: Tactics
Red: Brutality



Every time you earn a scroll during the game, simply **slide the Scroll marker of that colour one space to the right**. This will unlock a new skill or ability.

Note: Everything to the LEFT of the Scroll marker is an active ability, and these are cumulative. For example, The Immolated begins with 3 Health, because it is to the left of the Green Scroll marker. If they gain a Green Scroll, that marker slides one space to the right, and now The Immolated has 3 Health + 1. If it slides to the right again, the Beheaded keeps those Health boosts, and now also gains protection against Freeze attacks.
Each Beheaded board is described in detail in its associated **Beheaded Aid**.

GAME CONCEPT

A RUN

You are now ready to begin a **Run**. A Run is a **single play that ends when either someone in your Group dies, or you beat a Boss**.

'Traditional' cooperative games often end when a player dies. In a Rogue-Lite game, like Dead Cells, dying is the end of the **Run**, but not of the **game**. In fact, dying is just the beginning: Each Run allows you to get stronger both individually, and as a group. We'll talk about that a little later.

BIOMES

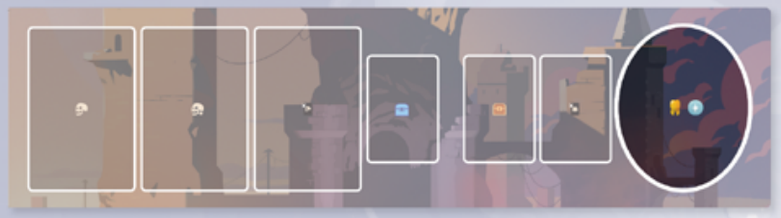
In ***Dead Cells***, a Biome is a zone that the Group must move through and discover. It's made up of spaces occupied by Monsters, Treasure chests, Doors, and Merchants.

Your goal is to survive to the end of the Biome to collect Upgrades.

YOUR BAG

As you move through the Biomes, you'll collect many wonderous objects. Your Bag is where you keep your most valuable stuff. **All Gold Teeth** and **Cells** go into your Bag.

Also, **all items Looted** during Combat will temporarily go into your Bag (p.12).



EXPLORE

As your Group moves through each Biome, you will follow 3 simple steps.

Let's break them down:

1. **MOVE** your Group marker to a new space on the Biome board.

2. **FLIP AND REVEAL the tile** on that space, and **carry out its effects.**



3. **If everyone in your Group is still alive**, repeat steps 1-3
If someone in your Group is dead, it is the end of this Run; Go to **End of Run**, p. 11.

1. MOVE THE GROUP

The First Player is the decision-maker, but the best decisions in life are made after consultation with everyone involved. Therefore, discussions of where the group should go next are encouraged, but the final decision ultimately rests with the First Player. They will decide which connected space to move the Group marker to.

Movement Rules:

- The group can only move into a space connected with a corridor to their current space.
- The group can only ever move along these corridors in the directions of the arrows on the corridor.
- The group cannot skip over any spaces.
- If there is a Rune symbol ( ) in a corridor, the group cannot pass through it unless they possess that Rune.



2. FLIP THE TILE, CARRY OUT THE EFFECTS



TREASURE AND CURSED TREASURE TILES:

Treasure Tile: Flip the tile and collect the reward(s).
Cursed Treasure Tile: Flip the tile, collect the reward(s) and suffer the consequences!

Note: You **must** flip a tile that your Group lands on; you cannot leave it face-down.



MERCHANT TILES:

If the players pay the number of Gold Teeth indicated, they get the reward shown on the tile.

***DON'T FORGET –** The group discusses all allocation of rewards and of Merchant transactions, but the First Player has final say in all decisions, even if they go against group consensus.
Do you what you want, Chief, but don't forget that the only certainty apart from death is that the Crown will change hands.



ENCOUNTER AND ELITE ENCOUNTER TILES

Flipping an Encounter tile is the first step in the Combat phase of the game. The Encounter tile shows you what you will be facing in this Combat, and how to set it up. (see Combat Setup p.8)



DOOR TILE

Discover new places; meet interesting new 'people'!



TELEPORTATION TILE

Appears in later Biomes... And you can't acccess them. Yet.

TILE ICONS



First Player
Why is everyone looking at me...?
– When this icon is attached to any other icon, it means that item is **only meant for the First Player**. It may be something good, or something bad... whatever it is, it can't be assigned to another player.



Change First Player
Long live me: The new King!
– As soon as this icon is revealed, **the First Player token passes to the next player** in clockwise order. It is always the first action to take place.



Either / Or
You can't have it all, you know.
- When you see this line, you have to choose ONE of the items listed.



Treasure
Ahh, I knew we came here for a reason.
– Take 1 **Treasure card** and give it to a Beheaded to equip.
See Equipment, p.9.



Blueprints
More cool stuff for our collection!
– Take 1 **Blueprint card** from the bottom of the Blueprint deck and place it on the Collector space on the **Mutations board**. This will be available during the **Interbiome phase** (see p.11).



Gold Tooth
Eww... but still: Gold!
– Take 1 **Gold Tooth token** per icon and place it into the group's **Bag**.



Scroll
What terrible handwriting.
– Move **1 Scroll** of the colour indicated **one space to the right** one 1 player's Beheaded board.



