

# RISK OF RAIN

THE BOARD GAME





- |                                 |                                   |                             |                                 |
|---------------------------------|-----------------------------------|-----------------------------|---------------------------------|
| <b>A.</b> Weather Board         | <b>H.</b> Monster Info Cards      | <b>N.</b> Boss Health       | <b>U.</b> Active Action Marker  |
| <b>B.</b> Level Up Token        | <b>I.</b> Monster Action Cards    | <b>O.</b> Boss Tokens       | <b>V.</b> Survivor Info Card    |
| <b>C.</b> Weather Tracker       | <b>J.</b> Locations               | <b>P.</b> Boss Info Card    | <b>W.</b> Survivor Health Dial  |
| <b>D.</b> Difficulty Card       | <b>K.</b> Interactables           | <b>Q.</b> Boss Action Cards | <b>X.</b> Survivor Level Dial   |
| <b>E.</b> Monster Level Tokens  | <b>L.</b> Discoveries             | <b>R.</b> Common Items      | <b>Y.</b> Survivor Action Cards |
| <b>F.</b> Monster Health Tokens | <b>M.</b> Monster Movement Arrows | <b>S.</b> Uncommon Items    | <b>Z.</b> MUL-T Tool Token      |
| <b>G.</b> Spawn Cards           |                                   | <b>T.</b> Legendary Items   |                                 |



## Overview

**Risk of Rain:** The Board Game is a cooperative roguelike game for 1-4 players. Each player takes on the role of a Survivor, sent down to the surface of Petrichor V in search of the remnants of a previous crew. As your escape pod lands on the surface you realize that to live long enough to find others, you must explore, get stronger, and eventually find a way out

The game is divided into sessions. Each session consists of one stage and takes 60-90 minutes to complete. At the end of a stage, you may save your current Run or continue on to the next stage immediately. If you can make it through 3 stages, you can confront the final boss on Commencement.

This demo will take you through stage 1 on Titanic Plains.

## Setup

This demo is already set up for Stage 1 on Titanic Plains.

Follow these steps to finish setup.

- 1. Difficulty:** The Drizzle difficulty card (D) is on the 1-3p side, if playing with 4 players flip (hover over the card and press 'F') the card to the 4p side.
- 2. Choose Seats:** Each player chooses a character and selects the color seat beneath them (SEAT 1, 2, etc). Once all players have a seat, place the miniatures on their info cards (V) on the central "Escape Pod" location (J).
- 3. Take Cards:** Each player (called "Survivors" throughout this rulebook) takes the 6 cards (Y) to the right of their Health (W) and Level (X) dials and places them in their hand. These are your action cards.
- Note:** If a player selected MUL-T (SEAT 4), they start with the **tool token** (Z) on their Survivor info card with the blue side faceup.
- 4. If playing Solo/2 Player:** choose an Ally Drone (unlock "L" and flip "F" an unused Survivor info card, each has a Drone on the back).

- a. Choose a Drone color and take the matching Drone tokens. Place the large Drone token on the central Escape Pod location (J). Place three (Solo) or two (2 Player) small Drone tokens next to the Drone card, return any remaining to the supply.

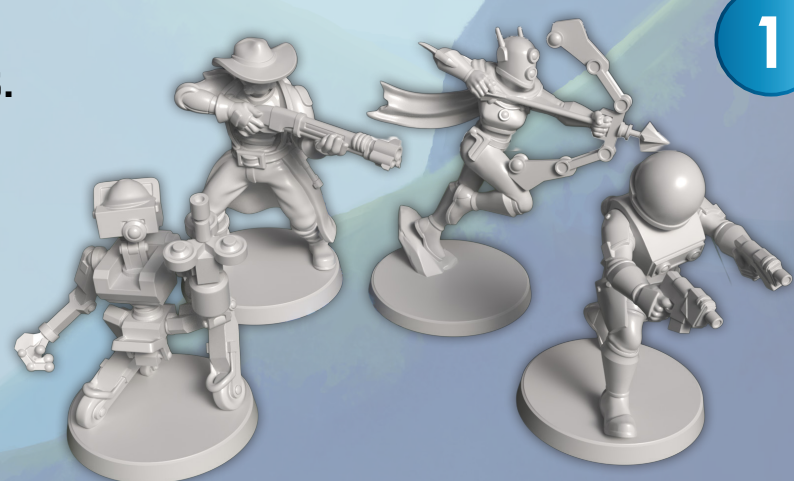
For rules on how to use an Ally Drone, see **Ally/Survivor Drone Gameplay** [pg. 07].





