

H9. ~~TORLE~~

C1. ~~PETER~~

C11. ~~FATE~~ C6. ~~ROBERT~~

THE GREAT. BIG. BAD.

A BATTLE OF WITS, COURAGE, AND LUCK

DEMO

FUN · DE · MENTAL® 2018



ABOUT THE DEMO

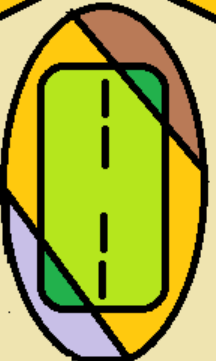
The Great Big Bad is a card-based strategy game.

- In this game, players build a roster of heroes to send on quests to save the world before time runs out, or every hero has fallen.
 - 30 heroes designs with unique problem-solving abilities
 - FULL GAME, the final will have flavor text, an optional digital interface, and optional story
- What you'll need to play (demo):
 - 1 - 5 players
 - 1 deck of 52 playing cards
 - at least one 20-sided-die
 - 14 Poker chips
 - Pen and paper, of course

CREATORS:
TYLER ANDRUS

DEAN BRAMLEY

ROBERT ATHIENITIS

 TAIGA CASTLE	BADS + TREASURES 5 	TURN ORDER 1 
 TAIGA STADIUM	4  	Clerics  2 
	3   	Warriors  3 
	2  	Science  4 
A FIGHT EVERY 3 DAYS 	1 	Treasure  5 

ABOUT THE DEMO

- The purpose of the game is for the players to save the world while at the same time keeping the citizens adequately entertained, simple enough right?
- So you must face treacherous “BADS” (bosses) while balancing matches in the colosseum, in true anime style.
- There are 5 rounds, each contain 3 days.
- On the third day, a tournament match takes place
 - Two players can fight or one player can fight one BAD (a non-player boss)
 - If no one can fight in the tournament, the game ends, BADS win

Howey #3

C3. HOWEY

HEALTH: 1,600

damage per
attack (M) =
melee damage

COMBAT(M) 400
▪ RAPID ATTACK
if his first attack hits, all
others do as well

DEFEND 500

ENDURANCE 4

PROPHESIZE

BARGAIN
OFFER/COLLECT MONEY
TO OVERCOME
OBSTACLE
ROLL D20
+13 SUCCESS (13
FAILS)
14-15 LOW PRICE
16-19 HIGH PRICE
20 ALL YOUR MONIES

Blocking is
important, but
limited. He can
only block a
total of 500
damage per
day, directed
at anyone

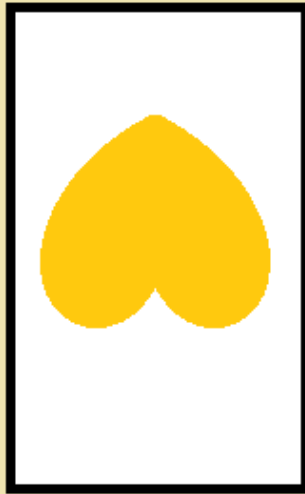
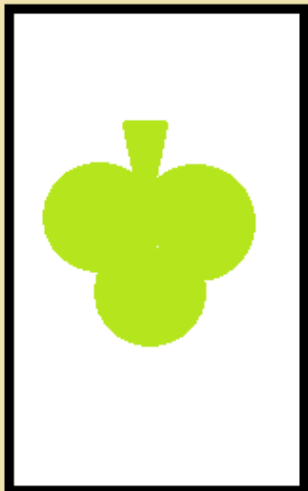
Number of
moves he can
Make per turn

Archetypal Ability:
*Prophesize,
increase
a dice roll of
your choice*

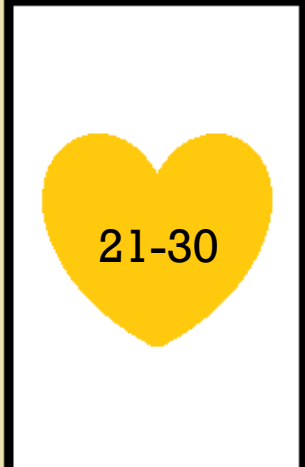
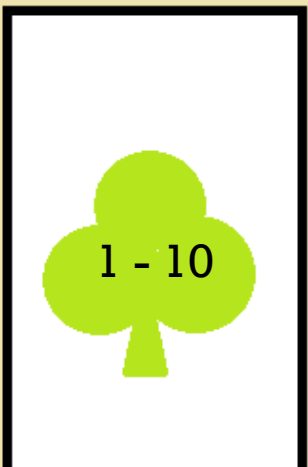
Ability



HOW THE BATTLES WORK



PVP (Max) Every “move” is executed at once at the end of the turn, but what order decisions are locked in at happens lowest to highest



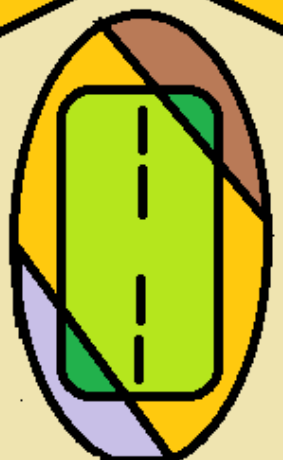
PVB (Max) BADS always go first



OVERVIEW



TAIGA CASTLE



TAIGA STADIUM

A FIGHT
EVERY 3 DAYS

1

2

3

BADS + TREASURES

5



4







3





2





1



ANY ROUND THERE
IS NOT A
COMPETING
PLAYER, 1 BAD
ENTERS THE ARENA

TURN ORDER









1



2



3



4



5



HOW TO PLAY

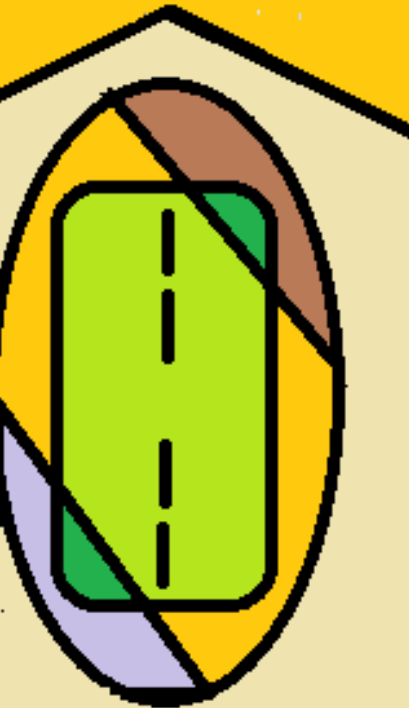
- Split up the deck into the four suits
- Put cards A-10 of **clubs**, **spades** and **hearts** into a pile and shuffle
 - This is the “draft deck”
- The **diamonds** are used later
- Roll a D20 to determine who draws first first
 - If it results in 3 draws in a row I guess you can thumb war