Food
Delicious. I must get this recipe!
– Remove 1 **Damage token** from 1 player's Beheaded board.



Cell
Feel the power!!
– Take 1 **Cell token** per icon and place it into the group's **Bag**.



Rune
What a strange glow...
– Flip over the corresponding **Rune card** on the **Mutations board**. The Rune's use is written on the card, and it stays with you forever (see Mutation board, p. 12).



Check
Hmm, this is going to be tough.
– Perform a **Check** (see next page).

CHECKS

If you see one or all of these symbols on a tile or on the Biome board, you will need to **perform a check**.

PERFORMING A CHECK

To Pass a Check, the First Player must **discard** a Combat card with the required symbol from their hand.

If they don't have a card with that symbol, they must draw the top card from their Combat deck.

If it has the required symbol, the Check has been **passed**. If it does not, the Check has **failed**. Either way, the drawn card is **discarded**.

If the Check was on a tile, the First Player gets the reward indicated.

If the Check was somewhere else, follow those instructions.

Failing a Check on a corridor means that the Group cannot take that path.

Also, failing some checks will incur a penalty; those will be indicated with a





DECK CHECKS

PERFORMING A DECK CHECK

The First Player draws the top card of their **Combat deck**. If it shows one of the icons indicated, they gain the associated reward. If it does not show an icon, they do not gain anything. That card is discarded.
Failing a Deck Check is a bummer, but it doesn't stop you from passing through a Corridor; you can still go merrily on your way!

Players **refill their hand to 3 cards** after performing Checks. **If there are no more cards in your draw pile**, simply shuffle your discard pile, place it face down on the Draw space and draw a card from there



COMBAT

COMBAT SETUP

Once you have flipped the Encounter tile, follow the icons on it from top to bottom.



1 Place Monsters

Draw a card from the Monster (or Elite Monster) deck for each Monster (or Elite Monster) icon present on the Encounter tile. Place the cards face up, one at a time, onto the Combat board in the same order as they appear on the Encounter tile.

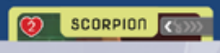
Always start on the space.

1a – In this example, the Elite Archer was drawn first, but must be placed on the space 2 because it has that symbol on its card.



Placement Exceptions:

If the Monster card has the icon, it should be placed to the left of the Group.



If the Monster card has the icon, it should be placed in the far-right space on the Combat board.



1b – The second Monster drawn is a Zombie, who is placed, as usual, in the space.

2 Place Loot (if present on tile)

Place the indicated token(s) on the Group space on the Combat board. If it is a Treasure, draw a card from the Treasure deck and place it face up on the Group space ; if it is a Blueprint, draw a Blueprint from the bottom of that deck and place it on the Group space.
In this example, a Green Scroll token is placed on the Group space as Loot.

Now you're ready to fight!

THE COMBAT BOARD

The Combat Board is where Combat takes place. ***Obviously.***

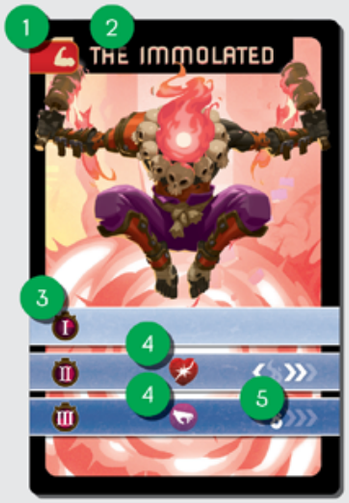
1. **Round Indicator –** This is where you keep track of Combat rounds using the **Combat Round marker**.
2. **Group space –** This represents the Group's physical location in relation to the Monsters involved in the Combat. This is also where **Loot** is placed.
3. **Monster spaces –** This is where Monster cards are placed, as specified on the Encounter tile, or on Monster cards themselves.
4. **Wall space –** Certain Combats will require items to be placed in this space.
5. **Round End space –** This shows the actions that take place at the end of each Combat Round.



THE CARDS

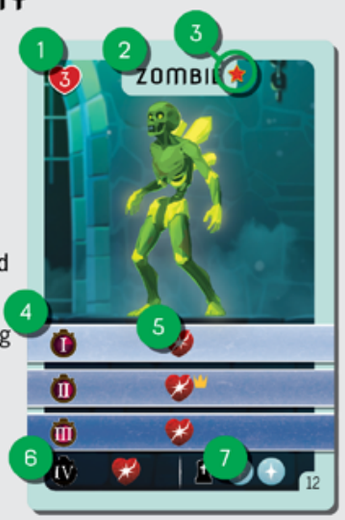
COMBAT CARD ANATOMY

1. **Check Icon** – This icon is used when players are performing a Check (see p. 7).
2. **Beheaded/Card Name** – This shows either the Beheaded this card belongs to or describes its type of attack.
3. **Round Numbers** – These indicate the combat round in which each action takes place.
4. **Actions** – The actions that take place during that round.
5. **Range icon** – The range of the action; that is, what Monsters are affected by the attack, or if it is a Group action. (see p.10)



MONSTER CARD ANATOMY

1. **Health** – The number in the heart icon indicates how much damage must be done to a Monster to kill it.
2. **Name –** This is the name of the Monster.
3. **Elite icon**– If the Monster is an Elite, there will be a star symbol here.
4. **Round Numbers** – These indicate the round in which each action takes place.
5. **Actions** – The actions that take place during that round
6. **Round IV icon** – This action takes place at the end of Combat if the Monster is still alive.
7. **Death** – This indicates the Group's reward (or penalty!) for killing the Monster.