# Goal of the Game

**You are Survivors.**  
Use your actions to explore, defeat monsters, find loot, and complete objectives.



1



2

Defeat monsters to fill the monster track and level up.



3

Complete objectives to reveal locations and discovery tiles.



5

Locate and complete all objectives surrounding the teleporter to start the Teleporter Event (boss fight).



4

Find interactables to gain items and grow stronger.



6

Defeat the Boss Monster to escape through the teleporter and win!

If all Survivors die, you lose!

# Gameplay

Each Stage is played in rounds until the survivors either win or all survivors die. Each round is split into three phases: the **Planning Phase**, the **Action Phase**, and the **Weather Phase**.

## 1. PLANNING PHASE

During this phase, survivors select a card to be their action card for the round. Survivors may freely communicate during the game, sharing card details, how fast they can act, and what they plan to accomplish on their turn.

**In Each Planning Phase:**

1. Each survivor chooses an action card from hand and adds it facedown to the action row.
2. Add the top action card from the Small, Medium, and Large monster decks facedown to the action row.
3. Reveal all cards in the action row. Order them from left to right, going from fastest (<<<) to normal (<<) to slowest (<).

**Action Row Tiebreakers:** If multiple cards have the same speed value, break the ties as follows:

- **Monster tied with Survivor:** Monster goes before survivor.
- **Monster tied with Monster:** Larger monster goes before the smaller monster.
- **Survivor tied with Survivor:** Survivors decide which card goes before the other.

# Action Cards

Action cards represent the attacks, movements, and other skills used by both survivors and monsters. All action cards have a speed, which determines what order actions are taken in each round. Cards with faster speed (<<<) will go earlier, whereas cards with slower speed (<) will go later.

## Survivor Action Card Anatomy

1. Card Speed
2. Range (if any)
3. Action Icon(s)
4. Card Art
5. Card Name
6. Action Text
7. Survivor Icon
8. Survivor Name



## Monster Action Card Anatomy

1. Card Speed
2. Monster Name
3. Monster Image
4. Monster Size
5. Action Text
6. Secondary Action (if any)



## II. ACTION PHASE

During this phase, the action row is resolved from left to right with each monster type and each survivor taking their turns when the active action marker is on their card.

**Each Action Phase follows these steps:**



1. Place the active action marker on the leftmost action card.
2. Resolve the marked action card, then move the active action marker to the next card in the action row.
3. Repeat step 2 until there are no more cards in the action row.
4. If the Level Up token is at the end of the action row, survivors level up (see Level Up [pg. 10]).
5. Continue to the **Weather Phase**.

## Monster Actions




If the active action marker is on a monster card, that monster type will activate, resolving its card. Each monster of the current type activates the text of the action card (use the **Stage Diagram** [pg. 16] to determine activation order).

### Dealing Damage

If the monster deals damage, all survivors in the indicated range ("in this location", "in adjacent locations", "in this row") are dealt the damage shown on the action card.

When a survivor is dealt damage they decrease their Health dial by 1 for each damage taken (if there is a  next to the damage icon, the damage is increased by the number of  tokens that monster type has on their info card). If a survivor's health ever reaches 0, that survivor dies (see **Survivor Death** [pg. 7]).

### Moving

The monster moves the number of spaces shown on the action (if there is a  next to the move icon, the monster moves an additional space for each  token on its monster info card). When moving, it follows the monster arrows () to the next location.

