



7th Seal RULEBOOK

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And I saw in the right hand of him that sat on the throne a book written within and on the backside, sealed with seven seals. And I saw a strong angel proclaiming with a loud voice, "Who is worthy to open the book, and to loose the seals thereof?"

Revelation 5:1 and 5:2



7th Seal is a solo boss battler game based on managing dice rolls, in which you will face the Final Judgment at the end of days. Your goal is to open the seals of this scroll and confront the wrath of a supreme being who has unleashed an avalanche of furious beasts and demons determined to bring an end to humanity. Can you convince the Great Creator that human beings deserve another chance?

Thematically, *7th Seal* is a gaming anthology of gods, beasts, and demons that brings together supernatural beings from different cultures around the world into a single little booklet, graphically adapted in an informal and fun way (without any pretense of representing any of these cultures or traditions in an accurate or realistic manner). All of them are associated with chaos, destruction, and the regeneration of life. If you are interested in learning more about them, you can scan the QR code.



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COMPONENTS



24 Seal cards
12 Underworld cards, 12 Overlords



4 starting cards
2 Ancestral Places, 2 Heroes (double-sided)

42 Underling cards



12 Comet cards
(yellow)



16 Sun cards
(red)



9 Moon cards
(purple)



5 Star cards
(blue)

21 colored dice



6 black dice
(wild)



5 pink dice
(life and courage)



5 turquoise dice
(cunning)



5 yellow dice
(strength)



5 skill markers



1 Apocalypse bag

GAME SETUP

1 THE SCROLL

The Scroll is made up of 8 cards arranged in 4 pairs. First, divide the Seal cards according to the number on their backs (I to VII and *Finis Mundi* ☠️) and shuffle each stack face down. Then, randomly take 1 card from each group and place them on the table in ascending order, creating a row, with the *Finis Mundi* card last. Return the remaining cards to the box; they will not be used in this game. Place 1 black die (its value does not matter) on top of each black square created between each pair of cards in the Scroll.

2 THE UNDERLINGS DECKS

Sort and then separately shuffle each of the 4 Underlings decks (Comet 🌠, Sun ☀️, Moon 🌙, and Star ✨), and place them next to the playing area.



3 YOUR CHARACTER

Take the double-sided starting cards and choose 1 Ancestral Place and 1 Hero, placing them together to create your Character for the game, with their own set of skills (Ancestral Place on the left and Hero on the right). Return the remaining cards to the box; they will not be used in this game. An excellent combination for your first game is *Stonehenge* and *Gilgamesh*.

4 THE CHARACTER DICE

Place 2 pink dice on the life spaces  on your Ancestral Place card with the 6 face up, and place the dice indicated by the Ancestral Place card next to your Character. At the beginning of the game, this will be 2 black dice and 1 die of the indicated color (yellow or turquoise).

5 THE SKILL MARKERS

You should always have a number of skill markers equal to the number of permanent skills your Character has. At the beginning of the game, this will be 2 markers. Each time you defeat an Overlord, you will gain a new permanent skill (and a new marker for your supply), so keep the remaining markers handy.

6 THE APOCALYPSE BAG

Put the rest of the dice in the bag.

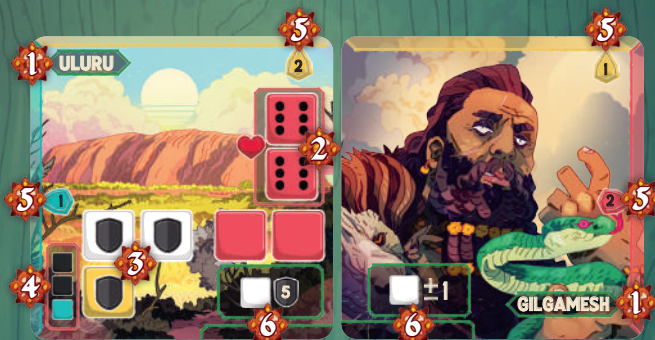


GOAL OF THE GAME

You must open the 7 Seals that enclose the Supreme One's book and face the apocalyptic judgment written therein. You must defeat 4 waves, and in each one, you will have to overcome an Overlord and, if possible, the Underlings who follow them. If you do not defeat the Underlings, they will hinder you in your mission. Each Seal you open brings you closer to humanity's ultimate destiny.

