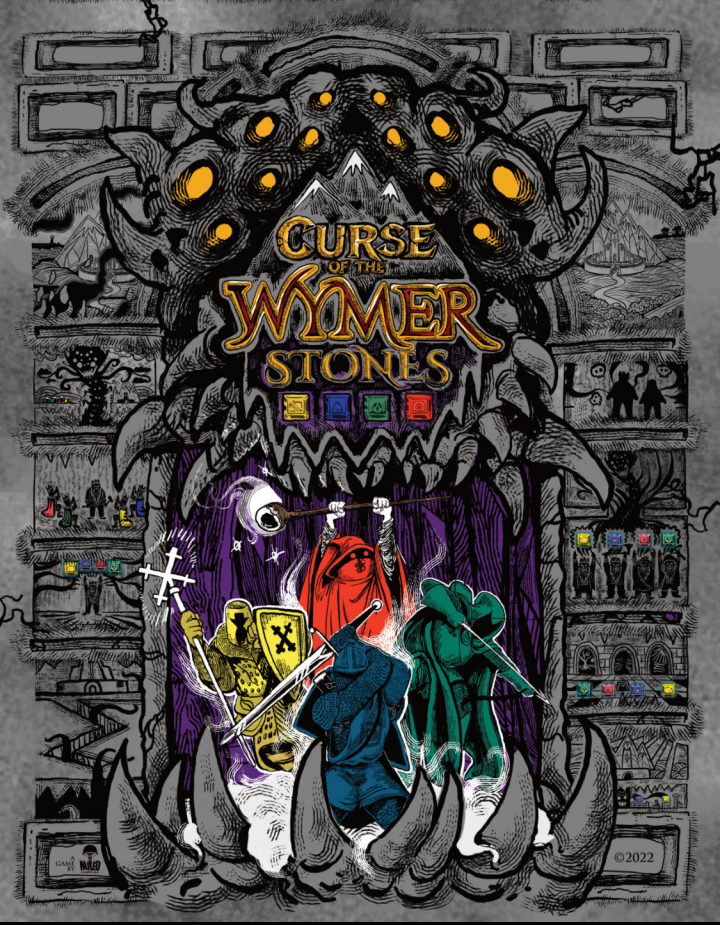


RULEBOOK v.15

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WHAT'S INSIDE THE BOX



HERO
CHARACTER CARDS



OUTCOME CARDS



RELIC
CARDS(11)

TRAP
CARDS(25)

WRAITH
CARDS (12)



CURSED DWARVES
CARDS



HERO
PIECES



WRAITH
PIECES



CURSED DWARVES
PIECES



MAP BOARD

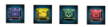
HERO
DIE

VILLAIN
DIE

LOCK TILE (16)

TRAP TILE (40)

RELIC TILE (12)



WYMER STONE TILES

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THE OBJECTIVE OF THE GAME

As the Hero, the object of the game is to flip over the question mark tiles to find all of the Wymer Stones (One per Hero) and defeat the Cursed Dwarves.

As the Villain, the object of the game is to turn all of the heroes into wraiths before they can defeat the Cursed Dwarves.



STORY



In days of old an ancient EVIL crept from beneath the ground to cover the world in darkness. That evil was called the WYMER.



The Four Kingdoms of Overwyrld were burning, and their kings were desperate. They pleaded to the Dwarves, masters of stone and earth, to aid them in their time of need.



The Dwarves took pity on the rulers of Overwyrld, and using their ancient skills crafted magical stones to trap the Wymer inside, severing the EVIL from its power. This brave act, however, would prove to be the Dwarves' undoing.

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The Dreaded Wymer had powers of its own, and lay a curse on the stones that bore its name. The ancient power that bound the Wymer to the stones now cursed the Dwarves as well!

The Wymer was now sealed away, but it was not alone. Woe to the Dwarves; they were now trapped inside the Wymer Stones with their dreadful enemy!

The Wymer Stones, cursed and forgotten, lay lost in the vast catacombs of the Dwarves' once great realm. The dark EVIL inside gathered strength to free itself and wreak havoc on Overwyrld.

