

The
Party
Has
Fallen

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The Party Has Fallen: Marauder Expansion Pack

Game Set Up

If this is your first time playing, be sure to separate Goal, Event, Action, Item and Hero cards into their own separate decks, removing any blank cards, and punch out all of the damage counters and gender indicators from their cardboard slugs.

Building the Dungeon (Base Game)

The game supports 2-8 players, though 3 or more is recommended. For games of 2 players, remove all goal cards that refer to whether another character must survive or be killed, or aiding another player in combat, or trading with another player.

For 8 player games, use the entire deck of square dungeon room cards (marked with a large “?” on the back). For smaller games, use the following table. All set-ups use the “EXIT” card and it is included in the “Empty Rooms” count below. There is nothing stopping you from using the full dungeon deck with fewer than 8 players, however, or using a different weighting of traps/items/events from those listed below.

# of Players	Empty Rooms	Skill Check	Item Rooms	Event Rooms
2	6	2	2	2
3	9	3	3	3
4	12	4	4	4
5	15	5	5	5
6	18	6	6	6
7	21	7	7	7

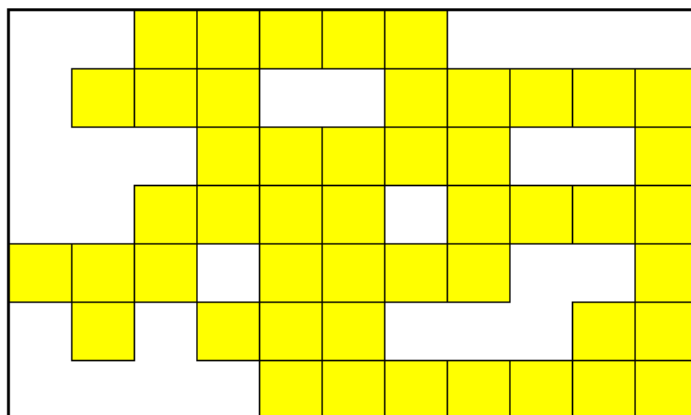
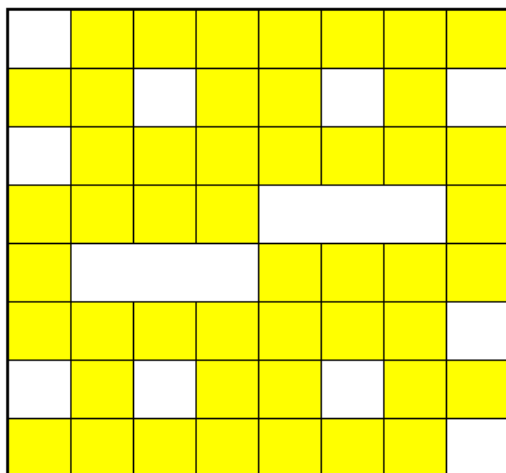
If you have the Marauder Expansion pack, include Marauder Summon rooms in the empty room count equal to the number of players divided by 2, rounding up. For example, with 7 or 8 players, you would use 4 Marauder rooms, but with 5 or 6 you would use 3 and add an additional empty room. In the table below, the number of Marauder Summon room cards is provided in brackets.

# of Players	Empty Rooms	Skill Check	Item Rooms	Event Rooms
2	7 [1]	2	2	2
3	10 [2]	3	3	3
4	13 [2]	4	4	4
5	16 [3]	5	5	5
6	19 [3]	6	6	6
7	22 [4]	7	7	7
8	25 [4]	8	8	8

If you have purchased additional dungeon cards to create a larger dungeon or support more players, use a mixture of rooms that feels right for your targeted style of gameplay.

Shuffle the Room Cards and arrange them in the layout you prefer for the dungeon. A rectangle is easiest, but might lead to less-exciting gameplay. For inspiration, here are two

possible layouts for 48 card dungeons:



Use your imagination and create hallways, and other twists and turns! Remember to leave a little bit of space between the cards so that they can be easily flipped over.

Keep in mind that players can never move diagonally.

Arrange the other decks in stacks. When these decks run out, their respective discard piles are to be re-shuffled and re-deployed as draw piles.

If you have the Marauder expansion pack, place the compass card near the dungeon board to determine the directions for North, East, South and West.

Player “Creation”

There are 10-premade archetypal tabletop characters, with included blank cards for creating two more. For first-time play, we recommend using one of the 10 pre-made characters, however.

Advanced: Custom Character Creation

To create your own character, use the following guidelines: all characters have a gender (male or female by default, though if you create house-rules to support others go ahead!), a class name, hitpoints (HP) and 20 stat points distributed across all stats.