LAYOUT OF THE CARDS

← Ancestral Place and Hero cards →



- 1 Card's name
- 2 Life dice zone
- 3 Defense dice zone

- 4 Starting dice
- 5 Attack range
- 6 Skills

Underling cards



- 1 Card's name
- 2 Life (where the die is placed)
- 3 Attack requirement and damage inflicted
- 4 Fury track
- 5 Underling's attack effect
- 6 Area indicator
- 7 Fury skill activation
- 8 Single-use skill
- 9 Underling's Fury skill
- 10 Underling's single-use skill reminder

Underworld and Overlord cards (Seals)



- 1 Card's name
- 2 Life (where the black die is placed)
- 3 Attack requirement and damage inflicted
- 4 Underlings who follow this Overlord
- 5 Time track
- 6 Overlord's attack effect
- 7 Underling invocation
- 8 Overlord skill
- 9 Skill earned by defeating the Overlord
- 10 Additional black die reminder



The Underworld card "Irkalla" has a special requirement. When revealed, you must place a pink die from the bag with a value of 4 on it. This will act as a shield that you must eliminate (using 2 identical turquoise dice to subtract 1 point from the pink die) before you can attack the Overlord directly.

HOW TO PLAY

Setting up a wave

Open the 2 leftmost Seals that you haven't faced yet. In the 1st wave, cards I and II are flipped over; in the 2nd wave, cards III and IV; in the 3rd wave, cards V and VI; and in the 4th and final wave, cards VII and *Finis Mundi* are flipped over. These 2 cards are then placed in the center of the table to prepare the Overlord for the current wave (1 Underworld card and 1 Overlord card).



The first 2 opened Seals.

To prepare the Overlord, you must place the black die that was on top of the 2 Seal cards on the leftmost space of the Time track **a** with the indicated value facing up. This black die records the Overlord's life. When this die reaches zero, you have defeated them.



a Overlord life (black die), and **b** appearance of the Underlings.

OVERLORD SKILLS

Some Overlord skills, like this one, must be applied when the Overlord is prepared. All Overlord skills remain active until you defeat it.



When you prepare this Overlord, block 1 permanent skill of your choice (place a skill marker over 1 of your permanent skills).

To set up the Underlings who follow the Overlord, look at the lower left of the Underworld card  (see “Underworld and Overlord cards (Seals)” on page 7). The icons found there show how many Underlings there are and which decks of cards you must draw them from.

Each Underling has an area indicator that shows you where to place that card—either next to your Character or below the Overlord. There are 4 possibilities:



Left
Underling area



Right
Underling area



Front
Underling area



Overlord
Underling area

Some Underlings have more than 1 area indicator. In that case, you may choose the one you prefer. Underlings placed in the Overlord area must be placed below the Overlord and are activated during all enemy turns.



Underling with the Overlord's area indicator.



Gilgamesh has a range of 1 for the front area (yellow), allowing him to attack only the nearest enemy, and a range of 2 for the right area (pink), allowing him to attack up to the 2 nearest enemies.

Your Hero, along with the Ancestral Place, has 3 Underling areas: left, right, and front. Each Underling confronting you is placed in one of these card spaces matching their area indicator. Each area also has a range value. This is the maximum distance in card spaces from which your Character can attack an Underling.

You cannot attack Underlings beyond this range, but they can attack you; Underlings have no range limit for their attacks.

Underlings in the Overlord area are always “in range”, so you can always attack them.



After assigning the Underlings to their areas, draw a number of dice from the Apocalypse bag equal to the number of Underlings. Then, place 1 die of your choice on the first space of each Underling's Fury track, with the indicated value facing up. This is the life of the Underling, which you must reduce to zero in order to defeat them. This die also shows the Underling's Fury, depending on its position on the Fury track.



In this wave, you will face 1 Overlord and 3 Comet (yellow) Underlings.

GAME ROUND

A round is composed of 1 player turn and 1 enemies' turn: you will go first, and once your turn has ended, the enemy will take theirs. The game continues in this way until you defeat the Overlord or you fail in your mission, falling to their destructive power.



Your turn

During your turn, you must carry out the following steps in order:

- 1 Roll the dice
- 2 Modify the values of your rolls (optional)
- 3 Assign dice and perform your actions in any order:
 - a Attack
 - b Defend
 - c Recover life
 - d Activate single-use skills

1 ROLL THE DICE

At the start of your turn, you must roll all the dice that you have available (the pink dice in your life dice zone are not considered “available”). At the beginning of the game, you will have 2 black dice and 1 die of the color indicated on your Ancestral Place card (turquoise or yellow). At the start of each new wave, you will have the starting dice (2 black dice and the starting-color die), regardless of if any have been destroyed, plus 1 black die for each Overlord you have defeated.