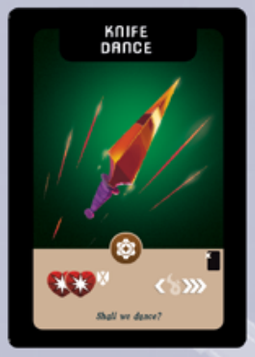
EQUIPMENT CARDS

Equipment cards are important elements of your Group's arsenal. Each Beheaded begins the game with **one available slot** in which they may place a piece of Equipment.

If at any point a Beheaded gains Equipment but does not have an empty slot to assign it to, they must either discard that piece of Equipment (to the **Equipment discard** space on the **Annexe board**), or discard their current Equipment to make space for their new Equipment card.

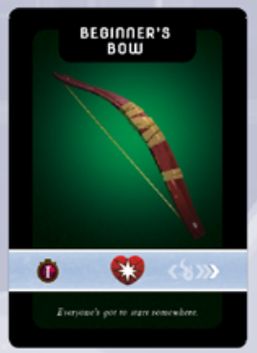
There are three types of Equipment that Players may acquire:





WEAPONS

Weapons: These items can be used in Combat to replace the Action (or lack thereof) in the indicated Combat Round on the Beheaded's Combat card.



SKILL-RELATED ITEMS

Skill-related Items: These items can be activated by a Action. Their effect is described on the card.
Note: Items with the symbol must be discarded after use.



SPECIAL

Special: Some Equipment has Health Points (***What the heck?***), simply follow the instructions on the card on how and when to assign Damage. When it is killed, simply discard it into the Equipment discard pile - **Your Run is not over.**

Note: When a piece of Equipment indicates a Combat Round (such as the Beginner's Bow below), the Player may choose to **use that Action for that Combat Round instead of the Action on their Combat card**. Obviously, if there is no Action in the indicated Combat Round, the Player can use the Equipment rather than do nothing.

COMBAT GAMEPLAY

Once you have set up the Combat board according to the directions on the Encounter tile, you're ready to go.

PREPARATION PHASE

Before each Combat, there is a brief **Preparation Phase** in which players **outline their overall strategy**. There are **3 rules** for this discussion period:

1. When we say this discussion should be brief, we mean **BRIEF**. Don't forget, YOU ARE UNDER ATTACK. This is not the time for chit-chat, you are about to be disembowelled.
2. Players are allowed to discuss **priorities**, such as which Monsters should be focused on, and what to watch out for.

Players **cannot** discuss what icons they have on their cards; they may suggest things they can do, but nothing specific.

PLAYING COMBAT CARDS

Once this discussion is finished, Players will play **Combat cards** from their hand. There will always be **3 Combat cards played**, regardless of the number of Players (see table below).

Starting with the First Player and proceeding clockwise, all players must:

1. **Choose a Combat card** from their hand

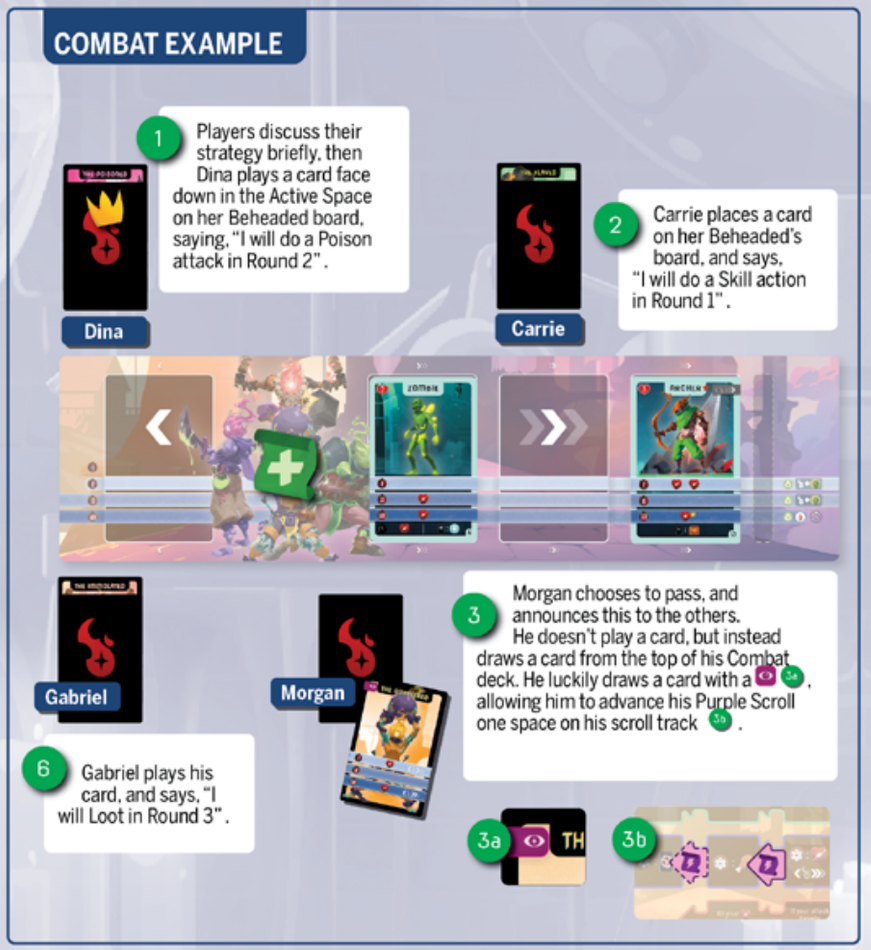
2. **Announce ONE Action** on that card that they will perform, **and what Combat Round** it will take place in. (e.g. "I will do Damage in Round 2," or "I will Loot in Round 3.").