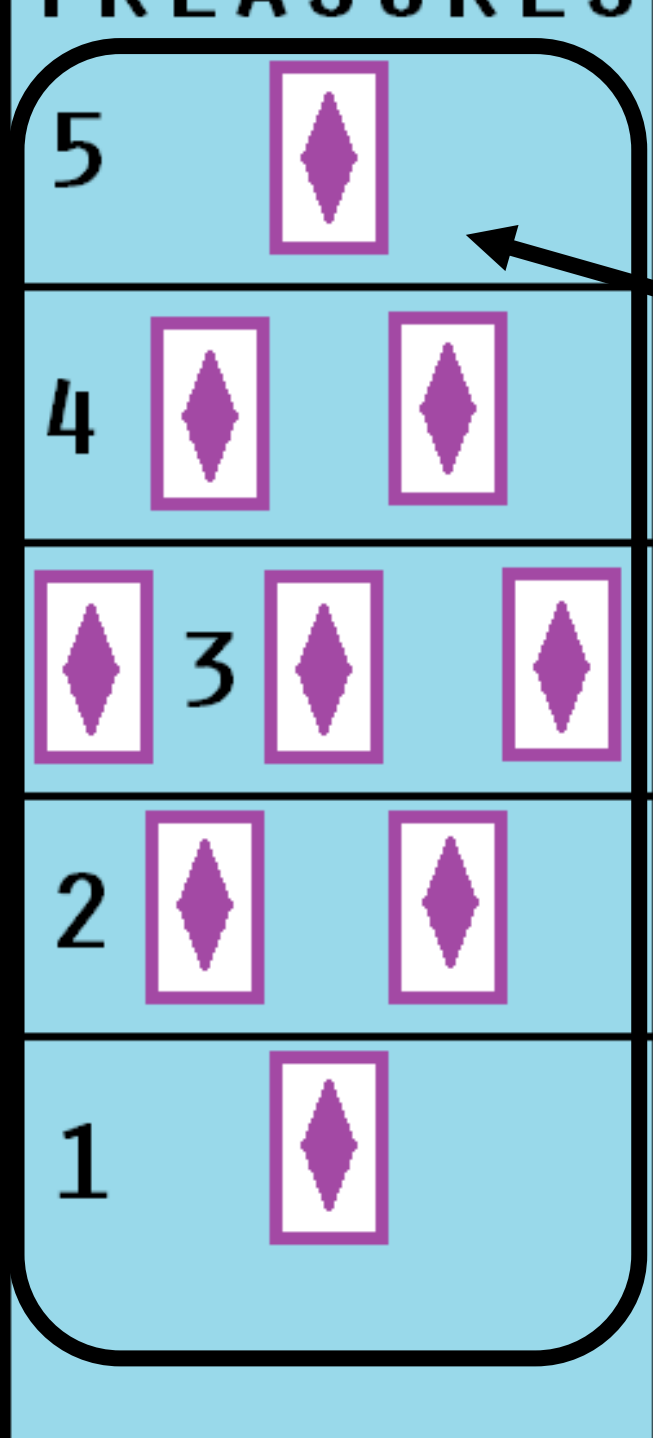
CARD GAMES
IMMINENT!

DRAFT!

- First player draws 1 card per player in the game
 - That player puts 1 in their hand and then passes the rest of the cards clockwise
 - The last person in the draft can choose to draw 1 card from the draft deck, he/she must take it, and then place the card he/she was originally given on the bottom of the draft deck
- There are always 6 rounds of drafting regardless of how many players there are



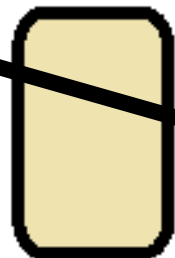
AIGA STADIUM



1



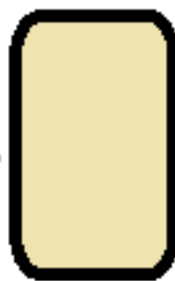
2



3



4



NEXT, THE BADS

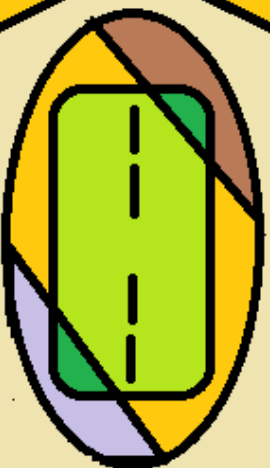
- Diamonds A-9 are to be randomized and spread out as so, face down.
- Gather the Jacks, Queens, and Kings of **Clubs, Spades, Hearts** (9 cards)
 - Randomize and then place them on top of the diamonds, face up
 - The players know what bosses they face, but not which treasure they drop upon defeat

PLAY!

- Only on Day 1/1 (day 1, round 1) each player has the choice to offer a trade to another player
 - (So, if you drafted only scientists, you can offer a trade to a player for a spade, and then another player can offer to trade you a club for another one of your scientists)
- Winning a tournament match wins you **one poker chip**, beating a BAD gains you **1 poker chip and the treasure** it guarded, beating a bad in the tournament wins you **two poker chips and the treasure** it guarded
- If when the tournament ends all of the BADS are defeated, the winner is decided by who has the most poker chips or Glory Chips. Otherwise, the players have 1 more day to slay the remaining BADS or lose
- **Whoever draws “Jekyll” must participate in the first round of the tournament**



TAIGA CASTLE



TAIGA STADIUM

A FIGHT EVERY 3 DAYS



BADS + TREASURES

5



4




3





2




1



TURN ORDER

1



2



3



4



5

PLAYER ACTIONS

Day1

- Prep! (Choose as many as you like)
 - 1. Equip a hero with an item
 - 2. Use an Item on a Hero
 - 3. Create an item, either through crafting or cooking

Day 2 Quest

- The player with the lowest number card (Ace low) has first dibs, then goes clockwise, you cannot select a BAD that is ABOVE the round you are currently on
- Players can then choose to fight them in a quest battle, each player can initiate one quest each time it is the 2nd day

DAY 3 (BATTLE)

- Two players can fight or one player can fight one BAD (a non-player boss)
- If no one can fight in the tournament, the game ends, BADS win
- Any round there Is Not a competing Player, 1 BAD Enters the Arena, roll a DIE, nice and RANDOM

CLUBS	SPADES	HEARTS
C1. PETER - SCOUT	S1. EDDY - ASSASSINATE	H1. BLANE - BOOM
C2. WITNEY - HEAL	S2. WARREN - 7 BLADES	H2. RETA - ROCKET LEGS
C3. HOWEY - BARGAIN	S3. RENE - DEMAND JUSTICE	H3. ELENA - REVIVE
C4. AMELIA - INTERROGATE	S4. SHERPA JIM - BARTEND	H4. ELON - REALLY BIG LASER
C5. PLANTER - GUTS!	S5. BARRY & TERRY - BFF	H5. MONTE - WINGED LIKE A BUFFALO
C6. ROBERT - EXPLORE	S6. MS 19 - LEAP OF HOPE	H6. CHANCELER - RICK-A-RE-ROLL
C7. GERALD - CONQUER	S7. KENT - VIP	H7. TERMINOS - OVER DESIGNED
C8. DANGO - SILENT SHIFT	S8. LEO - CHI PUNCH	H8. SAM - DYKHTUOOT?
C9. JEKYLL - FATE STEALER	S9. GUICHE - GRAPPLE	H9. FORTE - SOUND BURST
C10. PROTO - RECOVER	S10. SILA - GAZE OF TAIGA	H10. RAHEY - COLOSSUS

13 QUESTS TO TESTS YOUR MIGHT

Diamonds - Treasures

- D.1 Ancient Blaster – Give the equipped hero gains range as an option, and does 100 extra damage
- D.2 Wheely shoes – Equipped hero has dodge 13
- D.3 Soulixer – Once per game, Equipped hero comes back from the dead immediately with 200 health (destroy after)
- D.4 Harmonizer – Equipped hero gains half the damage of target hero
- D.5 Alien Gravity Dampener – Equipped Hero is immune to sound attacks, and does not take damage from pogo shoes
- D.6 Quantum Cube – Equipped hero can reroll a roll once per day
- D.7 Frequency Finder – Equipped hero can go to any quest
- D.8 Rose of the Name – Equipped hero becomes any other card for one move (destroy “Rose of the Name” and the equipped hero after use)
- D.9 A Form Impetuous – if you have less poker chips then your opponent, all characters do an additional 100 damage on the first round



REVIEW THE CARDS

- Look to see which cards you have drawn and what their stats/abilities are
- Players use these cards to form “parties”, you can only have one card of each suit in a party
- Then they can embark on quests, or in the case of demo scenario, also go for tournament battles

THE CARDS

Howey #3

C3. HOWEY

HEALTH: 1,600

damage per
attack (M) =
melee damage

COMBAT(M) 400
▪ RAPID ATTACK
if his first attack hits, all
others do as well

DEFEND 500

ENDURANCE 4

PROPHESIZE

BARGAIN
OFFER/COLLECT MONEY
TO OVERCOME
OBSTACLE
ROLL D20
+13 SUCCESS (13
FAILS)
14-15 LOW PRICE
16-19 HIGH PRICE
20 ALL YOUR MONIES

Blocking is
important, but
limited. He can
only block a
total of 500
damage per
day, directed
at anyone

Number of
moves he can
Make per turn

Archetypal Ability:
*Prophesize,
increase
a dice roll of
your choice*

Ability



Peter #1

C1. PETER

HEALTH: 1,000



- COMBAT(M) 200
- DODGE 10
 - (ROLL D20, IF ABOVE 10 NEGATE DAMAGE DIRECTED AT THIS HERO)
- ENDURANCE 5
- PROPHE SIZE
- SCOUT
 - AT THE END OF THE DAY, LOOK AT THE LOOT CARD OF ANY 1 QUEST



Witney #2

[Handwritten signature]

C2. WITNEY

HEALTH: 1,400



- COMBAT(M) 500
 - WHOEVER IS STRUCK CANNOT ATTACK NEXT ROUND
- DEFEND 800
- ENDURANCE 3
- PROPHE SIZE
- HEALING SWORD
 - TURN DAMAGE INTO HEALING, WHOEVER IS HEALED CANNOT ATTACK NEXT TURN



Howey #3

[Handwritten signature]

C3. HOWEY

HEALTH: 1,600



- COMBAT(M) 400
 - RAPID ATTACKIF HIS FIRST ATTACK HITS, ALL OTHERS DO AS WELL
- DEFEND 500
- ENDURANCE 4
- PROPHE SIZE
- BARGAIN
 - OFFER A HERO
 - TRADE ONCE PER 3 DAYS.