OVERLORD SKILLS

Some Overlord skills, like these ones, must be applied right after your roll the dice. All Overlord skills remain active until you defeat it. After each round, the dice are reset (any locked or frozen dice are available to roll again). At the start of each new round and until you defeat the Overlord, you must apply them again: for example, in the skills below, you will have to lock, freeze or reroll a die of the indicated type, if there is any.



After rolling the dice, lock 1 die of the indicated type until your next turn (e.g., 1 die of any color with a value of 1).



After rolling the dice, freeze 1 die of the indicated type until your next turn (e.g., 1 die of any color with a value of 1).



After rolling the dice, reroll the highest-value die among them.

2 MODIFY THE VALUES OF YOUR ROLLS (OPTIONAL)

You may modify the values of your dice after you have rolled them by using skills. At the start of the game, you have 2 permanent skills available. You can use each skill once per turn by marking it with a skill marker. At the end of the round, remove the skill markers to indicate that they are available for your next turn. When you defeat an Overlord, you gain a new permanent skill and a skill marker. When you defeat an Underling, you gain a single-use skill.



Permanent skills for Stonehenge **a**, Gilgamesh **b**, Seal **c**, and single-use Underling skill **d**.

3 ASSIGN DICE AND PERFORM YOUR ACTIONS IN ANY ORDER

Now, you must assign your dice to the cards to perform actions: attack, defend, recover life, and/or activate skills.

OVERLORD SKILLS

Some Overlord skills, like these ones, limit your defense capabilities by preventing you from using certain dice as defense.



You cannot defend yourself with dice of the indicated type (e.g., all dice of any color with a value of 6).



(E.g., all even-valued dice of any color).



(E.g., all turquoise dice of any value).

a ATTACK

You may assign 1 or more of your dice to the enemy cards to attack them, if you fulfill the attack requirements. These requirements are shown on the top left of all enemy cards. Some enemies can be targeted with 2 different attacks: a simple attack (for less damage) and a complex attack (for more damage). The damage inflicted is related to the difficulty of fulfilling the requirement. You may make as many simple and/or complex attacks as you want to each enemy in each round.



A simple attack against Erlik Han requires only a single die showing 1 or 2, and inflicts 1 damage. A complex attack requires 2 dice with different values and inflicts 2 damage.

There are 2 types of attack icons:

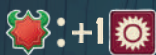


ATTACK THE OVERLORD

When you assign dice to attack the Overlord, reduce their life (black die) by an amount equal to the damage of the attack. If the black die reaches zero, you have defeated the Overlord for this wave (regardless of whether there are still Underlings or not) and this wave ends.

OVERLORD SKILLS

Some Overlord skills, like this one, are applied every time you inflict damage on the Overlord.



Each time you inflict damage on the Overlord, add the indicated amount of Underlings of the indicated type (e.g., add 1 Sun Underling).



ATTACK THE UNDERLINGS

When you assign dice to attack an Underling, reduce their life (colored die) by an amount equal to the damage of the attack AND **move the die 1 space forward on the Fury track** (it always moves only 1 space per attack, regardless of how much damage it caused).

If the die reaches zero, you defeat that Underling. Then, place the Underling card in your Corpse pile (see "Defeating an Underling" below). However, if the die reaches the end of the Fury track while the Underling still has life, their Fury skill is immediately activated: flip the Underling card over and resolve their Fury skill (see page 16).

DEFEATING AN UNDERLING

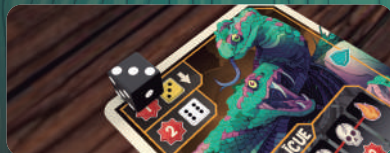
When you defeat an Underling, take their die and add it to your supply (you can use it starting in the next round). Also, flip the Underling card over and place it in your Corpse pile. From now on, you may use the single-use skill shown (you can use it from this moment on).

When you use an Underling skill from your Corpse pile, discard that card into a discard pile next to the matching colored deck. If at any time a deck runs out of Underlings, create a new one by shuffling the matching discard pile so more Underlings are available.