Distribute the 20 points as you see fit, in any way that works for you. For HP, the vanilla characters use the formula $10 + 2 * CON$, so that every character has at least 10 HP. For example, the Barbarian has 7 points in their Constitution skill, so they have $10 + 2 * 7$ HP, or 24 HP.

Players provided by the game or its expansions have a cap of 8 base stat points per stat, but custom characters may exceed this if you desire.

Starting in the Marauder Expansion Pack, hero cards can have two additional modifiers for movement speed and attack/defense buffs.

Each of these categories is valued -2 to +2 and each point in them counts against your 20 stat point total. So a character which has -2 to both movement and one of the attack rolls can actually distribute 24 total points to their stats, at the expense of debuffs to their movement rolls and combat abilities.

To begin, have their D6 and the player with the highest number will go first in the pre-game and play stages. If there is a tie for highest, re-roll until there is no longer a tie.

What Makes a Character

Each player will have a Goal Card (their win condition they will try to achieve), a hero card (which defines your stats) and an ability card that sets you apart from your other party members. Without any custom cards or modifications, there are over 5400 different combinations of heroes, abilities and goals!

Receiving Your Goal

There are three ways to win in The Party Has Fallen:

1. Complete your assigned goal and reach the exit.
2. Reach the exit with 17 points worth of treasure.
3. Reach the exit **and** after having killed each other player at least once.

It is possible (though unlikely) that everyone will die and no one will win. Such is life!

Each player receives a randomized goal card before choosing a character or an ability. The first player will draw the three goal cards from the Goal deck, choose one, and discard the rest. Play will then move in a clockwise manner for other players to select their goal cards.

Goal cards should be kept secret at all costs so that players cannot conspire against you!

Note, a minimum of 5 rounds must be played before the game can be won, to balance lucky starts or quick goal completions.

After everyone has their goal, it's time to pick a character.

Choosing Your Hero

There are 10 archetypal tabletop RPG characters included in The Party Has Fallen:

- The Rogue
- The Wizard
- The Cleric
- The Druid
- The Bard
- The Barbarian
- The Fighter
- The Warlock
- The Ranger
- The Paladin

In the optional Marauder expansion, four additional heroes are available.

- The Mystic
- The Artificer
- The Monk
- The Sorcerer

Each has their own unique arrangement of stats. Some characters are very strong in one or two areas, and weak in others, while other characters are more evenly balanced. Stats are used to evade traps in the dungeon, and items and events can buff or debuff these stats.



The six stats are:

- Strength (STR): The physical strength of your character.
- Constitution (CON): The physical health of your character.
- Dexterity (DEX): How agile your character is.
- Intelligence (INT): Your character’s ‘book smarts’, ie, they know that a tomato is a fruit.
- Wisdom (WIS): Your character’s common sense, ie, they know that a tomato does not go in a fruit salad.
- Charisma (CHA): A measure of your character’s verbal ability.

Any cards which refer to “stats” in any of their descriptions refer only to the six stats listed above.

In the top-right of the card, your hero’s maximum and starting HP is displayed.

In the Marauder expansion and on, heroes have two additional modifiers that are not considered stats. *For characters without these infoboxes*, assume these modifiers are 0.

- Movement (MOV): This number is added (or removed if negative) from the hero's movement roll. Can range from -2 to +2.
- Combat Prowess (CMB): This number is added to your Attack OR Defense rolls, indicated by an A for Attack Rolls and B for Defense Rolls. Can range from -2 to +2.

To begin character selection, the first player draws three hero cards (four with the Marauder expansion) from the top of the deck and selects **one** to be their character. They then pass the two remaining heroes to the next player. The next player draws one additional hero and selects **one** to be their. They then pass the remaining two to *their* right and the pattern continues until all players have selected a hero. This way, all players will have a choice of the same number of hero characters.

Try to pick a character that you think might help you get through the challenges and complete your specific goal.

Once everyone has their hero, it will be time to choose their ability.

Choosing Your Ability

Your ability choice is the most important choice you will make as it will give your character their unique flare.

Similar to hero selection, the first player will draw 6 random ability cards, pick one to keep and one to discard, and pass the remainder to the right. The next character will draw 2 more, pick from those 4, pass the remainder, and so forth.

Some abilities will change your stats, some will give you powerful tradeoffs, and some will allow you to interfere with your other party members' plans more easily.

Starting the Game

Once everyone has a Goal, a Hero and an Ability, the first player will place their player token on one of the outer-most "?" cards in the dungeon. This will be their starting room.