- To avoid moving monsters that have already activated, place the newly moved monster on the far right edge of the new location, then continue resolving monsters. Once all monsters have moved to their new locations, place them fully in the monster area on the right side of the location.
- Each location has a monster limit (shown as squares in the top right of each location). If a monster tries to move to a location that is already at the monster limit, it ends its movement in its current location and the **weather track** increases by 1. The monster then continues resolving its action.
- If there are no monster arrows leading away from its location, it ends its movement in its current location and the **weather track** increases by 1. The monster then continues resolving its action.

**When activating monsters, remember the following:**

- If the monster cannot take its action, resolve the "IF IT CANNOT" secondary ability, if able.
- If none of that monster type attacked, resolve the "IF NONE DEALT DAMAGE" secondary ability, if able.
- If a monster is stunned, stand its mini back up (this counts as resolving its action, so it does not activate any "IF IT CANNOT" or "IF NONE DEALT DAMAGE" secondary ability).
- If there are no monsters of that type on the stage, ignore the card text, increase the **weather track** by 1, then spawn a monster of that type on its spawn location(s). If the spawn location is at the monster limit, increase the **weather track** by 1 instead.

### Survivor Death

If a survivor's health reaches 0, they die. If there are still other Survivors alive, the dead survivor will become a Survivor Drone (see Ally/Survivor Drone Mode below).

### Ally/Survivor Drone Mode

When a survivor dies and becomes a survivor drone, follow these steps:

1. Flip the survivor info board over to the drone side. Place three armor tokens on it.
2. Remove any survivor specific tokens from the board (leave item tokens) and discard all survivors cards in hand or action row. Follow any drone setup steps shown on the card.

3. Choose a drone color and take the drone tokens matching that color. Place the large drone token in the location where the survivor died then remove the survivor mini. Place 2 small drone tokens next to the drone card.

### Ally/Survivor Drone Gameplay

Each round, all Ally/Survivor drones follow these steps:

#### I. Planning Phase

After adding the top action card for each monster, each drone places their action tokens on cards in the action row. A drone cannot place more than one token on a card.

#### II. Action Phase

When an action card with a drone token comes up in the action row, follow these steps:

1. Before resolving the action card, the controller of the drone takes the token from the card then chooses an available drone action to take by placing the token on that action.
- Each action takes one token and can only be used once per round.
- When taking actions, the drone can give the action to a survivor in range of the drone.
- If a Survivor in range of a drone would take damage, the drone can remove an armor to prevent that damage.

#### End of Round

Remove all tokens from the drone actions and place them next to the drone card.



## Survivor Actions

If the active action marker is on a survivor card, that survivor takes their turn now. Survivors can take any actions or resolve effects in any order, but must always fully resolve the current effect before beginning to resolve the next.

### Card Actions

Each card has between 1-3 action icons and a text box.

- If an action icon has an \*, that action is modified by the text as shown on the card.
- Any action can be spent as an Interact action.

### Actions



#### Attack

The Survivor deals their damage value to a monster within orthogonal Range (beneath the speed value of the action card).

- If you deal enough damage to kill a monster, place it on the leftmost open space of the **monster track** (at the top of the Weather board) and gain any reward listed on the Monster Info card. If you place a monster on the Level Up token space, remove the token and place it at the end of the Action Row.
- Damage dealt to monsters can be combined over multiple attacks/effects in a single turn, but does not carry over past the turn in which they are dealt.

### Kill Rewards

- S**: No Reward
- M**: ♦ Gain 1 Gold
- L**: ♦♦ Each Survivor gains 1 Gold.



#### Move

Move a number of spaces equal to the survivor's current Move value.

- Unless stated otherwise, a survivor may only move orthogonally.
- If you move over a facedown Interactable token, turn it faceup (this does not count as your Interact action for the turn).
- If you end your movement on a Location where you meet the requirements for an Objective, complete it (see **Objectives [pg. 10]** for steps on completing an Objective).
- Some Locations with the Danger symbol prevent a survivor from moving onto or through them or require you to take damage when you move to or away from them.