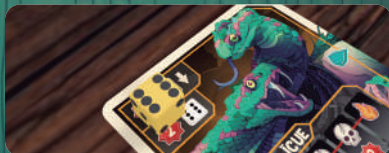


Corpse pile with unlocked single-use skills.

Note that some cards require you to assign dice with a specific color and/or value. A white-colored die printed on a card means that you can assign dice of any color. Black dice work as wildcards: they may be assigned to any color requirements.



Black die placed on top of a yellow requirement.



Yellow die placed on top of a white requirement.

DEFEND

You may assign 1 or more dice to your defense zone to protect yourself from the damage inflicted by your enemies during their turn. Pay attention to the requirements on each card: you can place any die in the white spaces, while only dice of the matching color or a black die can be placed in a yellow- or turquoise-colored space.

When you are attacked during the enemies' turn, you can defend yourself with the dice you have assigned to your defense zone. They reduce the damage of the enemies' attack by the amount shown, and their values are reduced accordingly.

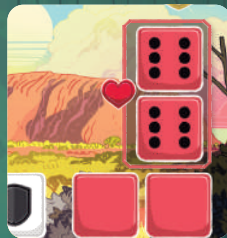
If the damage from the attack is greater than the value of the defense die(s), apply the difference by reducing the value of your Character's life (pink dice), distributed however you prefer (for example, if an enemy deals 6 damage, and you have 2 life dice, with values of 6 and 4, you could reduce the 6-valued die by 6 points [to zero], or reduce each die by 3 points, or reduce one by 2 points and the other by 4 points, etc.).

If a life die reaches zero, remove it and place it back in the Apocalypse bag. If, at any time during the game, you run out of pink dice in your life zone, you have been defeated and lose the game.



RECOVER LIFE

If you defeat an Underling in which you placed a pink die, you will gain that die. After rolling the dice, you may assign these pink dice to other actions as usual, or you can use them to increase your Character's life by assigning them empty spaces in your life zone (you can only add a die to your life zone if there is an available space). Dice in your life zone are locked there and cannot be rolled again at the start of your turn, as they are now part of your Character's life. You cannot assign black dice to these spaces.



Uluru life zone.

ACTIVATE SINGLE-USE SKILLS

You can activate skills on Underling cards in your Corpse pile by assigning dice that fulfill their activation requirements. After using the skill, discard the card (see "Defeating an Underling" on page 13).

The more Underlings you defeat, the more single-use skills you will have available.

← Enemies' turn →

Once you have assigned all your dice and carried out their effects, the enemies' turn starts. First, you must advance the Overlord's Time track by moving the black die 1 space to the right (unless a skill has paused it).

- a** Activate any effects shown on the new space from top to bottom. This may add specific Underlings, allow them to recover life, or trigger other effects.
- b** Then, all Underlings in the Overlord area and in the areas matching the color(s) shown on the current space attack, inflicting the damage indicated on their Fury tracks. If the space has a "x2" in it, those Underlings attack twice.
- c** Finally, the Overlord will attack, inflicting damage on your Character as indicated below the die on the Time track.



Move the die on the track and activate the new space: trigger effect **a**, the Underlings in the areas that match the colors attack **b** and the Overlord attacks **c**.

Damage inflicted by your enemies is applied first to the dice in your defense zone, and then to your Character's life. If you run out of life, you lose the game.

If you survive all enemy attacks, recover all the dice and skill markers from any skills used in the previous round (remember that pink dice in your life zone are not available), and a new round begins with your turn.

INFINITE REPEAT

Some Overlords have the infinite repeat icon , which means that whenever the die has to move forward, it will not do so and will activate the last space it is on instead.

If the infinite repeat icon has a plus sign , in addition, it will activate the space to its right, but the die still remains in the last position on the Time track.



END OF A WAVE

When you reduce the value of the Overlord's black die to zero, they are defeated and the wave ends. Before the next wave begins, you must carry out the following steps in order, or you can save the game (see "Saving the game" on page 18):

1 DISCARD THE UNDERLINGS OF THE PREVIOUS WAVE WITH ONGOING SKILLS

Place the Underlings with ongoing skills that have been active during this wave (the ones that were placed near the Overlord) in their corresponding discard piles.

2 ANY UNDERLINGS WHO SURVIVED ACTIVATE THEIR FURY SKILLS

Flip over any Underlings you have not yet defeated and resolve their Fury skill effects in any order of your choosing. There are 2 types of Fury skills, depending on their effect: immediate and ongoing.