Now, after long slumber, EVIL stirs once more. The curse grows stronger and the Stone's power wanes.

As the strongest and bravest Heroes of Overwyrld, you have been called to Adventure!

You must find and collect the Wymer Stones. You will need to overcome all obstacles in your quest to seal away evil, but if you fail you will doom Overwyrld to eternal darkness.

GETTING STARTED



Locate and set aside
the two outcome cards.
You won't need these until the end, so no peeking.



Shuffle each of the 3 decks and lay
them face down.



Open the game board



Distribute Hero and
Cursed Dwarf pieces
Heroes get one normal and one wraith.



Distribute Character cards



Place Hero pieces on their
Starting Spot
According to color.



Sort Tiles according to type:
Wymer Stone Tiles (4)
Trap Tiles (40)
Relic Tiles (12)
Lock Tiles (16)

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CHOOSE DIFFICULTY

EASY SETUP	NORMAL SETUP	HARD SETUP
-One Wymer stone *for each hero playing.*	-One Wymer stone *for each hero playing.*	-One Wymer stone *for each hero playing.*
-20 Trap Tiles	-30 Trap Tiles	-33 Trap Tiles
-10 Relic Tiles	-5 Relic Tiles	-2 Relic Tiles
Recommended when playing with younger players.	***Standard version of the game.***	***Punishing version of the game.***

CHOOSE A DIFFICULTY AND SET UP ACCORDINGLY.
We suggest the NORMAL setup.

CHOOSE SETUP

Random Tile Placement

Fastest Setup | No Villain Required

5- 7 Minutes Setup

Place the chosen mix
(Easy, Medium or Hard setup)
of tiles face down *in the box top or on the table and* shuffle them around *until they're mixed well, and* place them randomly on the board.

Place at least 6 lock tiles*, Following the lock rules.
*See *Playing Without a Villain* Section for more info.

If you're in a hurry, or playing without a villain, place tiles using this method.

Leftover tiles and Locks *should be sorted face down and kept close by. These* will be used to replenish the board as the game goes on.

Strategic Tile Placement

Quality Setup | Villain Required

8-12 Minute Setup

Place the chosen mix
(Easy, Medium or Hard setup)
of tiles on the board based on the best strategy to foil the hero. Lock away relics and force heroes to fight their way to their stones.

Place as many locks as you want, as long as they follow the lock rules.

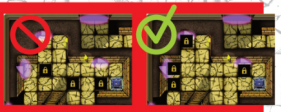
If you've got time or you're setting up ahead, place tiles this way.

Leftover tiles and Locks *should be sorted face down and kept close by. These* will be used to replenish the board as the game goes on.

Once the board is set up, the Youngest hero goes first, then play continues clockwise to the left.

LOCK RULES

Locks must be placed where they block an entire corridor or portal, so no character may walk through them.



SETUP
Play Area



The play area should be set up something like this. Keep all unused trap and relic tiles in the lid of the box for easy access. The villain should be seated so their turn happens at the end of the round.

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CHARACTER CARDS

The character card tracks hit points, potential bonuses and how far the character can move on its turn.

How many spaces you can move on your turn

Your character bonus against certain traps.

The first Roll of your turn determines if you receive any of these benefits.



These represent hit points. If they become full, your character dies and becomes a wraith.



STORY

OUR HEROES

Our Heroes come from all four kingdoms of Overwylrd, and are the bravest and strongest of their ilk. Each hero seeks their kingdom's Wymer Stone, and must do all that is necessary to defeat the dark power that lays waiting in the Ancient Caverns beneath the Mountain. Only by relying on each other can they hope to lock away that dreadful evil.

HERO TACTICS:

Each hero has a different ability. Use teamwork! The wizard can teleport another character or themselves, the paladin can heal, the ranger can reveal and unlock and the warrior is strong. Once the Cursed Dwarves show up, you need to work together. Trade relics, teleport each other from harm, stay healed and send your strongest to battle or to protect a retreat.