#### Move/Attack

Choose and take either a Move or Attack action.



#### Heal

A survivor in your location Heals 1.

- A survivor may never heal above their Max Health (shown on the survivor level dial).



#### Armor

Gain an Armor token and place it on your Survivor Dial.

- A survivor may never have more than 3 Armor tokens.

Armor can prevent damage from monsters or locations.

**When a Survivor with armor tokens would take damage:**

1. Reduce the damage by the number of Armor tokens that Survivor has (take any remaining damage to their health).
2. Return one Armor token to the supply.



#### Interact

When interacting, perform one of the following:

- Choose and reveal an adjacent facedown Interactable token.
- Complete an objective with an Interact symbol. Spend an interact action and pay the cost shown on the location to complete the objective. See **Objectives [pg. 10]** for more information.
- Use an adjacent faceup interactable or discovery:
  1. Pay the cost shown on the token or tile. Usually this is gold, but there may be other costs or no cost.
  2. Gain the benefit of the token or tile. There are many different interactables and discoveries with various benefits. See Interactables [pg. 16] and Discoveries [pg. 16] for the full descriptions.
  3. Unless otherwise noted, remove the token or tile from the game.

**Any action can always be spent as an Interact action.**







## Reset

Each survivor has an action card called **Reset**. This card allows all survivors to get back and refresh their cards and items. Like other actions, the **reset** can be done in any order on that survivor's turn.

When a survivor **resets**:

1. All survivors return all cards in their discard pile to their hand.
2. All survivors flip all facedown item cards faceup.
3. All survivors gain any effects that trigger during "Reset".

The **reset** card also has a **weather icon**, so it will increase the **weather track** by 1 during that round's Weather Phase.

A **reset** card can never be discarded. During the End of Round, return it to the survivor's hand.

## Support Bonus

Each survivor has a Support Bonus, shown on their survivor info card. This bonus is active for that survivor as long as they are in a location with another survivor or drone.

### Level Up

Survivors level up by placing monsters on the monster track. When they reach the Level Up token, it is moved to the end of the action row. When the active marker reaches the Level Up token, resolve the following steps:

1. Each survivor increases their Level dial by 1.
  - **Damage/Move Value:** This is the survivor's new value for attacking/moving.
  - **Max Health:** This is your new maximum health value. When your max health increases, also increase your current health dial by 1.
2. Continue to the **Weather Phase**.

## Objectives

Each location (except Escape Pod) has an objective that can be completed to help survivors reveal discoveries and find the teleporter. To complete an objective, the survivor must be on the location (or end their movement on the location) and have all requirements of the objective met. If you do, take the following steps:

1. Choose an undiscovered adjacent discovery tile and flip it faceup.
2. If there are no undiscovered discovery tiles adjacent to your location, the survivor may choose any undiscovered discovery tile to flip instead.
3. Remove all pieces from the location and flip it to the side with the blue border then return all pieces to the location.
4. Gain any  when flipped bonus from the location.

## Item Cards

To survive on Petrichor V, you are going to need items. Items can usually be found in chests and come in three rarities: **Common**, **Uncommon**, and **Legendary**. They are also split into three categories: Damage, Healing, and **Utility**.