IMMEDIATE

Skills with negative effects that you must apply immediately when they are revealed. After applying the effect, place the card in the discard pile matching the Underling's color. It is possible that, when you defeat an Overlord, the immediate effects of the remaining Underlings may still cause you to lose the game.



ONGOING

Skills with negative effects that last until the next wave. Place ongoing skills next to the upper-right edge of the new Overlord card (when it is revealed, on step 6). They are added to the Overlord's skills. When you defeat that Overlord, these ongoing skills are also discarded.



Example of ongoing Underling skills added to the Overlord's skills.

3 CHOOSE A PERMANENT SEAL SKILL

Flip over the 2 cards of the defeated Overlord. Each of them shows a skill. Choose the one you prefer (keeping in mind that you cannot have 2 copies of the same permanent skill), and slide it under your Hero card so that only the skill is visible.



Example of the 2 Seals and their skills.

From that point on, you gain a new permanent skill for the remainder of the game. Take 1 additional skill marker and return the card you did not choose to the box.

4 CHARACTER DICE

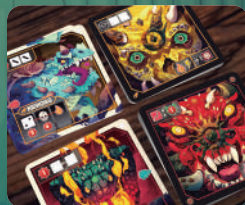
Return all of your Character's dice to your supply (shown in the lower-left side of your Character), along with the black die from the recently defeated Overlord (you will find a red box next to your new permanent skill to remind you of this).



3 Character dice + 1 die of the defeated Overlord.

5 CLEAN UP THE PLAYING AREA

Put the rest of the dice back in the Apocalypse bag, including any dice you had obtained by defeating Underlings during the round, except pink life dice, which you keep in your life zone. Place any Underling cards still on the table that don't have ongoing skills (and any that are in your Corpse pile) in their matching discard piles.



Discard piles of Comet and Sun Underlings.

6 START A NEW WAVE

Flip over the next 2 Seals, as described on page 8.

END OF THE GAME

You win the game if you are able to defeat the Overlord of the 4th wave and are still alive after resolving all the surviving Underlings' Fury skills.

You lose if any Underling or Overlord reduces your life to zero.

SAVING THE GAME

When an Overlord is defeated, you can save the game. Before flipping over the next 2 Seals, take a picture of the game to record the life dice and their values, your permanent skills, your Ancestral Place and Hero cards, the Underlings that will accompany the next Overlord, your available dice and the Seals that have not yet been opened. Later, when you want to continue the game, you can reconstruct the situation as per the photograph, then turn over the next 2 Seals to begin the following wave.

PLAYING A SHORTER GAME

A full game of *7th Seal* lasts about 70 minutes. However, if you do not have that much time available, you can play shorter games in which you face only a single wave.

Seals 1 and 2: Start as usual (around 10 minutes).

Seals 3 and 4: Start with 1 random permanent skill from Seal 1 or 2 (around 15 minutes).

Seals 5 and 6: Start with 1 random permanent skill from Seal 1 or 2, and another one from Seal 3 or 4 (around 20 minutes).

Seals 7 and 8: Start with 1 random permanent skill from Seal 1 or 2, another one from 3 or 4, and a third one from Seal 5 or 6 (around 30 minutes).

GAME ICONS



Any die



Yellow or black die



Pink or black die



Turquoise or black die



Yellow, turquoise, or pink die (not black)



Multiple dice



Take 1 die from the Apocalypse bag and roll it (return it to the bag after applying the effect)



Die of X value or higher



Die of X value or lower



Highest value die



Die with an even value



Die with an odd value



Life die



Increase 1 life die to its max. value (6)



Reroll



Destroy 1 die (return it to the Apocalypse bag)



Destroy 1 black / yellow / pink / turquoise die



Lock 1 die (until your next turn)



Lock 1 black / yellow / pink / turquoise die



Lock 1 die (until this Underling is defeated)

A locked die cannot be used nor modified by any skill or effect.



Freeze 1 die

A frozen die cannot be modified by any skill or effect.



Recover the indicated life



The Overlord recovers the indicated life



Inflict the indicated damage to an Underling / to you



Inflict the indicated damage to the Overlord



Block the indicated damage



Comet Underling



Sun Underling



Moon Underling



Star Underling



Left, right, and/or front areas



Left area



Right area



Front area



Move 1 Underling to any area



Underling's Fury track



Sudden defeat



Infinite repeat



Underling's Fury skill



Immediate skill



Ongoing skill



Permanent skill

In any icons, requirement or skills, the dice may be different colors: yellow, pink, or turquoise. A white die can be any color. When a specific color is required (yellow, pink, or turquoise), you must use a die of that color or a black die. When a specific value is required, you must use a die that displays that value. A die with no value can be any value.