TRAP CARDS



If you reveal a Trap tile, draw a card from the Trap deck and read it. The Trap Cards are different obstacles, oddities or monsters that you encounter on your quest to trap the Wymer. Some are more dangerous than others, but all have 2 outcomes. ***Read the name of the Trap Card aloud*** so all the other players can hear, then ***roll against it.*** The outcome of the roll will determine which side of the card to read, and what happens to your character.

Look for a symbol in the corner of the trap card and see if your character has a bonus against it on your character card.

If you win the roll, look for the "thumbs up" symbol and read this portion of the card.

If you lose the roll, look for "thumbs down" symbol and read this portion of the card.





The back of all the tiles have a Question mark. You must cross over the tiles and flip them to find out which tile is what.

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RELIC CARDS



RELIC TILE

If you reveal a Relic tile, draw a card from the Relic deck and read it. Either place it in an available card slot, or use it. ***You may have up to 2relic cards per character.*** If you draw a 3rd *card,* you must either *play it immediately, discard it, or trade it out* for one of the other 2 relics already in your possession.

One relic may be played ***after your attack roll*** once per turn. A player may transfer one relic to another player before their turn if they are one space away from each other in any direction.



The benefit of a relic can be found in this area.

RELIC CARD

Gameplay

Hero Turn

As the Hero, the object of the game is to flip over the question mark tiles to find all of the Wymer Stones (one per Hero) and defeat the Cursed Dwarves.

Heroes can:

- Roll for a new bonus at the beginning of their turn if they are not a wraith
- Move the number of spaces on their character card
- Move through open portals
- Not Move Diagonally
- Not Move through / over Cursed Dwarves.
- Collect up to 2 Relics
- Attack locks
- Attack traps
- Attack Dwarves if the hero Has found their Wymer Stone
- Be turned into a Wraith
- Revive another player if the correct card is found

HERO TACTICS:

Use portals to your advantage to cover more ground. You don't want to be caught by the Cursed Dwarves without your stone.

Heroes take their turn first

Youngest player starts

Gameplay moves clockwise to the left.

Roll a single die to see if you gain any character powers on this turn.

*If **your ability** can affect **another player, you have until your next turn** to use it.*

*If **your ability** only affects **yourself**, you **must use it on the same turn** you roll it.*

Move your character the number of spaces on your character card.

*If your movement **carries you over any tiles**, you must **turn them over** when your character lands.*

Resolve any tiles you've turned over or encounter, then your turn is over.



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1st Roll For Bonus



2nd Move Your Character

No Diagonal movement



If your movement ***carries you over any tiles****, you must* ***turn them over*** *when your character completes movement.*

3rd Flip Tiles and Resolve

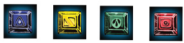


HERO TACTICS:

Always try to uncover as many tiles on your turn as possible if your health is good. Your companions will need all the relics they can get to defeat the Dwarves.

Gameplay

Finding your Wymer Stone



If you find your Wymer Stone
Place it on your character card.
This triggers the ***Cursed Dwarf Event***

If you find ***another player's stone,***
leave it *face up* ***where you found it.***

Cursed Dwarf Event



Placing the correct Wymer Stone *on a character card* ***triggers*** *any one* ***Cursed Dwarf*** *to appear on the finding* ***character's starting space.***

To attack a Cursed Dwarf, roll against it when you are within one space in any direction.

Each Hero Stone is Tied to a Dwarf, so there are always the same amount of dwarves to defeat as heroes playing.

YOU MUST HAVE YOUR WYMER STONE TO ATTACK a Cursed Dwarf



BECOMING A WRAITH

If a character **takes 3 damage**, the **character dies and becomes a wraith.**

That character would **remove it's hero piece** and **replace it with the corresponding Wraith piece.** *(See Wraith Turn Section)*

These dwarves must be defeated in order for the heroes to win the game.

The hero, if allowed, may **attack before** or **after** moving, but **not both**.

HERO TACTICS:

If you don't have your Wymer Stone yet, avoid the Cursed Dwarves and search for your stone. The Cursed Dwarves will likely target any hero who has yet to find their stone, as they would be unable to fight back.