3. **Place that card face** down on the Active Space on their Beheaded board.

Once all 3 Combat cards have been played in this way, Players reveal the card they have played.

Combat can now begin!

COMBAT EXAMPLE



PLAYING 3 COMBAT CARDS

2-Player Game:
First Player plays 2 cards, other Player plays 1 card.

3-Player Game
All Players play 1 card

4-Player Game
Only 3 Combat cards may be played; the Players discuss who will play cards, and which Player will pass. The First Player must take part in Combat.
Once it is decided, playing cards takes place as usual, but when it's the turn of the Player who passed, they reveal the top card of their Combat deck.
If it has an icon, they advance the Scroll of that colour 1 space on their Beheaded board. The revealed card is discarded, whether it had an icon or not. The Player who passed does not take part in this Combat.

COMBAT PHASE

COMBAT ROUNDS

A Combat Round consists of all Beheaded and Monsters performing the action indicated in that Round's space on their Combat/Monster card.

For the Group, actions are performed starting with the First Player and continuing clockwise around the table.

For the Monsters, their actions are performed from left to right across the Combat board.

GOLDEN RULE OF COMBAT:

Combat always takes place from left to right on the Combat board. This means that if there is a Monster in the leftmost space, they perform their Action first. Once this is done (or if there is no Monster present) play moves to the Group, and then to each Monster from left to right.

Range:

This icon next to the Action on your Combat card tells you what Monsters you can hit with your attacks: All white spaces are valid targets for your attack, but unless specified in the attack itself, **only one Monster is targeted at a time.**

If a Monster is killed, and their card is removed from the Combat board, **attacks targeting this space have no effect.**

These are the main Actions Players can perform during Combat:

- **Damage** – Assign **1 Damage token** onto the Monster card in the space indicated by the Range icon on your Beheaded card. If the number of Damage tokens on the card equals or is greater than the Monster's health, that Monster has been killed (see below). Please see the Player Aid for a detailed list of all types of Damage.
- **Skill** – Activate any **one Skill on the Beheaded's board** (to the left of the Scroll) or **on any Equipment** they are carrying. That Skill's Action is described either on the Beheaded board or on the Equipment card. **Performing a Skill Action is never mandatory**, you may choose to not use this Action if you do not need or want to.
- **Loot** – **Take all of one type of item** on the Group space on the Combat Board and **place them in the Group's Bag**. For example, if there are two Gold Teeth and one Cell, the Player must decide whether to take the Teeth or the Cell. Looted Scrolls, Food, and Equipment will be assigned to Beheadeds at the end of Combat (see End of Combat Upkeep, p.11).
- **Block** – **Place 1 Shield token on the Beheaded's board**. The Beheaded may now block a future attack by discarding the Shield token instead of taking 1 or more Damage. Beheaded may have more than one Shield on their board.
  Note: If a Beheaded must take 2 or more Damage, the Shield only blocks the first.
  Note: Shields do not block States (Poison, Freeze, etc.).
  Please see Player Aid for a detailed list of all types of Block Action.
- **States**: These include Poison, Bleeding, Fire, Freeze, Target. See Player Aid for detailed information on these States and their effects.

EQUIPMENT

- Don't forget, you can use **Equipment** during combat!

ROUND 0

- Some Skills and Equipment allow you to perform an Action in **'Round 0'**. This is a special Combat Round before Combat Round I. Each player may perform as many Round 0 Actions as they have, in turn order.

KILLING A MONSTER

- When a Monster is dead, immediately **take all rewards** indicated in the **Death** space on the Monster card and place them in the Group's Bag. If there is a Damage icon, that Damage must be assigned as usual.
- Once this is done, remove the card from the Combat board and place it in the Monster discard pile on the Annexe board. This space remains empty until the Round End phase (see below).
- If all Monsters have been killed, **Combat is not over**. Combat Rounds continue until the end of Combat. This means that states such as Poison and Bleeding still have their effects, but also that Beheadeds may perform Loot actions. Skill actions may be skipped, as mentioned above.



ROUND END PHASE

When the final Monster has performed their Action for the Combat Round, gameplay continues to the right, where the Round End space is located.

The final Actions of the Combat Round will now be performed, as always, from left to right:

- Assign 1 **damage** to every Beheaded and Monster with a **Poison** token.
- If there are any empty spaces to the right of the Group space, **move Monsters toward the group** to fill those spaces.

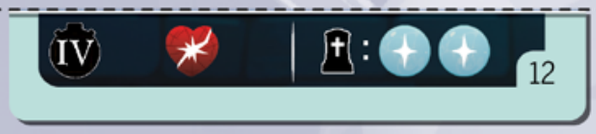
  Note: Do not move Monsters past the group into the space behind it.