ATTACK REQUIREMENT ICONS

 The minimum sum of multiple dice (e.g., 13 or more).	 1 die of the indicated value or lower (e.g., 3 or less).
 X dice of the same value (e.g., 2 dice with the same value).	 1 die of the indicated value or higher (e.g., 4 or higher).
 X dice of different values (e.g., 2 dice with different values).	 1 die of the indicated value (e.g., exactly 5).
 1 die with an even value.	 1 die of any value.
 1 die with an odd value.	 1 die from the options shown.
 X dice that add up to Y number (e.g., 2 dice that add up to 7).	 You must eliminate the pink die before attacking the Overlord (see page 7).
 Destroy 1 die (return it to the Apocalypse bag).	 After assigning the indicated dice, reroll them and check if the requirement is met (e.g., reroll a 6 and check if it is a 4 or higher).
 Lock 1 of these dice until this Underling is defeated.	

OVERLORD'S TIME TRACK ICONS

 All Underlings at the area(s) of the indicated color are activated (e.g., pink area).	 If the Time track die reaches this space, you lose the game.
 (E.g., yellow and turquoise areas).	 Before activating the Underlings at the indicated area(s), add 1 Underling of the indicated type (e.g., 1 Sun Underling).
 (E.g., pink, turquoise, and yellow areas).	 Activate the Underlings at the area of the highest-value die among the dice you have rolled.
 Enable infinite repeat (see page 15).	



In addition to activating the Underlings at the indicated area(s), lock 1 die of the indicated color (e.g., lock 1 black die); at the start of your next turn, before rolling the dice, lock the indicated die until your next turn.



In addition to activating the Underlings at the indicated area(s), all Underlings with a life die of the indicated color increase their life by the indicated amount, while remaining in the same position on their Fury track (e.g., Underlings with pink dice increase their life by 1).



In addition to activating the Underlings at the indicated area(s), destroy 1 die of the indicated color (return it to the Apocalypse bag).



In addition to activating the Underlings at the indicated area(s), all Underlings with a life die of the indicated color are activated (e.g., Underlings with turquoise dice).



Reveal the bottom card of the Underlings of the indicated type's deck (e.g., Sun Underlings) and resolve its Fury skill.



Take 1 die of the indicated type from the Apocalypse bag and roll it. Apply the effects shown on the icon below it and return the die to the Apocalypse bag.



Reroll the indicated locked die and apply the corresponding effect depending on the result.



PERMANENT SKILL ICONS



Reroll the die assigned to this skill and reassign it.



± 1

Add or subtract the indicated amount from the die assigned to this skill, then reassign it (e.g., add or subtract 1).



Use the die assigned to this skill as if it were any of the other colors.



Assign 1 die of the indicated type to gain additional life points (e.g., 1 pink die of any value).



Assign 1 die of the indicated type to increase 1 pink life die to its maximum value (6) (e.g., 1 die of any color with a value of 4).



Assign all dice of the indicated type to this skill and reroll them (e.g., all dice of any color with a value of 2), then reassign them.



Assign 1 die of the indicated type as an additional defense die (e.g., assign 1 turquoise die of any value).



5

Assign 1 die of the indicated type to use it as a defense die of the indicated value (e.g., assign 1 die of any color and value to use as a shield of 5).



Assign 1 die of the indicated type to move 1 Underling to any area (e.g., assign 1 die of any color with a value of 5).



Swap the value of the die assigned to this skill (e.g., 1 for 6 or 6 for 1), then reassign it.



You have 1 additional space to assign a pink life die.

OVERLORD SKILL ICONS

All Overlord skills remain active until you defeat it. These skills are applied when you prepare the Overlord, after you roll the dice, when you assign your dice, or when you attack the Overlord.



After rolling the dice, lock 1 die of the indicated type until your next turn (e.g., 1 die of any color with a value of 1).



After rolling the dice, freeze 1 die of the indicated type until your next turn (e.g., 1 die of any color with a value of 1).



After rolling the dice, reroll the highest-value die among them.



When you prepare this Overlord, block 1 permanent skill of your choice (place a skill marker over 1 of your permanent skills).



You cannot defend yourself with dice of the indicated type (e.g., all dice of any color with a value of 6).