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Gameplay

Attacking

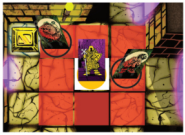


All attacking is done with a standard die.

Roll a single die against the opponent. The biggest number on the roll, plus whatever bonus or power might be in play determines the winner.

Ties go to the Villain.

Attacking Radius



If allowed, you may attack, one at a time, as many opponents that are one space away. Announce which one you are attacking and roll against it.

A **failed attack** *on a* Dwarf *means a* **trap tile** *is placed on the* Attacking Hero Card.



HERO TACTICS:
If you have your stone, seek out and attack the Dwarves. They must be defeated to win the game.



GAME BOARD

Starting Spots correspond with the Wymer Stone your hero seeks.



Movement Through Portals



Movement Through Walls If Allowed



Movement Over Chasms If Allowed



Chasms and **Walls** can only be crossed by those in the spirit world.

Portals lead to any other open portal. If either side is locked, or if both are locked, you must defeat the locks before moving through.

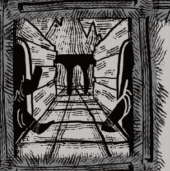
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PORTALS

Portals are scattered throughout the map, and should be used as often as possible to traverse the map quickly. Don't waste time walking when a portal can make it faster.



STORY



CATACOMBS

The realm of the Dwarves was once fare and majestic. Now, ages of darkness have tainted their halls with the sour stench of death. The same magic portals that were once the envy of Overwyrld lay unguarded. Down in the dark, evil pours into the caverns like black and putrid water. Any hero who dares to wander there should prepare for danger around every corner!

STORY



CURSED DWARVES

The Dwarven King paid dearly for crafting the Wymer Stones. The Curse of the Wymer Stones traps him and his warriors within the Stones as well, dooming his race to the same fate as the Wymer. As the Stone's power weakens, they return as powerful wraiths to the Underwyrld, driven mad by eons of unlife within the Cursed Stones.

Each of the Cursed Dwarves hold the final power of a single Wymer Stone within them. Only when their power is returned to the stones can the Wymer be locked away.

The Dwarves no more do delve in caves beneath the winter moon
Their ringing hammers sing no more, their caverns now a tomb.
Forget them not for days may come when darkness blooms to fire.
Then who will ring the hammer blow to save us from the Wymer?

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THE DREADED Wymer

The Wymer is ancient and dark. All that is known is passed down in whispers for fear of waking it. The complete lore as it was originally told is gone with the Dwarves. All that remains are fragments that speak of a hungry power, colossal and cruel; of teeth and fire and dread that fall on all who dare to stand against it. The Wymer is anguish and destruction. The Wymer is doom.

Villain Turn

As the Villain, the object of the game is to turn all of the heroes into wraiths before they can defeat the Cursed Dwarves.

Villian can:

- Place 2 new tiles
- Place one new lock tile
  Lock rules still intact
- Take any Cursed Dwarf Actions*
- ***Roll against all hero rolls unless specified.***
  (Locks, Traps, Ect.)



Cursed Dwarf Control

Once the Cursed Dwarf event is triggered, the Villain has full control *of* any dwarf on the board, *and* may choose to move as many dwarves as they wish *on the* Villain turn according to the spaces on the Cursed Dwarf Card.

The villain may **attack before** or **after** moving, but **not both**.



VILLAIN TACTICS:

Seek out and attack any player who has not found their stone. They cannot harm your dwarf.

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CURSED DWARF CARD

How many spaces you can move on your turn



These represent hit points. If they become full, the ***Dwarf is defeated. Flip the card over to read its fate.***

Cursed Dwarves can:

- Attack Heroes
- Move through walls
- Move across chasms
- Move through portals
- Ignore locks
- Ignore traps
- Be attacked by a hero with their Wymer Stone



Villain Attacking Hero using Dwarves

A **successful attack** *means a* trap tile *is placed on the* hero's character card.

A **failed attack** *on a* hero *with their Wymer Stone means a* trap tile *is placed on the* Attacking Dwarf Card.