Amelia #4
Dye

C4. AMELIA

HEALTH: 1,800



- COMBAT(M) 600
 - RAPID ATTACK
- DODGE 9
 - (ROLL D20, IF ABOVE 9 NEGATE DAMAGE DIRECTED AT THIS HERO)
- ENDURANCE 3
- PROPHECIZE
- INTERROGATE
 - WHEN PLAYED, DURING A QUEST, LOOK AT THE TREASURE CARD OF THAT QUEST.



Planter #5

~~Planter~~

C5. PLANTER

HEALTH: 800



COMBAT(M) 300

- DECREASE THE COMBAT DAMAGE OF WHOEVER IS STRUCK, THE AMOUNT DECREASED IS THIS HERO'S COMBAT DAMAGE

DEFENSE 300

ENDURANCE 2

PROPHECIZE

GUTS!

- CAN BE USED ONE PER DAY AT ANYTIME, AND DOES NOT COUNT AS AN ACTION BY THIS HERO

ROLL A D20

1-10 HEAL ANY 1 HERO
300

11-18 HEAL ANY HERO
500

19 HEAL A HERO TO FULL
20 FAIL



C6. ROBERT

HEALTH: 1,500



- COMBAT(M) 700
 - CAN ONLY ATTACK ONCE PER TURN
- PARRY 10
 - ROLL D20, IF OVER 10, DAMAGE ON ONE ATTACK IS NEGATED AND HALF OF THE DAMAGE OF ONE ATTACK IS DEALT BACK TO THE ATTACKER
- ENDURANCE 3
- PROPHE SIZE
- EXPLORE
 - THIS HERO CAN ENTER ANY QUEST ON THE BOARD.

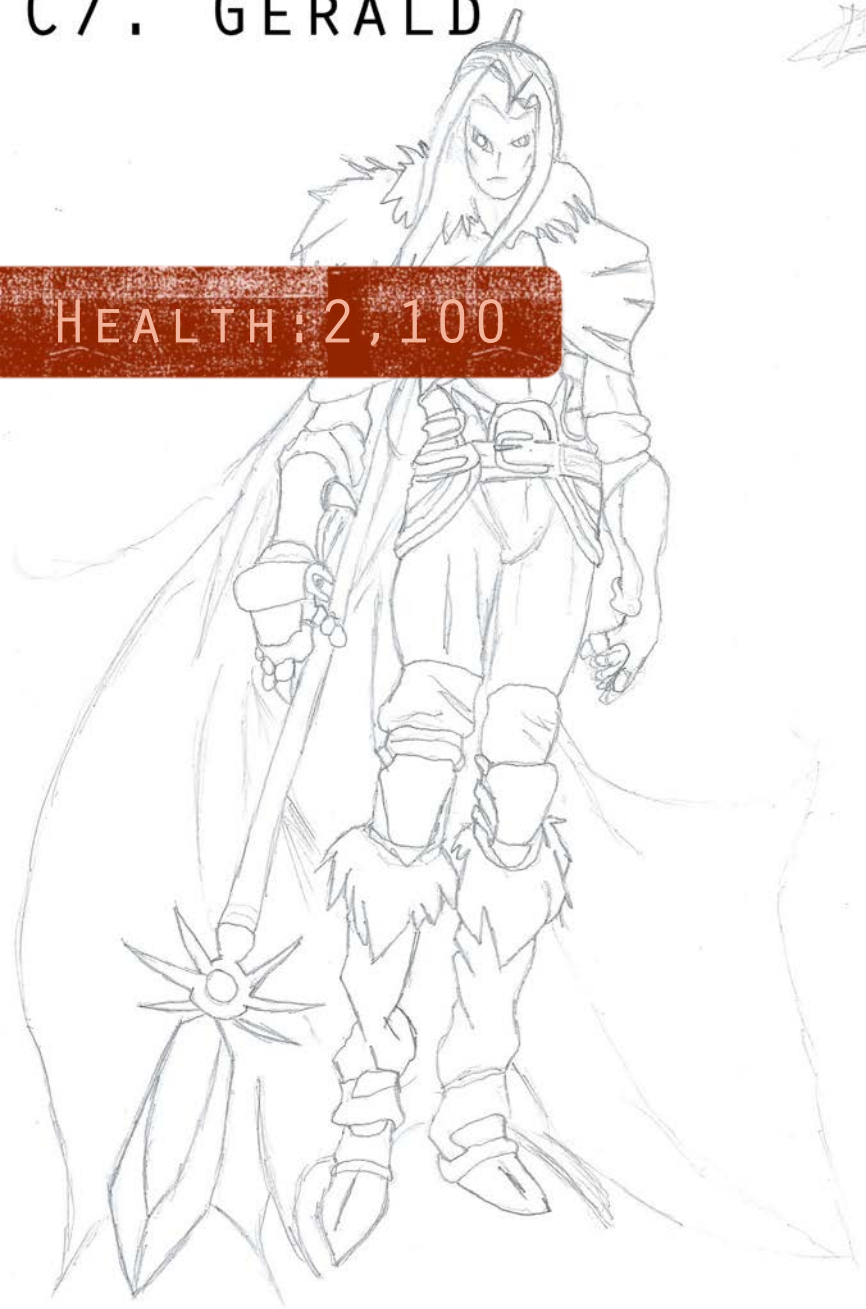


Gerald #7

[Signature]