Once the Round End Phase has finished, **begin the next Combat Round** at the far left of the Combat board.

FINAL ROUND AND ROUND IV

If you reach the end of Round III and there are still Monsters on the Combat Board, perform the following actions, as indicated in the Round End space at the end of Round III.

- Assign Damage for **Poison**
- Any Monster or Beheaded that is **Bleeding** (with a Blood token on them) is killed and removed from the board.
- Any Monster still on the board with a **Round IV** icon performs their action for Round IV.



See page 14 for a full example of Combat Gameplay.

END-OF-COMBAT UPKEEP

Once a Combat is finished, do the following:

- Assign looted Scrolls, Food, and Equipment stored in the Group's Bag to **Beheaded who were involved in the Combat.** Looted Blueprints are placed on the Collector space. Players who passed cannot receive Loot for their Beheaded.
- Discard any un-killed monsters
- Discard any un-looted loot
- Draw a Combat card to fill your hand to 3
- **IF THERE ARE NO CARDS IN YOUR DRAW PILE** - Simply shuffle your discard pile, and place it face down into your deck space, and draw a card from there.



DYING

If, at any time (during Combat or any other moment) any member of your Group reaches 0 Health (all their Hearts are covered by Damage tokens), **that Beheaded is dead,** and your Run is over; go to the **End of Run** section on p. 12.

FINISHING THE BIOME

If you have survived all your Combats, and you have made it to one of the two Exits, congratulations, you have made it through the Biome! You can now proceed to the Interbiome, and then on to the next Biome.

THE INTERBIOME

If the Group placed any **Blueprints** on the Collector space during their Run, they must now **assign those Equipment cards** to the Beheaded they choose for free.

The Group may **now perform each of the following Actions** (the cost of the Action and the number of times they may be performed will be indicated on the space):

- They **may** visit **The Collector** to **purchase a Blueprint**;
- They **may** visit **The Merchant** to **purchase Food**;
- They **may** visit **The Healer** to **purchase a Treasure card**.

Beheaded are NOT allowed to exchange Equipment during the Interbiome. You made a bad choice assigning it? Tough beans, do better next run!



Note: Cells may not be spent in the Interbiome phase.

THE NEXT BIOME

You must now take down the Biome your Group just finished and set up the Biome (or Boss) indicated on the Exit your Group passed through.

1. Return all **Biome tiles**, **Monster cards** (including **Elite**), and **Blueprints** of the Biome you just finished to their section in the box. The Treasure cards remain where they are.
2. Follow the same setup for your next Biome as normal, using the components for the Biome you will be playing.

FIGHTING A BOSS

If you have reached a Boss, take the Boss Reference sheet and follow the Setup instructions. All information on how to fight the Boss is explained on that sheet.

Good luck! ***(even though luck probably won't help much...)***

END OF RUN

So, you've died. We would feel sorry for you, but we know better; your journey has just begun! You now get to **spend Cells** to become even stronger!

Unfortunately, death does have its price. Your Group must:

1. **Discard** all items in the Group's Bag **except Cells**. Equipment cards in the Bag are shuffled back into the Treasure deck, and Blueprint cards in the Bag are put back on the bottom of the Blueprint deck.
2. Place any Blueprints on the Collector space of the Mutation board on the bottom of the Blueprint deck.
3. Discard all equipped Equipment cards, and shuffle the discard pile into the Equipment deck. That's right, Blueprints you gained during this Run are now permanently incorporated into your Equipment deck!
4. **Reset** all Scrolls to their starting spaces on the Beheaded boards.

If, somehow, you've managed to kill a Boss, congratulations! Your Run is still over though. Follow the steps listed above.

SPENDING YOUR CELLS

There are two ways in which you can spend your Cells at the end of a Run:

The Upgrade Decks

These three decks offer the Group opportunities to improve their chances in future Runs. They are divided into the same three abilities as the Scroll Tracks on your Player board and will give you improvements that will help you in those three areas.



You may **spend the Cells from your bag to purchase as many Improvements as you like**. At the beginning of the game each Improvement card costs 2 Cells, and as indicated on the top card of each deck, you will get the **bottom card of the deck** when you spend your 2 Cells.

There are, generally speaking, 3 types of Improvement card:

1. **Permanent Mutations**: These cards are to be slid into a slot in the Mutations board and will constitute a permanent effect for the group.
   Only one card may be in any slot; if you are replacing a Mutation, simply discard the one to be replaced.

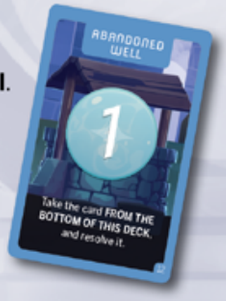
2. **Improved Combat cards**: These are to be given to a Beheaded of your choice to incorporate into their Combat card deck to be used on the next Run.
   - Improved Combat cards may be reassigned to any Beheaded before any Run; feel free to experiment!

3. **Instruction cards**: Simply follow the instructions written on these cards. What could be easier?



THE WELL

Players can choose to throw 1 Cell into the mysterious **Well**.
Who knows what might happen?
Players can do this as many times as they want.