Remember your starting room! Each subsequent player then chooses their own starting room. All players will flip over their room card, and the game can begin. **Make sure all players have a standard D6 (six-sided die) to be used for movement**, unless their ability says otherwise.

Actually Playing the Game, Finally

Turn Actions:

Players have the following options available to them, in any order.

- Roll for movement.
- Attack a player.
- Utilize their ability, if applicable.
- Attempt to trade or make a deal with another player.

Rolling for Movement

Each player has a D6 (six-sided die) that they will use to move around the dungeon. Roll the D6 and move the number spaces it says on the face. Players may not enter the same room twice in the same turn. If they reach a dead-end, their movement phase ends even if they had additional movement points.

If the player ends their move in an unexplored room, they flip the card over. It is now considered “explored”. They will follow the action on the other side (draw an item, draw an event, roll for a skill check; see the section **Navigating the Dungeon** below).

If a player moves through any explored but unoccupied rooms during their turn, they should ignore the contents of any rooms except for **Skill Check** and **Event Card** rooms. If they pass through a skill-check room, they must roll for a skill check.

If they are successful, they may continue their movement OR draw an item card. If they fail, they draw an event card and their movement phase ends even if they still had movement points remaining.

You may only ever move into adjacent rooms, and never diagonally, and you may not enter the same room twice in one movement turn. If your movement would place you back into a room you’ve already passed through on this turn, your movement phase ends instead.

Attacking a Player

If you are in the same room as another player, **before or after moving, but not during**, you may choose to attack them. If there are other players in the same room, you may only choose one of them to attack, but both you and your victim may attempt to persuade any other players in the room to join their side in the conflict, by whatever means necessary (offering alliances, trading items, etc). Other players are under no obligation to choose sides, however.

Each attacker rolls their D6. This is the attack roll. If there are any modifiers to the roll (from abilities or items), apply them here. Modifiers are applied per-player only, you do not get to share an ally’s buffs (or debuffs, for that matter).

Now defenders roll their D6s, with the same restrictions on modifiers. If someone joins the side of the defender, they **are not** able to receive damage from the attack. Only the initial

victim can be hurt.

To avoid damage, all defender rolls must be greater than or equal to all attacker rolls.

For instance, for an attacker roll of 3:

1 Defender would need to roll a 3 or higher.

2 Defenders would need to roll a 3 or higher *on one die*.

If two attackers rolled a 3 and a 4:

1 defender would need to roll at least a 3 to repel *one* of the attacks, but the other would succeed by default, but rolling a 4 would repel both attacks.

2 defenders would need to roll at least a 3 and at least a 4 to repel both attacks.

For every successful attack roll, the target player takes damage equal to the difference between all successful attack rolls and all failing defense rolls, represented by damage tokens on their player card (or with a pad and pencil if you prefer). There are 5 and 10 tokens as well for large amounts of damage.

For instance, if one player is attacked by two others, with a defensive roll of 4 and attack rolls of 4 and 6, the defending player would take 2HP damage. 0 damage for defeating the lower roll, and 6 minus 4 damage for failing to defeat the higher roll.

If a player is reduced to 0 HP, they have died. If they died to a player, the player who instigated the attack (not necessarily the one who dealt the final blow) receives *all* of the victim's item cards. If they die to another source, all item cards are discarded. The player may choose to re-enter the game by choosing a new hero and a new goal, and re-placing their player token on any empty, explored room in the dungeon. If the room is an event, item or skill-check room, ignore this and treat the room as empty until the player has moved again.

Advanced Technique: Threatening And/Or Bluffing

Some item cards might have negative effects, so if you are worried about obtaining them, consider bribing, threatening or extorting your victim instead for the card you want!

You may only initiate one attack per turn.

Using Your Ability

Some abilities grant you additional actions you can take during your turn. Unless they specify a specific time during your turn, you may use them at any time.

Trading/Dealing

You can attempt, at any time during your turn or anyone else's turn, to create trades or agreements between yourself or any other player. These can be alliances, item trades... whatever you want to offer is valid (though all involved parties must agree to the terms and it would make sense to stick to in-game services/items only).

Navigating the Dungeon

Half of the rooms in the dungeon are empty, while the other half include an action.

The first two are relatively straightforward:

- Draw an item card
- Draw an event card

If you pass through an event room, you must draw an event card and follow its directions before continuing your movement.

If you pass through an item room but do not end your turn on it, consider it an empty room.

The third possibility is:

- Roll For Skill Check

Skill Checks put your hero's skills to use. When activating this card, roll the Skill D6 (the one with skill icons and names rather than dots). This determines which skill check you must pass.