C7. GERALD

HEALTH: 2,100

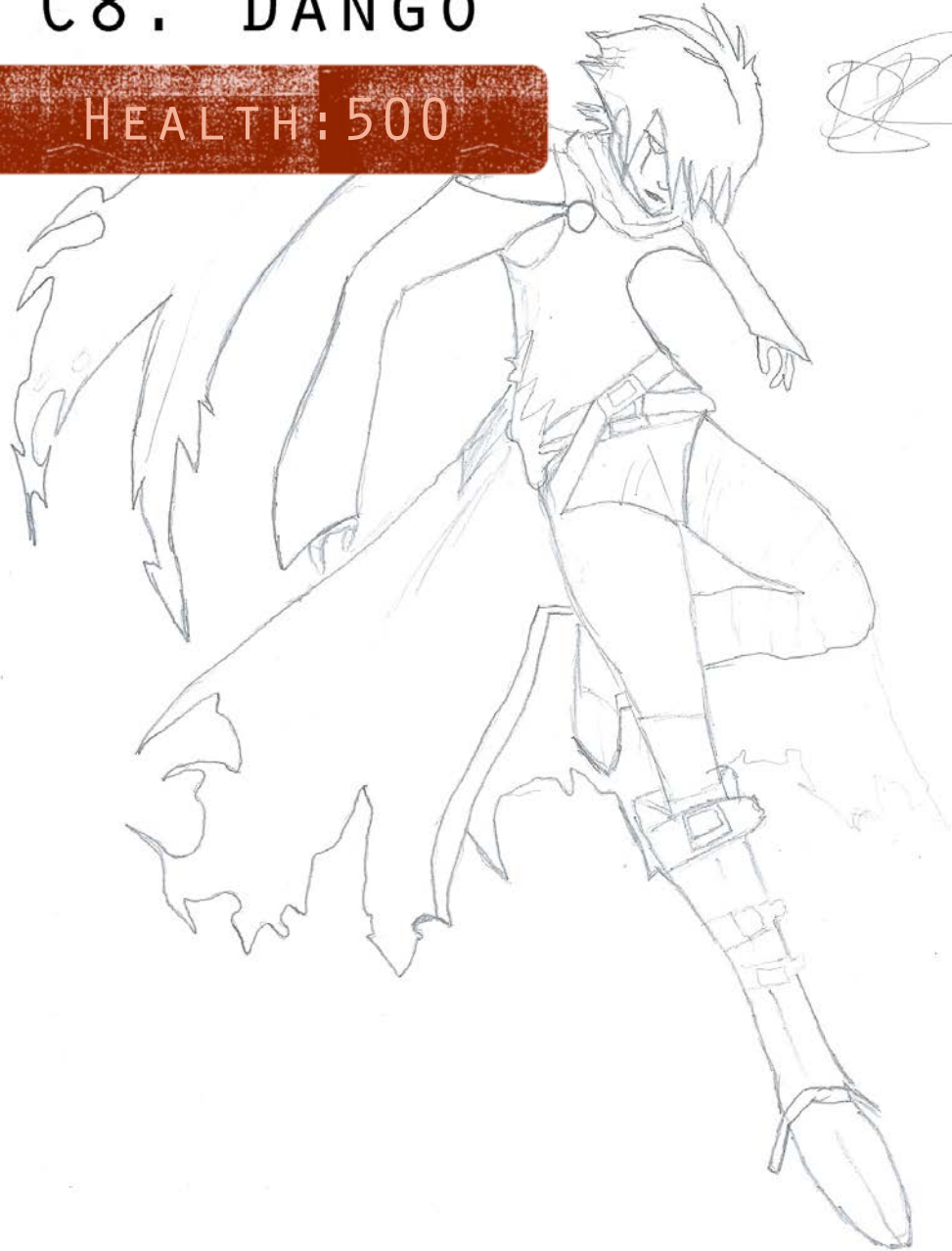


- COMBAT(M) 500
 - THIS CARD CANNOT MISS A TARGET ON THE GROUND
- PARRY 7
 - ROLL D20, IF OVER 7, DAMAGE ON ONE ATTACK IS NEGATED AND HALF OF THE DAMAGE OF ONE ATTACK IS DEALT BACK TO THE ATTACKER
- ENDURANCE 4
- PROPHECIZE
- CONQUER
 - THIS HERO CANNOT BE PLAYED UNLESS ROBERT HAS WON A TOURNAMENT MATCH.
 - IF GERALD HAS THE HIGHEST HEALTH OF ALL OPPONENTS COMBINED AT THE BEGINNING OF THE ENCOUNTER, YOU WIN THE ENCOUNTER



C8. DANGO

HEALTH: 500



- COMBAT(M) 600
 - ROLL A D20 FOR EACH ATTACK, UNLESS IT IS 7 OR 17, HIS ATTACK CANNOT BE DODGED
- STEALTH
 - THIS CARD CANNOT BE TARGETED FOR ATTACK UNLESS HE IS ONLY MEMBER OF THE TEAM LEFT
- ENDURANCE 1
- PROPHESIZE
- SILENT SHIFT
 - HIM AND ONE OTHER HERO CAN FLEE A FIGHT IMMEDIATELY



HEALTH: 1,000



C. 9
JEKYLL

- COMBAT(R) 200 + ?
 - THIS CARD'S COMBAT DAMAGE IS EQUAL 200+ TO THE NUMBER OF FALLEN HEROES MULTIPLIED BY 100
- IMMORTAL-ISH
 - THIS CARD CANNOT DIE UNLESS SOMEONE ROLLS 7 OR 17 WHILE HIS HEALTH IS 0.
- ENDURANCE 1
- PROPHESIZE
- FATE STEALER
 - ONCE PER GAME, GAIN ONE NON-ARCHETYPAL ABILITY OF ANOTHER HERO, THAT HERO CANNOT USE THAT ABILITY UNTIL JEKYLL FALLS.



PROTO #10
DD

C10. PROTO

HEALTH: 200



- COMBAT(R) 200
 - WHOEVER IS STRUCK CANNOT USE THEIR ABILITY NEXT TURN
- DODGE 5
 - (ROLL D20, IF ABOVE 5 NEGATE DAMAGE DIRECTED AT THIS HERO)
- ENDURANCE 1
- PROPHECIZE
- RECOVER
 - ONCE PER GAME, PROTO BECOMES A FALLEN HERO



S1. EDDY

HEALTH: 1,100

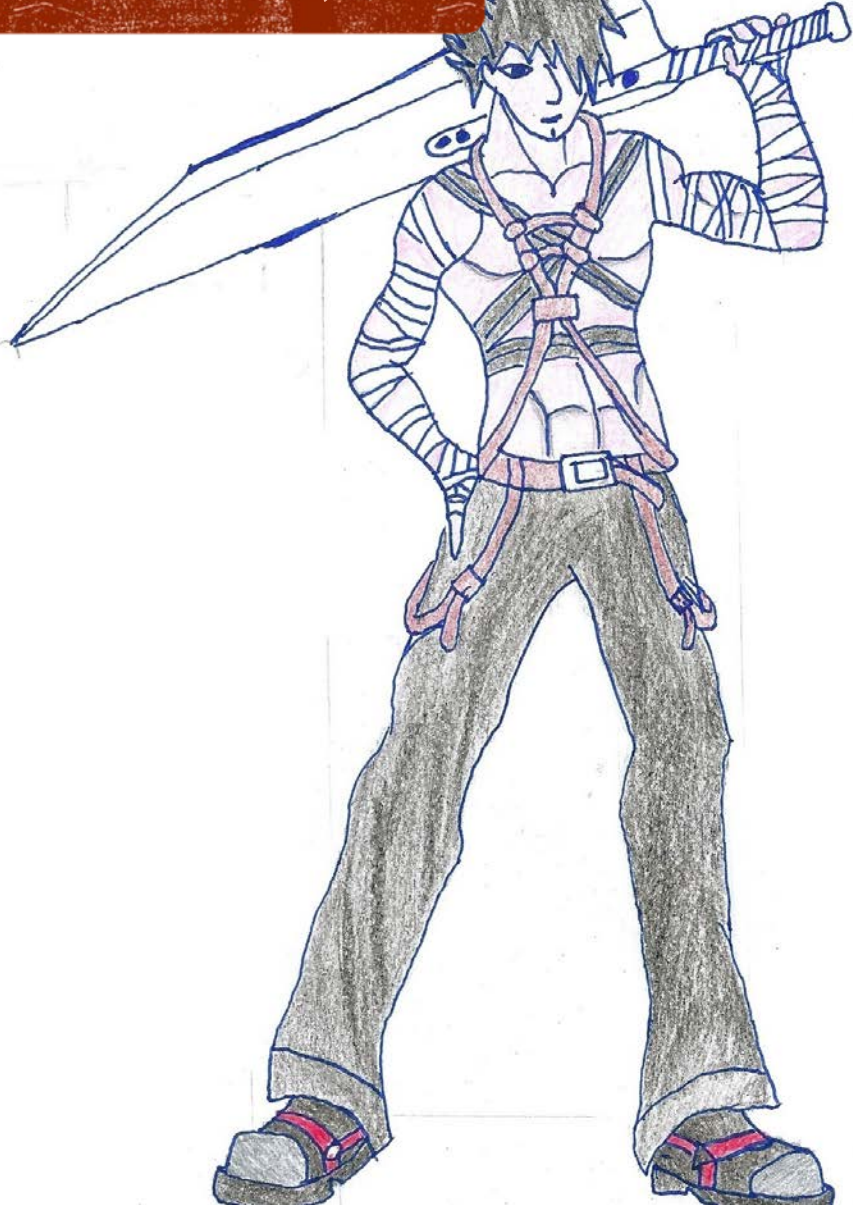


- COMBAT(R) 500
 - WHOEVER IS STRUCK CANNOT USE THEIR ABILITY NEXT TURN
- DODGE 12
 - (ROLL D20, IF ABOVE 11 NEGATE DAMAGE DIRECTED AT THIS HERO)
- ENDURANCE 1
- CRIT 17
 - ONCE PER ATTACK, ROLL D20, IF ABOVE 17, THE ATTACK DOUBLE DAMAGE
- ASSASSINATE
 - THE FIRST ATTACK OF THIS CARD CANNOT MISS