Failing attacks on heroes ***without their Wymer Stones and Wraiths do not damage the Dwarf.***

The villain may move the Cursed Dwarf the number of spaces on its card and ***attack any hero or wraith within one space in any direction.***

VILLAIN TACTICS:

Use portals to your advantage to get ahead of players.

Remember, your dwarf is like a moving lock, so use it to block the hero's escape

Villain Turn (Cursed Dwarves, Attack)

Gameplay

Wraith Turn

Your **new objective** *as a wraith is to get* **back to your starting space** *to* **revive your character**.

There are ***2 ways to revive your wraith character***.

Reach your starting spot again

or

Be revived by another player's card action



- ***First*** draw a card from the Wraith Deck and follow the action prescribed.

- ***Then*** move your wraith piece 2 spaces if the Wraith Card allows it and your wraith piece is still on the board.

Wraiths can:
- Move through walls
- Move across chasms
- Move through portals
- Ignore locks
- Ignore traps
- Be revived by a card played by another player
- Be revived by returning to the hero's starting space.
- Be attacked by Cursed Dwarves





BEING REVIVED

There are cards in each deck that could potentially revive another player from being a wraith. Hold on to these if you find them. Without them, the wraith must make it back to their starting spot to be revived.

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WRAITH CARDS



There are **2 outcomes for each Wraith card**.

Once the card is read and the action performed, return it to the bottom of the Wraith deck.



DARK

You feel something taking hold of you. You fight the darkness but it moves your unwilling spirit.

Roll a die. If you roll a 3, you take your normal turn.

If you roll anything but a 3, you must deal the top trap card to another player, and they must roll against it.











***A single successful attack by a Cursed Dwarf** on a **Wraith** **removes the Wraith piece from the board**. The only way for that Character to be revived afterward is by another hero's card action.*

***If Your Wraiths Piece is Removed* your turns consists of aiding the cursed dwarves by *drawing a wraith card and reading the negative path*.**

If your wraith is revived, you return to normal gameplay

End of Game

Once the Wymer Stones are uncovered and the Cursed Dwarves are in play, the game is almost over. **The Heroes must defeat the Cursed Dwarves or Die Trying.**

Villain Tips

The heroes that have not found their stone should be the focus of your initial attacks.

Use locks and the Cursed Dwarves themselves to funnel the heroes where you want them. Don't forget you can attack one at a time, as many heroes as you want that are a single space away.

Avioid the Players that have found their Wymer Stones for as long as possible, as they can damage you if your attack fails or if they attack you.

Hero Tips

Communicate with the other heroes and protect each other where possible.

Use portals often.

Save Relics when possible for the End of Game.

Players that have found their Wymer Stones should focus on attacking any Cursed Dwarves. Any player that has not found their stone should work hard to find their stone and any relics they can.



If the villain succeeds, the heroes lose and they read the

"You Are Defeated" outcome card.

If the heroes succeed, they read the

"You Are Victorious" outcome card.



END OF GAME OUTCOMES

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Playing without a villain

The most fun way to play Curse of the Wymer Stones is with a designated villain. That being said, if nobody wants to be the bad guy, you can still play with up to all 4 heroes and no villain.

If you don't want to play with a villain, there are a few differences in setup and gameplay to follow.

First: Setup is a little different.

A. Use ALL the locks at the beginning of the game as these won't be refreshed by a villain.

B. Make sure to follow the Normal Difficulty or harder, as playing without the villain is automatically easier by virtue of the Dwarves being stationary.

Second: All villain rolls are done by the player to the left of the current hero.

Third: The Cursed Dwarves do not move, but stay on the Hero starting space once they spawn. This means they don't "attack", but must still must be defeated to win the game.

All other rules stay intact.

Specific Rules

The following should be used to govern gameplay as you go. At least one person should have these rules at hand, and check them if there is a question.

If a rule is not specified below, consensus of the players should be used to govern that instance.

What is a Round

A round is from the beginning of the first player's turn to the end of the Villain turn.