Once the skill has been determined, you now roll the D8. **If the result is less than or equal to your current points** (including any and all modifiers from items, events or abilities) **you pass** the check, and may choose to draw an item card or continue moving, if you still have movement points remaining in your turn.

If the result of the D8 is **greater** than the relevant skill, **you fail the check**, draw an event card *and* end the movement phase of your turn, whether you still had moves left to make or not.

Some heroes will pass certain checks very easily and struggle with others.

The Room labeled "Exit" is your destination once you have met one of the three win conditions. If you make it to this room alive and with a valid win condition, you win the game! If you have not yet met your win condition, this room acts as any other empty room. You do not need an exact roll to get to the exit if it means you would win the game.

Item Cards

Item cards are one of the most important aspects of the game. Some goals require you to possess a specific item or set of items, some event cards have additional effects depending on which item you have, and if all else fails you'll need to collect a lot of them to win the game.

Item Categories

Some items have additional effects, they will be listed here.



Treasure Points

Each item has a “treasure point” value in the upper right-hand corner. Use these to tally up your treasure for the “Collect 17 Treasure” victory condition.

Items may fall into any of the below categories, and any categories they fit in will be listed on the card. They are:

- Food
- Ring
- Armor
- Jewelry
- Headwear
- Foot-Related

- Human Remains
- Cursed
- Magical
- Armor
- Weapon

Some items will fall into multiple categories, others into none at all. These categories are relevant for events and goals, so keep an eye on them!

Some items also grant you an additional action you can choose to take during your turn (or some actions you have no choice but to take!). Others might provide stat buffs or debuffs, while others might have no immediate impact at all.

As you accumulate items, you will become more powerful as you gain their effects, but this also makes you more of a target for other players, so tread carefully.

Other Notes

Some cards refer to “turns” and “rounds.”

A turn is just that: your current turn. If you have an action you take during your turn, it must be completed before the next player begins their turn or you lose your chance to take the action until your next turn.

A round is every player’s turn, beginning with the first player and ending with the last player. An action that may be taken during the round may occur during any player’s turn **that round**. Once the first player has started their turn, a new round begins.

Feel free to make house rules or other variations as you see fit. Argue about items and their effects, watch each other like a hawk and be prepared for some silliness.

This is not a serious game and is meant, above all, to be fun!

There are 8 included “gender tokens” which can be used to change the genders of the heroes. The game is intentionally balanced to have slightly more male characters than female characters (as there are several abilities/events where female characters have an advantage) but if you wish to choose a different gender for your character, the tokens are there if you need/want them (there is one event card that changes the gender of your character, feel free to remove this card if you prefer).

There are several blank cards included for you to create your own events, goals and players.

For added depth, assign one player (or an additional person) as a dungeon master, and have them narrate the action and make scenarios/decisions for skill checks or other situations.

**The Party
Has Fallen**
THE MARRAUDER
-expansion pack-



The Party Has Fallen:

The Marauder Expansion Pack

The Marauder Expansion pack is an optional gameplay expansion which adds four new heroes, four new items, new abilities and an enemy NPC called **The Marauder**.

The Marauder is a vengeful spirit that stalks the dungeon, seeking to inflict suffering on the hapless adventures who have found themselves in its domain.

Below are the rules for using this NPC and how it interacts with player characters and the dungeon itself.

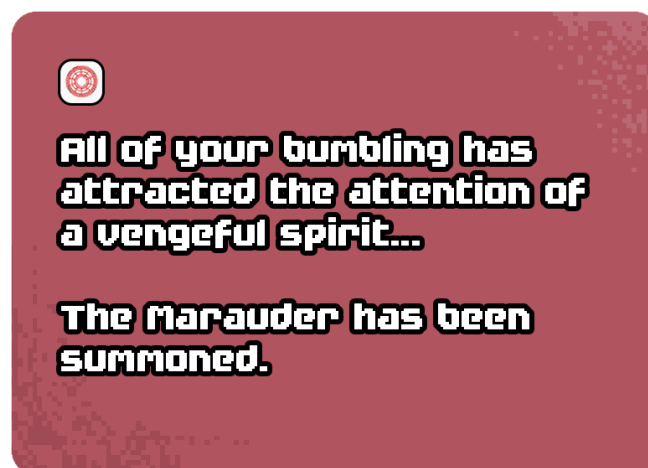
To begin with, shuffle the event, hero, item and goal cards provided by the expansion pack into their respective decks. Cards from the expansion are denoted by a red pinwheel symbol in the upper-left hand corner contained in a white box:



This symbol is known as the Marauder's Mark, and is used in new dungeon rooms called Marauder Summon rooms. For most of the game, these rooms count as empty rooms but the Marauder can be summoned into them once they are explored.