S2. WARREN

HEALTH: 1,900



- COMBAT(M) 600
- PERFECT FORM
 - ALL DAMAGE DONE TO THIS CARD IS HALVED
- ENDURANCE 2
- CRIT 17
 - ONCE PER ATTACK, ROLL D20, IF ABOVE 17, THE ATTACK DOUBLE DAMAGE
- SEVEN BLADES
 - CAN BECOME RANGED 7 TIMES PER GAME (DOES NOT RESET IF RECOVERED)



Rene #3
[Signature]

S3. RENE

HEALTH: 1,200



- COMBAT(M) 200 + ?
 - THE COMBAT DAMAGE OF THIS CARD IS EQUAL TO 200+ THE AMOUNT OF DAMAGE HE HAS TAKEN
- PERFECT FORM
 - ALL DAMAGE DONE TO THIS CARD IS HALVED
- ENDURANCE 4
- CRIT 17
 - ONCE PER ATTACK, ROLL D20, IF ABOVE 16, THE ATTACK DOUBLE DAMAGE
- DEMAND JUSTICE!
 - THE CARD THAT KILLS RENE TAKES 600 POINTS OF DAMAGE IMMEDIATELY



Sherpa-Jim
#4


S4. SHERPA JIM

HEALTH: 1,400



- COMBAT(M) 300
 - RAPID ATTACK
- WAIT JUST A MINUTE
 - THE FIRST TIME ANY DAMAGE IS DIRECTED AT THIS CARD PER FIGHT, NEGATE IT
- ENDURANCE 2
- CRIT 18
 - ONCE PER ATTACK, ROLL D20, IF ABOVE 16, THE ATTACK DOUBLE DAMAGE
- BARTEND
YOU CAN CHOOSE TO TRADE THIS HERO FOR ONE THAT HAS FALLEN, THAT HERO IS RECOVERED, AND SHERPA JIM IS NOW FALLEN



S5. BARRY + TERRY



- COMBAT(M) 200
 - IF NEITHER HAVE FALLEN, ATTACKS HIT TWICE
- DEFEND 500
- ENDURANCE 4
- CRIT 16
 - ONCE PER ATTACK, ROLL D20, IF ABOVE 16, THE ATTACK DOUBLE DAMAGE
- BFF
 - WHEN DAMAGE IS DEALT TO ANY CARD, YOU CAN DECIDE IF IT HITS EITHER BARRY OR TERRY INSTEAD



S6. Ms 19



HEALTH: 1,400

- COMBAT(M) 600
- PERFECT FORM
 - ALL DAMAGE DONE TO THIS CARD IS HALVED
- ENDURANCE 2
- CRIT 7
 - ONCE PER ATTACK, ROLL D20, IF ABOVE 7, DOUBLE THE ATTACK DAMAGE
- LEAP OF HOPE
 - GIVE UP ONE GLORY CHIP, THIS CARD CAN ATTACK AS IF IT WAS RANGED FOR ONE ATTACK



S7. KENT

HEALTH: 1,300

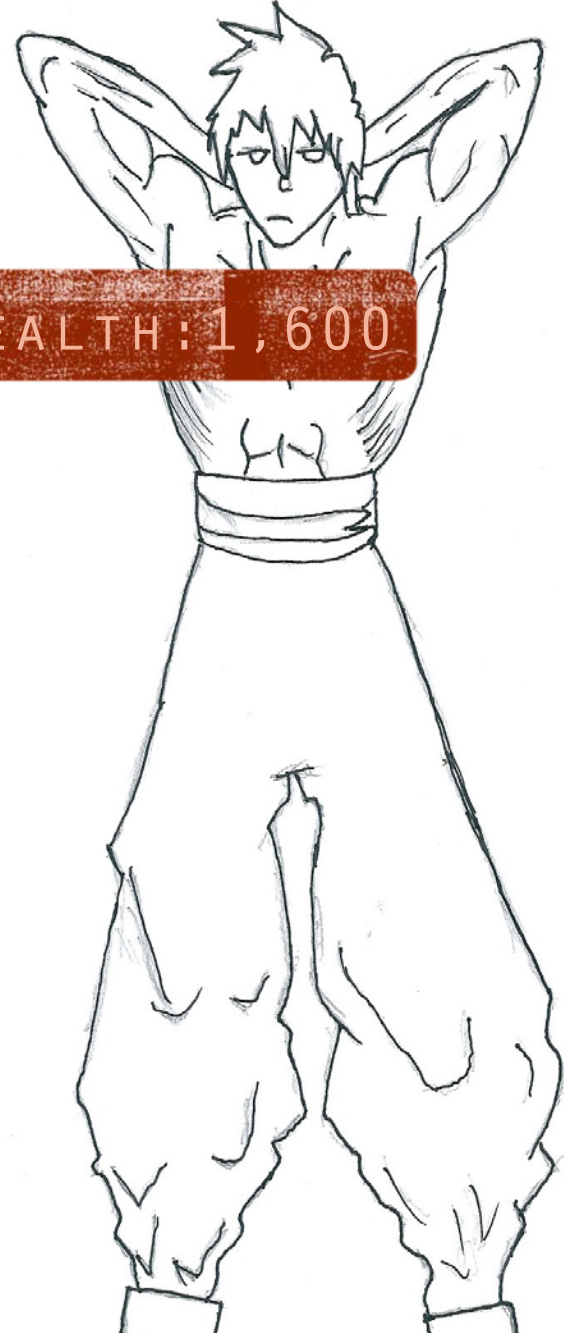


- COMBAT(R) 400
 - RAPID
- DODGE 8
 - (ROLL D20, IF ABOVE 8 NEGATE DAMAGE DIRECTED AT THIS HERO)
- ENDURANCE 3
- CRIT 13
 - (ONCE PER ATTACK, ROLL D20, IF ABOVE 13, DOUBLE THE ATTACK DAMAGE)
- VIP
 - IF A CARD IS AT HALF HEALTH OF LESS, YOU CAN SWITCH IT OUT WITH THIS ONE REGARDLESS OF THE CARD TYPE



S8. LEO

HEALTH: 1,600



- COMBAT(M) 400
 - THE TARGET OF HIS ATTACK MUST ATTACK HIM UNTIL HE HAS FALLEN
- DEFEND 400
- ENDURANCE 3
- CRIT 15
 - (ONCE PER ATTACK, ROLL D20, IF ABOVE 15, DOUBLE THE ATTACK DAMAGE)
- CHI PUNCH
 - EXCHANGE 800 HEALTH, THE NEXT ATTACK CANNOT BE DODGED OR DEFENDED AGAINST



Guiche
TB

S9. GUICHE

HEALTH: 1,500



- COMBAT(M) 300 + ?
 - CAN BORROW THE COMBAT STRENGTH OF A HERO IN YOUR HAND THAT IS NOT IN PLAY
- NO DEFENSIVE
- ENDURANCE 1
- CRIT 10
 - (ONCE PER ATTACK, ROLL D20, IF ABOVE 10, DOUBLE THE ATTACK DAMAGE)
- CRITTING
 - ONCE PER FIGHT, MAKE HIS ATTACK AUTOMATICALLY A CRIT, AFTER HIT IS CONFIRMED



Sila#10

S10. SILA

HEALTH: 2,000



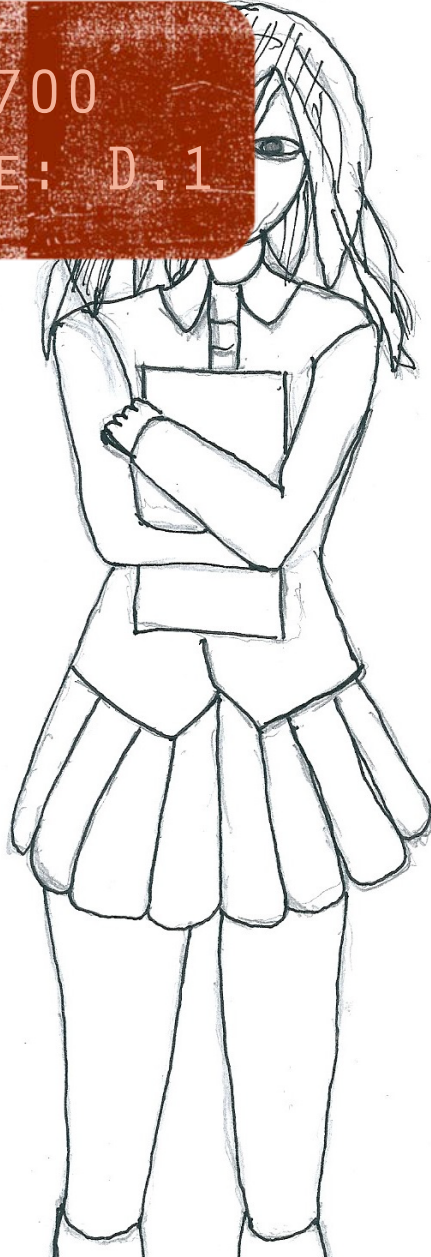
- COMBAT(M) 400
 - RAPID ATTACK
- DODGE 8
 - YOU GET WHAT THIS DOES BY NOW RIGHT?
 - (ROLL D20, IF ABOVE 8, NEGATE DAMAGE DIRECTED AT THIS HERO)
- ENDURANCE 5
- CANNOT CRIT
- GAZE OF TAIGA
 - ROLL A D20, IF IT IS ABOVE 15, EXCHANGE 800 HEALTH AND EMBOLIZE ENEMY FOR ONE TURN, BRING FLYING THINGS TO THE GROUND