THE MUTATION BOARD

The Mutation Board is the way the Group's progress is saved from one Run to another. Cards here are **permanent** and are not lost when your Group dies at the end of a Run.

Runes

Your Group may gain **Runes** over the course of a Run. If you discover a Rune, simply flip over the card with the associated Rune symbol on the **Mutations board** to reveal its coloured side. The Group now possesses that Rune for all future Runs.

Start of Game

Cards in these slots give the Group permanent advantages for future Runs **before the Run begins**. Make sure, when starting a new Run, to give your Group these boosts!

During Game

Cards here give the Group permanent advantages **during a Run**. These should be kept in mind when you are making your way through the Biomes or confronting Bosses!

Ability

Your Group may only have 1 Ability card at any time. These cards explain what must be done if you wish to replace an existing Ability.

Boss Cells

Kill the Hand of the King to discover what this space does...

Saving Your Game

When you are done playing, leave all cards in their slots on the **Mutations board**, and fold it shut. This will keep your game saved and your improvements in place for future plays.



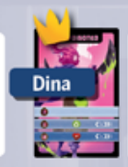
RESETTING YOUR GAME

If, at any stage, you would like to start again from scratch, follow these simple steps:
1. Take back all cards that were removed from the game and placed in the box.
2. Flip all Runes to their grey side
3. Replace all Upgrade cards (including Combat and Monster cards) and Well cards in their proper decks in the correct order, according to the letter and number at the bottom of each card.

COMBAT EXAMPLE

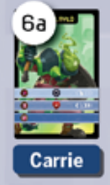
COMBAT ROUND 1

1. Players check their Beheaded boards to see if any of them has access to a Round 0 Action; nobody does. There is no Monster in the far left space, so the Group will start Combat.



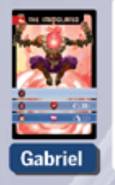
2. Dina has no action in Round I, so play moves to Carrie





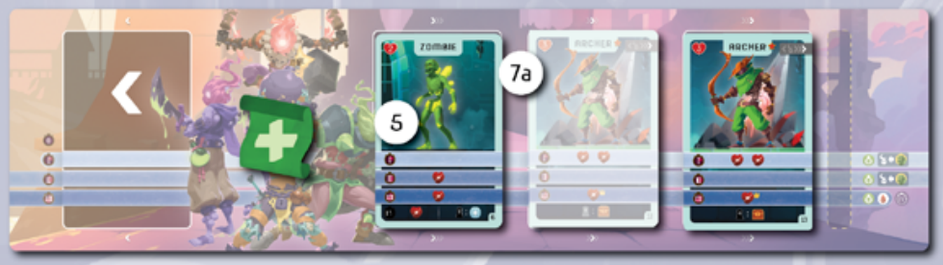
3. She performs the Skill Action for The Flayed, which is to gain a Shield token, which she takes and places on her Beheaded board.





4. It's Gabriel's turn now, but he has no Round I action. This is the end of the Group's Round I Actions; now it's the Monsters' turn.



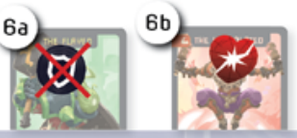


5. The Zombie is in the ››› space to the right of the Group, so it goes first. It has no Action for Round I, so play passes to the Elite Archer



6. The Elite Archer does 1 Damage to 2 different Beheaded The Group decides that The Flayed will take the first Damage and lose its Shield Token (6a), and that The Immolated will take the other Damage (6b).





7. Finally, the Round End Space is consulted: There is no Poison, but the Elite Archer moves one space to the left towards the Group (7a).

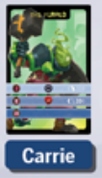


COMBAT ROUND 2



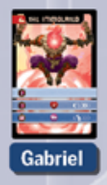
1. Dina performs a Poison Action and because the Range icon allows it, she places a Poison token on the Elite Archer.





2. Carrie does 1 Damage, and gives a Damage token to the Zombie (2a).



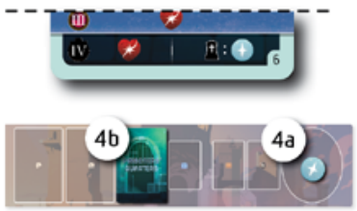


3. Gabriel Does 1 Damage and puts a Damage token on the Zombie (3a), which is immediately removed from the Combat board because it has as many Damage tokens as it has Health.





4. According to the Zombie's Death space, it gives 1 Cell when it dies, so the Group places 1 Cell into their Bag (4a) and discards the Zombie into the Monster Discard space (4b).



5. Play moves to the Elite Archer, who does nothing in Round II



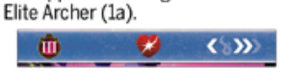
6. So then the Round End Space is consulted, which tells us that the Elite Archer must take 1 Damage because it has been Poisoned; a Damage token is placed on its card (6a). Finally, The Elite Archer is moved into the newly vacated ››› space beside the Group (6b).

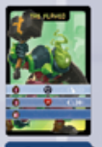


COMBAT ROUND 3



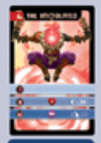
1. Dina starts by doing 1 Damage and applies a Damage token to the Elite Archer (1a).