Spawning the Marauder

The Marauder is summoned via an event card:



The player who draws this card is responsible for placing the Marauder token on the board.

There are two options for where the Marauder may be placed:

- On any explored Marauder Summon room (denoted with the Marauder's Mark on the floor)

- On any of the 8 rooms surrounding the current player, or the room the player is currently in.

The Marauder may be placed in any of these locations without restriction. If the Marauder is summoned into a room with another player, that player is immune from the Marauder's attacks until the Marauder moves the next time.

When the Marauder is summoned, you will also need to roll the black and white Marauder Health Die, which has numerals contained in hearts and ranges from 2-7. This determines the starting health of the Marauder and is used to track its current health.

You should also draw a Marauder Ability card. This alters the way the Marauder plays. If this is your first time playing the Marauder expansion pack, it is recommended to skip this the first few times the Marauder is summoned to get a feel for its gameplay.

If the Marauder Summoning event card shown above is drawn while the Marauder is already in the dungeon, the player who summons it may move it to any of the above listed valid locations (the 3x3 grid of tiles centered on the player or any rooms with the Marauder's Mark). In this instance, do not re-roll for health or draw a new ability.

Moving the Marauder

The Marauder moves after all other players have moved at the end of the round. To begin, one player rolls both a standard D6 as well as the Marauder movement die, which is black and has sides which read:

- North
- South
- East
- West
- Lurk
- Item

If the Marauder die rolls a direction, move the Marauder in that direction until it has used all of its movement (as determined by the D6), keeping track of the number of moves it has made. Like players, the Marauder may not enter the same room twice in one turn. If the Marauder reaches a dead-end, the Marauder's turn ends. If the Marauder reaches a wall but can turn, it may continue moving:

- if there is only one possible direction for it to move, the Marauder will move in that direction until it reaches another wall or dead-end.
- if there is more than one direction, roll a D6. If the result is even, the Marauder turns to its left and if odd it moves to its right, based on its direction of travel.

Unlike the player, the Marauder ignores Event, Item and Skill Check rooms and passes through them with no action.

If the Marauder rolls “Item”, an item card is drawn for the Marauder and placed face-down on the play surface. The Marauder does not have any effects from items and any items drawn by it must remain secret.

If the Marauder rolls “Lurk”, the Marauder does not move for its turn and takes no actions.

Marauder Combat

If at any point in the Marauder’s turn it passes through a room which contains 1 player, the Marauder will attack the player, regardless of whether or not the Marauder has moves remaining.

If at any point a player enters a room with a Marauder and only a Marauder, the player will attack the Marauder, regardless of whether or not the player has moves remaining.

If a player begins a turn alone in a room with the Marauder, unless it has just been summoned there and has not rolled for movement (whether it actually moves or not), the player will *instantly* begin combat with the Marauder before the rest of their turn may occur. If the Marauder begins its turn alone with a player it ignores the player and proceeds as normal.

The Marauder will pass through any rooms containing two or more players as if they are empty.

Combat with a Marauder is similar to combat with a player, except that the Marauder has a much lower pool of possible health (ranging from 2 to 7 HP). The attacker rolls first (any player may roll for the Marauder), and applies any buffs or debuffs from items for abilities (only abilities in the Marauder’s case).

The defender then rolls and applies buffs and debuffs as appropriate. Combat with the Marauder lasts only one round, and it is possible to end in a tie with neither party taking damage. If one rolls higher than the other (after applying buffs and debuffs) they are the winner and the loser takes HP damage equal to the difference in the dice.

Note that ability or item cards which refer to combat involving another *player* do not apply to combat with the Marauder.

If the Marauder takes damage, change its hitpoints die to reflect its current total. If the Marauder is down to 1HP, remove the die from play.

If the Marauder completely runs out of hitpoints, the Marauder is defeated for the time being and removed from the dungeon until re-summoned by an event card, at which point it is a new Marauder with new HP and a new ability.

The player who reduces the Marauder to zero HP may choose one of the Marauder’s items to take for themselves, if the Marauder had drawn any. If the Marauder had not, they may draw one item card from the deck at random. Instead of taking an item, a player may choose to restore

up to 5HP for themselves, up to their maximum. Discard any of the Marauder's item cards which remain.

After combat, if the player has any remaining movement points, they may continue their movement phase and the rest of their turn as normal. The Marauder's turn ends if it enters combat.