H1. BLANE

HEALTH 700

TREASURE: D.1



Blane#

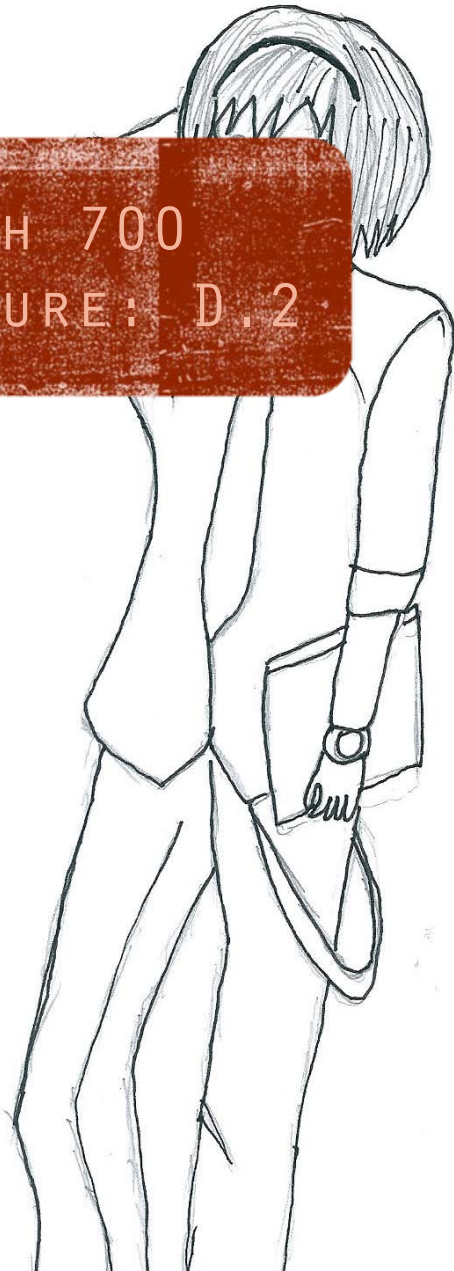
- COMBAT(EPLOSIVE) 600
 - ROLL A D20 FOR EVERY CARD ON THE FIELD. MUST BE ABOVE 14 NOT TO BE HIT
- HIT THE DECK!
 - ONE CARD DOES NOT NEED TO ROLL TO AVOID HER COMBAT DAMAGE (CHOSEN BEFORE ATTACKING)
- ENDURANCE 1
- INVENT - COMBAT
 - FRIENDLY CARDS GET 100 EXTRA COMBAT DAMAGE (DOES NOT INCLUDE BLANE)
- BOOM
 - WHEN D.1 IS EQUIPPED TO BLANE, GRANT THE ABILITY A CARD IN PLAY "BOOM" AT THE START OF A FIGHT.
 - IF THEIR FIRST ATTACK HITS, IT DOES DOUBLE DAMAGE (DOES NOT STACK WITH CRIT)



H2. RETA

HEALTH 700

TREASURE: D.2



- COMBAT 000
 - NO WEAPON
- STEALTH
 - THIS CARD CANNOT BE TARGETED FOR ATTACK UNTIL IT IS THE ONLY PARTY MEMBER LEFT
- ENDURANCE 1
- INVENT – END
 - WHEN PLAYED, FRIENDLY CARDS GET 1 EXTRA END (INCLUDING RETA)
- ROCKET LEGS
 - WHEN D.2 IS EQUIPPED TO BLANE, GIVE A CARD “ROCKET LEGS”. UNTIL GIVEN TO ANOTHER CARD
 - ROCKET LEGS GIVES THE CARD DODGE 5



H3. ELENA

Elena



HEALTH 700
TREASURE: D.3



- COMBAT (R) 100
 - RAPID ATTACK
- PARRY 17
 - ROLL D20, IF OVER 17, DAMAGE ON ONE ATTACK IS NEGATED AND HALF OF THE DAMAGE OF ONE ATTACK IS DEALT BACK TO THE ATTACKER
- ENDURANCE 4
- INVENT – WONDER MEAL
 - CAN CREATE 3 MEALS PER DAY, EACH MEAL INCREASES THE HEALTH OF A HERO BY 200 UNTIL THE END OF THE DAY
- REVIVE
 - IF ELENA IS EQUIPPED WITH D.3, WITH 2 DAYS OF PREP, CAN RECOVER 1 HERO FROM DEATH



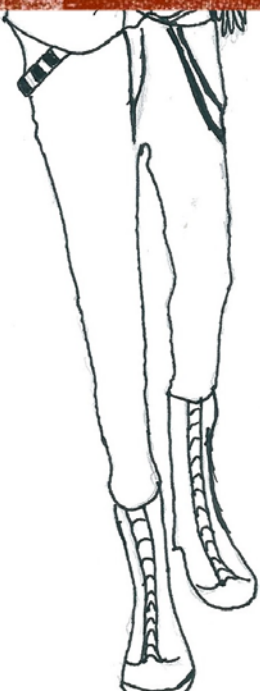
H4. ELON

Elon #1
E



HEALTH 700

TREASURE: D:4



- COMBAT (R) 300
 - ALWAYS HITS FLYING
- GET READY
 - ANY HERO DEFENDING ELON TAKES HALF DAMAGE TO THEIR DEFEND.
- ENDURANCE 1
- INVENT – SCOPE
 - WHEN PLAYED, FRIENDLY CARDS' **RANGED** ATTACKS GAIN 300 DAMAGE
- REALLY BIG LASER
 - IF EQUIPPED WITH D.4, WHEN PLAYED CAN ACTIVATE "REALLY BIG LASER", AFTER 5 TURNS, AS LONG AS AT LEAST ONE PERSON IN THE PARTY IS ALIVE, DEAL 2,000 DAMAGE TO TARGET, CANNOT BE DEFENDED OR DODGED.



monte



H5. MONTE



HEALTH 600
TREASURE: D:5



- COMBAT (R) 000
 - FLARE AN ENEMY,
NEGATING ONE ATTACK
- GET READY
 - ANY HERO DEFENDING MONTE
TAKES HALF DAMAGE TO
THEIR DEFEND
- ENDURANCE 1
- INVENT – POGO SHOES
 - CAN EQUIP 1 HERO AT A
TIME WITH POGO SHOES,
THE USER BECOMES FLYING
AND RANGED FOR A TURN,
AND THEN NEXT TURN TAKES
400 DAMAGE AND CANNOT
MAKE A MOVE
- WINGED LIKE A BUFFALO
 - IF EQUIPPED WITH D.5,
CAN GRANT A HERO THE
ABILITY “WINGED LIKE A
BUFFALO” UNTIL IT IS
GIVEN TO ANOTHER HERO
 - IT IS LIKE POGO SHOES
BUT THE HERO DOES NOT
TAKE DAMAGE