2. Carrie has no Round III Action so play moves to Gabriel.





3. He performs a Loot action, and takes the Green Scroll token from the Group space (3a) and places it into the Group's Bag (3b).





4. It is the Elite Archer's turn now, and it does 1 Damage to the First Player, so Dina places a Damage token onto The Poisoned's Beheaded board (4a).



5. Finally, the Round End Space indicates that 1 Damage must be assigned to the Elite Archer because it has been Poisoned. This third Damage token (5a) means this Monster is dead, so it is removed from the Combat board. The Monster's Death space indicates that it gives a Treasure card when it dies, so the top card of the Treasure deck is drawn and placed face up in the Group's Bag (5b).





6. The Combat is now over.
Note: If the Zombie had still been alive at the end of Combat, it would have done 1 Damage as the final Combat Action, in Round IV.

END OF COMBAT UPKEEP
The Players divide the Loot amongst the Characters involved in the Combat: The Equipment card is given to The Immolated, so Gabriel places it into his empty Equipment slot, and the Green Scroll token is given to The Poisoned, so Dina discards the token and slides her Green Scroll marker one space to the right on The Immolated's Character board, and then slides her Health token one space to the right. The Cell is left in the Bag.



SOLO MODE

SETUP

Choose a Beheaded and proceed as though it were a multi-player game.

BEHEADED BOARD



SERENADE BOARD



SERENADE BOARD

1. Place the Serenade board 'POWER' side up, to the right of your Beheaded's board, leaving a space large enough for the Combat card discard pile.
2. Place the Serenade Scroll on the first Scroll space.
3. Shuffle the 3 Serenade Combat cards and place them in a face-up pile on the Serenade board.
4. Give the First Player token to the Beheaded.

SERENADE IN COMBAT



1. Serenade performs its Combat actions according to the face-up card on its board.
2. In addition to this, Serenade also activates powers that depend upon the top card on the Beheaded's Combat card discard pile, in the indicated round. (1 additional Damage to any Monster in Round III, Freeze in Round 0, Target in Round 0). If there is no card in the discard, Serenade cannot perform its special power. If a card in the discard has more than one symbol, the Player may choose which one to use.
3. At the end of Combat, discard the top card of Serenade's deck face down to the right of its board.
4. Serenade can be assigned Damage tokens here. It only has 4 Health points, so assign your Damage wisely!

If Serenade's Combat deck runs out, you must use the actions printed on its board for all subsequent Combats in that Biome.

Serenade's discard may only be shuffled and reset during the Interbiome.

CHECKS

Before performing a Check (of any kind), **The Prisoner takes back the First Player token** if they don't have it.

THE BEHEADED IN COMBAT

The Beheaded always plays two cards (like the First Player in a 2-player game).



REWARDS (Scrolls, Food, and Upgrades)

If the Player wishes:

1. Serenade can collect a Scroll obtained during the game (unless it is specifically destined for the Player). Regardless of the Scroll's colour, the Serenade Scroll advances one space.

2. Serenade can be healed with if the game allows it.

3. Serenade may be assigned Upgrade cards to integrate into its Combat deck during the Upgrade phase at the end of a run, like a Beheaded.



SERENADE DEATH

Serenade is treated like a Beheaded; if it dies, **the Run is over**.

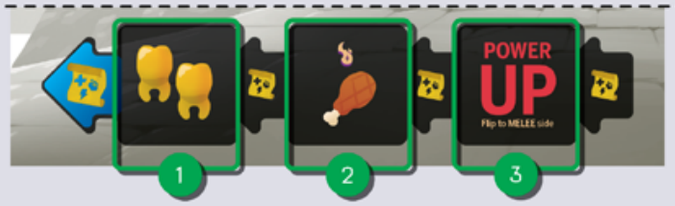
SERENADE'S TRANSFORMATION

As soon as the Serenade Scroll passes the Power Up space, Serenade transforms. The Serenade board is flipped to its MELEE side, Serenade is completely healed, its Combat cards are placed in the same order as they were (and the discard remains the same), and the Serenade Scroll is placed on the first space of the new Scroll Track.



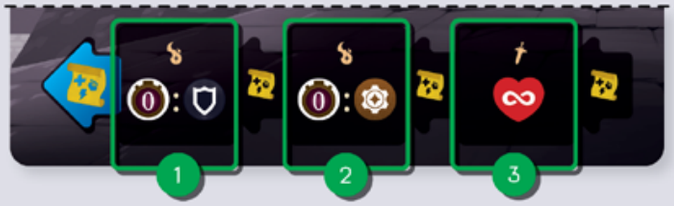
POWER SCROLL TRACK

1. Immediately gain 2 Gold Teeth
2. Immediately gain 1 Food
3. Transformation!



MELEE SCROLL TRACK

1. Give a Shield to the Beheaded in Round 0
2. The Beheaded can perform a Skill Action in Round 0.
3. Serenade has INFINITE LIFE.



DEAD CELLS
THE ROGUE-LITE BOARD GAME

Gain 1 Shield.

The Enemy gives a Shield to adjacent Enemies.

Inflict 1 Damage.

Inflict 1 Damage to the Character or Enemy with the most Health Points.

Inflict 1 Damage to the Character or Enemy with the fewest Health Points.

Inflict 1 Damage to 2 DIFFERENT Characters or Enemies.