What is a Turn

A turn is your place in the order of play.

Character Movement

Characters can only move in straight lines, not diagonal. They can however attack within one space in any direction.

Sharing Spaces

Characters can not share a space with each other.

Matching Dice Rolls

If the villain and the hero roll the same number, the villain wins the roll unless the hero has some augmenting ability or relic. The hero must **beat** *the villain roll.*

Becoming a Wraith-Q1

If a character becomes a wraith, they clear their character card of trap tiles. All of their relic / trap cards are discarded. If they are revived, they are revived with full health, but they do not retain their relic / trap cards.

Becoming a Wraith-Q2

If a character finds their stone then becomes a wraith, they keep their stone throughout.

Wraith Revival -Q1

If a character is revived from being a wraith while they are on a wall or chasm space, they will place their hero piece on the nearest available regular space.

Wraith Revival-Q2

If a Wraith is revived on their turn on their starting space, that concludes their turn.

Wraith Piece Removed

If your wraith piece is removed, your turns consist of aiding the cursed dwarves by drawing a wraith card and reading the negative path until you are revived.

Character Powers-Q1

If your hero turn continues due to a card benefit, your character keeps the power you rolled until your turn is resolved.

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Character Powers-Q2

A character may hold a power that affects other players until the beginning of their next turn. When their next turn begins, they must roll again for another power.

Character Powers-Q3

If you choose to wait to use your power, but you become a wraith, you lose the ability to use that power until you are revived and roll it again.

Teleporting other Players

If the Wizard teleports another player on a tile, the player who is teleported must resolve that tile, then the Wizard continues their turn. Wizards may not teleport Wraiths.

Attack: Dwarf or Hero-Q1

*If allowed, **you may attack**, one at a time, **as many opponents that are one space away**. Announce which one you are attacking and roll against it.*

Attack: Dwarf or Hero-Q2

You may attack before or after you move your character, but not both. If a hero is attacked, they may not roll for a power first, but any powers could still be assigned to them if allowed. Any relic the hero has may be used.

Attacking Locks

If you want to move through a lock, you must specify which lock and roll against the villain to destroy the lock. If you fail, the lock stays in place and cannot be attacked by your character until your next turn. You may roll against any lock you are trying to move through once on your turn. You must be within one space of a lock to roll against it unless the lock is locking a portal you are attempting to exit.

Cursed Dwarf Event -Q1

When a Cursed Dwarf Event begins, the Villain may choose what Dwarf occupies the corresponding starting space. If there is no villain playing, then it should be chosen randomly if possible or by consensus of the players.

Cursed Dwarf Event -Q2

If any hero or wraith occupies the corresponding starting space when the Cursed Dwarf Event begins, the hero or wraith is to be moved over one space and the Dwarf is to occupy the correct starting space.

Other stuff from Nuked Cards LLC



NUKED

NUKED is a fun, tiny, fast paced party game where you pit your post apocalyptic settlement against other players, destroying one another's hard work in an effort to be the first player to 200 points! It's a simple game, easily accessible to people who want something fun to do and don't want to spend most of the evening learning the rules to a game they aren't sure they'll like.



NUKED: WARMONGER

NUKED: Warmonger is an expansion for the card game NUKED. It requires the original NUKED deck to be played.

NUKED: Warmonger takes the simple gameplay elements from the original game and expands on them, offering more ways to deal damage and defend your settlement as you claw your way to 200 points. There are lots of new strategies, new cards, and tons of new and exciting ways to upset the people you play games with. All in a neat, sturdy box that holds the original, but is still small enough fit in a purse or a jacket pocket.

Acknowledgements

Nuked Cards LLC would like to thank the many play-testers, family and friends who endured much worse versions of this game and guided us to where we are. Their patience, wisdom and spirit of helping has helped us deliver this final game to you, and we are truly grateful for their time and effort. We also would like to thank Gamecrafter.com, who helps so many game makers see their dreams in real life.

We hope you enjoy the game!

Robert and Phallen Hay
Nuked Cards, LLC
www.nukedcards.com

THANK YOU

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