(E.g., all even-valued dice of any color).



(E.g., all turquoise dice of any value).



Each time you inflict damage on the Overlord, add the indicated amount of Underlings of the indicated type (e.g., add 1 Sun Underling).

FURY SKILL ICONS



Freeze all dice of the indicated type (e.g., all dice of any color with a value of 4).



Destroy 1 of your life dice (return it to the Apocalypse bag).



You take the indicated amount of damage (e.g., 5 damage).



At the start of your next turn, add the indicated amount of Underlings of the indicated type (e.g., add 1 Sun Underling).



At the start of your turn, after rolling the dice, lock 1 die of the indicated type until your next turn (e.g., 1 die of any color with a value of 4).



Reroll your life die with the highest value.



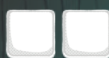
At the start of your turn, before rolling the dice, lock 1 die of the indicated type until your next turn (e.g., 1 black die of any value).



After rolling the dice, reroll 1 die of the indicated type (e.g., reroll 1 die of any color with a value of 6).



SINGLE-USE SKILL ICONS



Reroll and reassign the dice of the indicated type (e.g., 2 dice of any color and value).



Change the value of the die assigned to this skill to any value and reassign it.



Assign 1 die from the options shown to prevent the Overlord's Time track from advancing this round (in the enemies' turn, activate the space where the die is located).



Assign 1 die from the options shown to inflict the indicated amount of damage on the Overlord.



Use the die assigned to this skill as if it were any of the other colors.



Add and/or subtract the indicated amount from the indicated dice assigned to this skill, then reassign them (e.g., add and/or subtract 1 from 2 dice).



Assign 1 die of the indicated type to use it as a defense die of the indicated value (e.g., 1 pink die of any value for a shield of 6).



Destroy 1 die of the indicated type to use it as a defense die of the indicated value (e.g., 1 pink die of any value for a shield of 12).



Assign 1 die from the options shown to inflict the indicated amount of damage on an Underling (e.g., assign 1 die of any color with a value of 5 or 6 to inflict 1 damage).



(E.g., assign 1 die of any color with a value of 6 to inflict 1 damage).



Destroy 1 die of the indicated type to inflict the indicated amount of damage on an Underling (e.g., destroy 1 die of any color and value to inflict 5 damage on an Underling).



Destroy 1 die of the indicated type to inflict the indicated amount of damage on the Overlord (e.g., destroy 1 pink die of any value to inflict 1 damage on the Overlord).



Move the die 1 space backward on the Fury track of an Underling of your choice.



Assign 1 die of the indicated type to increase 1 pink life die to its maximum value (6) (e.g., 1 turquoise die equal to or lower than 3).



(E.g., 1 turquoise die equal to or higher than 4).



Assign dice of the indicated type to cancel an Underling's ongoing Fury skill until the Overlord is defeated (e.g., 2 turquoise dice of any value).



Swap the value of the die assigned to this skill (e.g., 2 for 5 or 5 for 2), then reassign it.



Increase 1 pink life die to its maximum value (6).



Move 1 Underling to any area.



Double the value of 1 die, then reassign it.



Change the value of all dice of the same value to the indicated value (e.g., to value 5), then reassign them.

GAME SEQUENCE

1. SETTING UP A WAVE (SEE PAGE 8)

Open the 2 leftmost Seals that you haven't faced yet and prepare the Overlord. Place the Underlings following them facing your Character or below the Overlord, depending on their area indicators.

2. YOUR TURN (SEE PAGE 11)

- 1** Roll dice.
- 2** Modify the values of your rolls (optional).
- 3** Assign dice and perform your actions.

YOU HAVE DEFEATED THE OVERLORD

- a** Resolve the Fury skills of any Underlings that were not defeated.
- b** Choose 1 permanent Seal skill.
- c** Reset the core components and start another wave (step 1).
- d** If you are still alive and there are no more Seals to open, you have won!

YOU HAVE NOT DEFEATED THE OVERLORD

- a** It is now the enemies' turn (step 3).

3. ENEMIES' TURN (SEE PAGE 15)

- 1** The Time track advances.
- 2** Activate Time track effects.
- 3** Activate Underlings in the indicated areas.
- 4** The Overlord attacks.

HAVE YOU BEEN DEFEATED?

If you run out of pink life dice, you lose the game.

ARE YOU STILL ALIVE?

Proceed to your next turn (step 2).