Inflict 2 Damage to ONE Character or Enemy.

Inflict 1 Damage to ALL Characters or Enemies.

Inflict as much Damage as the Character or Enemy doing the damage has Health Points.

Inflict 1 Unblockable Damage.

Inflict 1 Damage to the First Player.

Bleeding: Die at the end of Round IV.

Poison: Lose 1 Health Point at the end of each Round.

Target: Place a Target token on an Enemy. When that Enemy receives Damage, they receive 1 more.

Flame: Place a Flame token on 1 Enemy. If that Enemy receives a 2nd Flame token, they die immediately.

Freeze: Place a Freeze token on the NEXT Combat Round line of 1 Enemy. They lose their action for that round.

Invisible: The Enemy cannot be targeted for any Action this Round.

The Player must discard their Active card.

Check: The Player must SHOW a card from their hand with the corresponding symbol to pass.

The Character loses 1 Damage token.

The Player draws the bottom card of the Blueprint deck and places it on The Collector space on the Mutations Board.

The Player draws a card from the Treasure deck.

The Action takes place in Combat Round 0.

The Action takes place in Combat Round 4.

APPENDIX II These Beheaded Aids will be on the back of each Player Aid.

THE IMMOLATED

Does anyone else smell burnt toast...?



3 BASE HEALTH



+1 TO BASE HEALTH (move Health token 1 space to right)



Character is now immune to Freeze attacks.



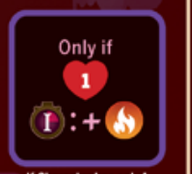
+1 TO BASE HEALTH (move Health token 1 space to right)



SKILL ACTION: FIRE Character can set 1 Monster on fire. Place Fire token on any Monster. Any Monster with 2 Fire tokens on their card dies immediately.



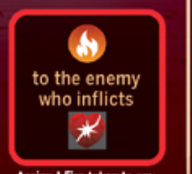
LOOT ACTION: You can choose to assign 1 Damage to any Monster in indicated Range (instead of Loot Action).



If Character has only 1 remaining Health, they add 1 Fire attack to their Combat Round 1 Action.



ROUND 0 ACTION: 1 Damage to any Monster in indicatedRange.



Assign 1 Fire token to any Monster who does at least 1 Damage to this Character.



ROUND 0 ACTION: Assign 1 Damage to any Monster in indicated Range.

THE FLAYED

This whole thing touches a nerve.



3 BASE HEALTH



+1 TO BASE HEALTH (move Health token 1 space to right)



+1 TO BASE HEALTH (move Health token 1 space to right)



+1 TO BASE HEALTH (move Health token 1 space to right)



SKILL ACTION: Gain 1 Shield



ROUND 0 ACTION: Assign 1 Shield to First Player.



SKILL ACTION: Gain 1 Golden Shield (protects against States as well as Damage)



SKILL ACTION: Assign 1 Shield to any Character (including yourself).



You can choose to take Damage instead of First Player.



Character can target Invisible Monsters.

THE POISONED

I had a feeling that apple looked a little too red.



3 BASE HEALTH



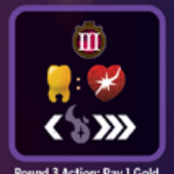
+1 TO BASE HEALTH (move Health token 1 space to right)



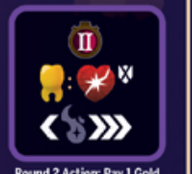
Character is now immune to Poison



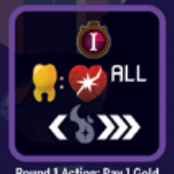
SKILL ACTION: Gain 1 Gold Tooth



Round 3 Action: Pay 1 Gold Tooth to assign 1 Damage (once only) to any Monster (instead of Action on card).



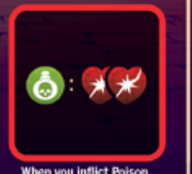
Round 2 Action: Pay 1 Gold Tooth to assign 1 Damage (once only) to any Monster (instead of Action on card).



Round 1 Action: Pay 1 Gold Tooth to assign 1 Damage (once only) to ALL Monsters (instead of Action on card).



When you inflict a State (Poison, Fire, etc.), also do 1 Damage to that Monster.



When you inflict Poison, you can choose to inflict 2 Damage (to one Monster) instead.



Round 0 Action: Assign 1 Poison token to any Monster in indicated Range.

THE QUARTERED

And by my own horses too...



3 BASE HEALTH



+1 TO BASE HEALTH (move Health token 1 space to right)



+1 TO BASE HEALTH (move Health token 1 space to right)



SKILL ACTION: Do the Action of the same Combat Round on the top card of your discard pile.



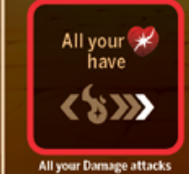
SKILL ACTION: Gain 1 Food.



SKILL ACTION: Do 1 Damage to a Monster in indicated Range.



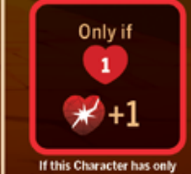
SKILL ACTION: Perform 2 Skill Actions



All your Damage attacks can now reach the indicated Range space.



If your attack targets the furthest Range space, assign the same effect to the space behind the Group.



If this Character has only 1 remaining Health, they add 1 extra Damage every time they do Damage.