H6. CHANCLER

chancler



HEALTH 700

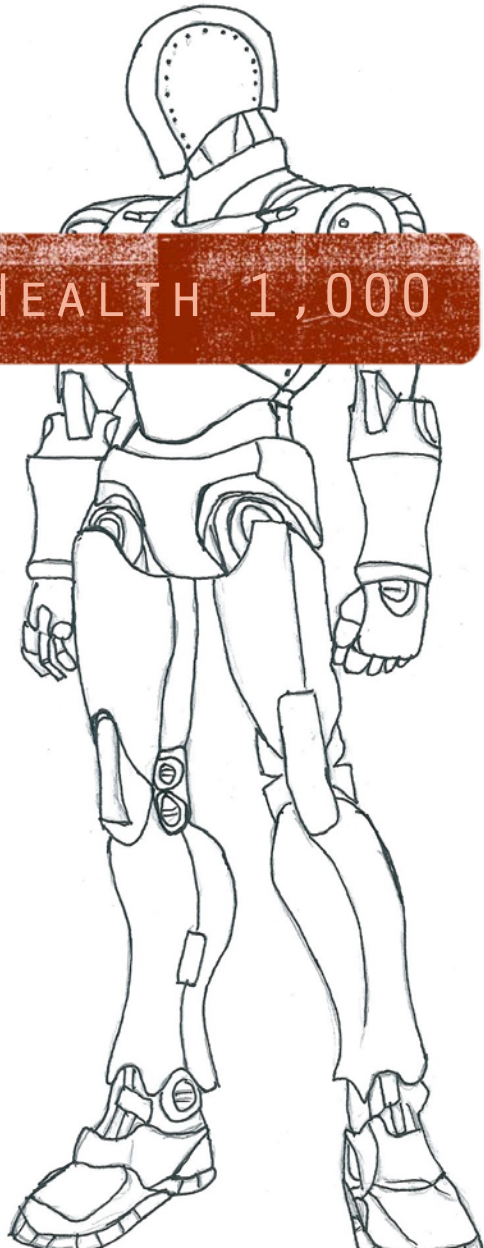
TREASURE: D.6

- COMBAT (R) ?
 - ROLL A D20
 - 1-5 75
 - 6-10 150
 - 11-15 300
 - 16-20 600
- DODGE 9
 - (ROLL D20, IF ABOVE 9 NEGATE DAMAGE DIRECTED AT THIS HERO)
- ENDURANCE 2
- INVENT – CRIT HOLDER
 - WHEN PLAYED, ONCE PER FIGHT, YOU CAN NEGATE A CRIT AND GAIN A “CRIT TOKEN” TO AUTOMATICALLY CRIT ONCE WHENEVER YOU LIKE
- RICK-A-RE-ROLL
 - IF EQUIPPED WITH D.5, ONCE PER DAY, REROLL ANY ROLL



Terminos #

H7. TERMINOS



HEALTH 1,000

- COMBAT (R) 300
- COMBAT (M) 300
- DEFEND 1,000
- ENDURANCE 2
- DEFENDER
 - CAN DEFEND 2 HEROES WITH PER 1 END
- OVER DESIGNED
 - THIS HERO CAN BE EQUIPPED WITH AS MANY TREASURES AS YOU WANT
- CANNOT BE RECOVERED
- CANNOT BE FROZEN

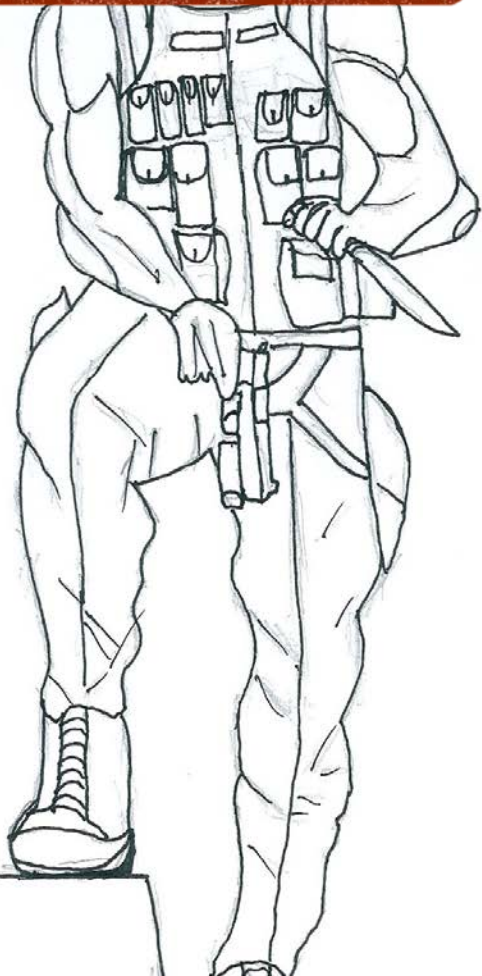


H8. SAM

Sam



HEALTH 1,500



- COMBAT (R) 400
 - RAPID ATTACK
- DODGE 13
 - (ROLL D20, IF ABOVE 13 NEGATE DAMAGE DIRECTED AT THIS HERO)
- ENDURANCE 2
- SOUL SURVIVOR
 - IF ON THE FIELD ALONE, HE DOES 600 DAMAGE PER ATTACK
- DYKHTUOOT?
 - DO YOU KNOW HOW TO USE ONE OF THESE? HAND ANOTHER HERO A GUN, THEY ARE RANGED AND DEAL 400 DAMAGE PER ATTACK



forte #0
J

H9. FORTE



HEALTH 900
TREASURE: D.7



- COMBAT (SOUND) ?
 - STARTS AT 200,
GAINS 200 EACH TIME
HIS ATTACK IS USED
- CLEAR TARGET
 - WHILE HE IS ON THE
FIELD, THE ENEMY ALWAYS
DIRECTS THEIR FIRST
ATTACK AT HIM PER TURN
- ENDURANCE 2
- INVENT - EAR PLUGS
 - WHEN PLAYED, FORTE
AND OTHER FRIENDLY
CARDS ARE IMMUNE TO
SOUND ATTACKS
- SOUND BURST!
 - IF EQUIPPED WITH
D.5, ONCE PER DAY,
WHETHER IN THE HAND
OR ON THE FIELD,
DEAL 200 DAMAGE TO
ONE TARGET



Rehey #1

H10. RAHEY



HEALTH 900

- COMBAT (M) 300
- DEFEND 600
- ENDURANCE 2
- INVENT – PEARL ARMOR
 - ONCE PER GAME, GIVE A HERO 300 MORE HEALTH
- COLOSSUS
 - ONCE PER GAME, WHEN PLAYED WHILE TERMINOS IS NOT IN PLAY AND IS EQUIPPED WITH 7/9 TREASURES, RAHEY AND TERMINOS COMBINE, BECOME A 70 FOOT ROBOT COLOSSUS THAT AUTO WINS A BATTLE TARGET
 - THIS ABILITY DESTROYS TERMINOS



C11. FATE

fate #11-52

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HEALTH: 3,200



■ BAD

■ AUTO DODGE 9

- WHEN ATTACKED, ROLL A D20, IF OVER 8, NEGATE ALL DAMAGE DIRECTED AT THIS CARD

■ COMBAT (M) 400

■ COMBAT (R) 900

- WHOEVER IS STRUCK CANNOT USE THEIR ABILITY NEXT TURN

■ ENDURANCE 3

■ FALSE FUTURE

- WHILE ON THE FIELD, ALL ROLLS ARE DECREASED BY 3, EXCEPT FOR FATE



H11. SEPHTA

HEALTH: 3,600



■ BAD

■ RIFT ON/OFF

- WHEN ATTACKED, RIFT TURNS ON AND SHE WILL NOT BE HIT BY THE NEXT ATTACK, BUT THEN WILL GET HIT BY THE NEXT ATTACK AFTER THAT, SO ON SO FORTH

■ COMBAT (M) 700

■ COMBAT (R) 700

■ ENDURANCE 3

■ TREASURE HUNTER

- ONCE PER FIGHT, WHOEVER IS STRUCK LOSSES THEIR TREASURE, IT IS NOT EQUIPPED TO SEPHTA, BUT WILL BE STOLEN IF SHE WINS





■ BAD

- IS IN FLIGHT AT THE START OF THE BATTLE
- COMBAT (SOUND) ?
STARTS AT 400,
GAINS 100 EVERY
TIME HE USES HIS
ATTACK, HITS ALL
HEROES
- COMBAT (R) 500
 - WHEN GROUNDED OR
UNABLE TO CAUSE
DAMAGE WITH SOUND
- ENDURANCE 2
- SOUL BROTHER
 - ONCE DEFEATED,
WHOEVER HAS
PETER, IF HE IS
ALIVE, HELTER
JOINS YOUR TEAM!



Gald #13/L


H. 13 GALD

HEALTH: 3,100



- BAD
 - IS IN FLIGHT AT THE START OF THE BATTLE, CANNOT BE GROUNDED UNTIL BELOW 1,000 HEALTH
 - COMBAT (R) 400 CANNOT BE DEFENDED AGAINST, TARGET CANNOT MAKE A MOVE NEXT TURN
 - ENDURANCE 1
 - CHILLED TO THE BONE
 - IF A HERO IS HIT WITH HIS ATTACK WHILE FROZEN, INSTANT DEATH TO THAT HERO



S12. JACK

HEALTH: 2,000



- BAD
 - GET GOOD
 - CANNOT BE HIT BY RANGED ATTACKS
 - COMBAT (R) 600
 - WHOEVER IS STRUCK CANNOT DODGE FOR THE REST OF THE DAY
 - ENDURANCE 3
 - WHEN ALL ELSE FAILS
 - IF HIS HEALTH IS BELOW 400, HE RUNS AWAY, ENDING THE ENCOUNTER



C12. FAR

far #12-44

[Signature]

HEALTH: 2,800



■ BAD

■ EQUALIZE

- WHEN ENGAGED, THIS CARD HAS EQUAL ATTACK POWER TO CARD WITH THE HIGHEST COMBAT POWER IN PLAY.

■ COMBAT (R) ?

■ AUTO PARRY 14+1

- WHEN ATTACKED ROLL D20 THAN ADD 1, IF HE SUCCEEDS, HALF DAMAGE TO THE ATTACKER,

■ ENDURANCE 2

■ LASER EYES

- AMAZING LASER BEAMS THANKS TO BEAR GOD, CANNOT BE DODGED



C. 13 GIER

HEALTH: 4,000

- ALWAYS FLIES WHENEVER POSSIBLE
- COMBAT(R) 1,000
- THIS CARD ATTACKS ALL ENEMIES AT ONCE, IF THEY ARE ON THE GROUND, OTHERWISE, ONE BY ONE
- ENDURANCE 1



Luck #11,
B

S11. LUCK

HEALTH: 3,000



■ BAD

■ PERFECT FORM

- ALL DAMAGE DONE TO THIS CARD IS HALVED

■ COMBAT (M) 900

- CANNOT BE DODGED

■ ENDURANCE 3

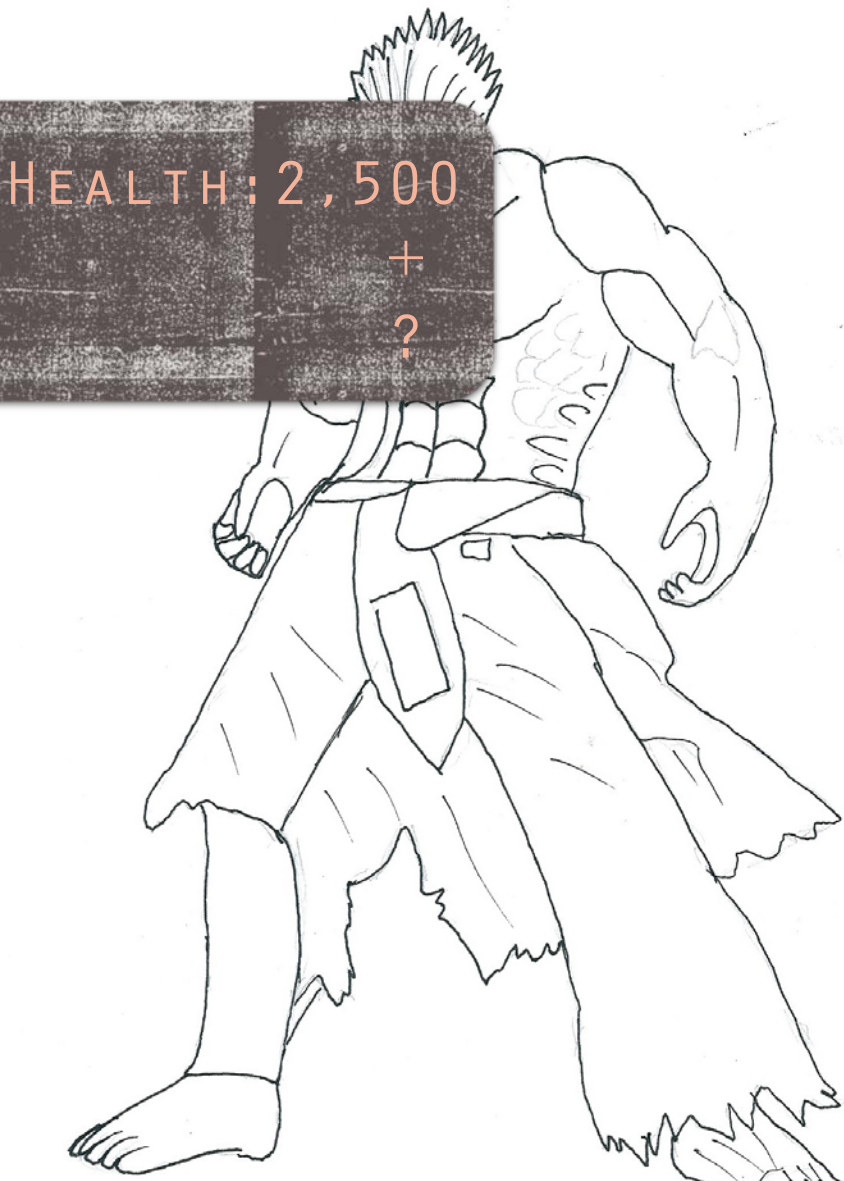
■ FALSE FUTURE

- WHILE ON THE FIELD, ALL ROLLS ARE DECREASED BY 3, EXCEPT FOR LUCK



Renault 41

S. 13 RENAULT



- BAD
 - THIS CARD GAINS 200 HEALTH FOR EACH FALLEN HERO
 - PERFECT FORM
 - ALL DAMAGE DONE TO THIS CARD IS HALVED
 - COMBAT (M) 1,000
 - CANNOT BE PREVENTED EXCEPT BY PARRY
 - ENDURANCE 1
 - GAZE OF TAIGA COUNTER
 - WHENEVER A HERO TAKES FLIGHT, ROLL A D20, IF IT IS ABOVE 11, RENAULT EXCHANGES 400 HEALTH, BRINGS FLYING THINGS TO THE GROUND



HOW COMBAT WORKS

- You can have 1 card of each suit on the field at a time
- The enemy goes first, in the case of Gier he would spend the first turn taking off and flying, but he can be hit by melee attacks for that turn
- How do attacks work, and Who gets hit by attacks? Say Jack is shooting at you,
 - roll a dice for each attack, three in this case
 - 1-6 hits Clubs
 - 7-14 hits Spades
 - 15-20 hits Hearts
- Once the player's heroes have made a move, which will always be after the bad makes their move (so that you can defend, dodge, parry ect.), then the moves all happen simultaneously, then next turn of combat begins with the bad making a move again

USEFUL ANSWERS

- **FALLEN HEROES:** ANY HERO CARD THAT HAS 0 HEALTH OR LESS
- **CAN MULTIPLE PLAYERS HAVE HEROES IN ONE FIGHT?**
 - YES, THE POKER CHIP FOR WINNING GOES TO HOWEVER PUT IN THE SPADE, THE TREASURE FOR WINNING GOES TO WHOEVER PUT IN THE HEART, IF ONLY A CLUB AND A HEART ARE IN PLAY, POKER CHIP AND TREASURE GO TO THE PLAYER WHO PUT IN THE HEART
- **COMBAT ORDER – INCASE UNCLEAR**
 - MOVES ARE CHOSEN BASED ON THE NUMBER OF THE CARD, BAD MOVES ARE ALWAYS LOCKED IN FIRST, THEN EXECUTION CAUSES ALL MOVES TO SIMULTANEOUS
 - EXCEPTION BEING WHEN GIER TAKES FLIGHT, YOU GET THE CHANCE TO HIT HIM WITH MELEE BEFORE HE HAS A CHANCE TO GET UP IN THE AIR

PLAY, CREATE, QUEST!

- “The Great Big Bad” can be customized by players to create fun and memorable adventures.
- Thank you from the bottom of our hearts... clubs, and spades

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