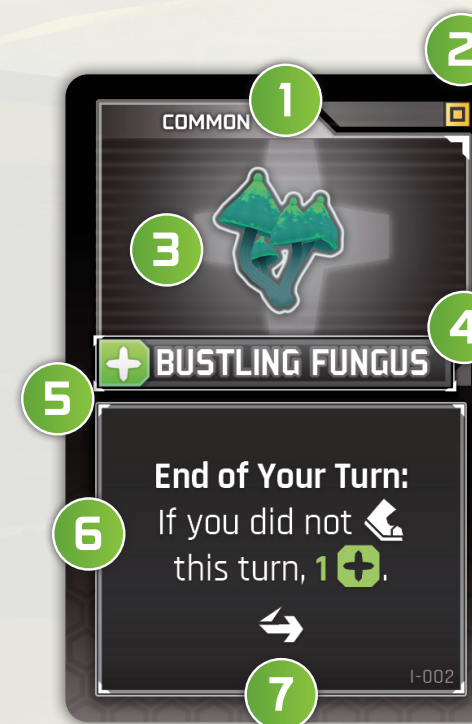
**Damage** items grant extra attacks, bonus damage, or faster actions.



**Healing** items grant healing in various ways.



**Utility** items can prevent damage, gain extra movement, and a variety of other effects.




### Item Card Anatomy

1. Item Rarity
2. Upgrade Resources
3. Item Image
4. Item Name
5. Item Type Icon
6. Item Text
7. Flip Icon (if any)

## Gaining and Using Items

When a survivor gains an item, it is placed faceup below their player board.

- A survivor may have no more than six items at any time. If a Survivor gains an Item and already has six, they can choose to replace an existing Item or discard the new Item.
- A survivor may use an Item during any turn as long as they meet any requirements of the Item (ex. "When you attack", "If you did not Move this turn", etc).
- If an item deals damage (with no +X before the damage icon), it deals damage equal to your attack damage value.
- If an Item has a  flip icon, it must be flipped facedown after being used. A facedown item cannot be used. When any survivor plays their Reset card, all survivors are able to flip all facedown items faceup.





### III. WEATHER PHASE



During this phase, the **weather track** increases, causing the monsters of Petrichor V to get stronger and spawn.

Each Weather Phase follows these steps:

#### 1. Check Monster Track

- A. If the Level Up token has been removed OR if the **monster track** is full, return all monsters on the **monster track** to their supplies.
- B. If the Level up token is in the action row, return it to the track one space farther than where it was taken from (see the dots underneath the last three spaces). If the survivors have leveled up three times already this stage, the token is instead removed from the game and they cannot level up again this stage.

#### 3. Resolve Weather Track

- A. For each **weather icon** visible, the **weather track** increases by 1 space.

Weather icons can be commonly found on:

- The Difficulty card
- Uncompleted locations (usually one per stage)
- Teleporter tile (once reveled)
- Survivor Reset action card (in the action row)

If the **weather track** reaches the difficulty card, a Weather Event is resolved. Otherwise, continue to the End of the Round.

### Weather Event

If the weather marker reaches the difficulty card, finish the current turn (ignoring any additional weather increases) then perform the following steps:



1. Determine how many Monster Level tokens are added (based on difficulty card).
2. Reveal the top card of the Spawn deck. Next to the monster icon in the top box is either a Level symbol or a Health symbol.
  - Level Symbol - Place a (+) token on the info card of the first monster shown on the Spawn card.
  - Health Symbol - Flip the health token of the monster type on the Spawn card (it should now have a health value 1 above what it was previously). If the health token has already been flipped, place a (+) token on the monster instead.
3. If there are two level icons on the difficulty card, discard the revealed Spawn card and repeat step 2 again.
4. Resolve the currently revealed Spawn card up to the current survivor count (see **Spawn Cards [pg. 13]**), ignoring any weather increases from full locations.
5. Return the weather tracker to the start of the **weather track**.

### Spawn Cards

Spawn cards place new monsters onto the Stage, either on their spawn locations or right on top of a survivor. When you draw a Spawn card, resolve from the top down each spawn action until you reach the number in parentheses. If there is a Survivor icon, instead resolve until you reach your player count. There are two types of Spawns:

- Location Spawn: Take a monster of the type shown from the supply and place it onto the matching spawn location.
- Survivor Spawn: Take a monster of the type shown from the supply and place it onto the location with the indicated Survivor:
  - A. **1st:** The survivor whose card is first in the action row.
  - B. **2nd:** The survivor whose card is second in the action row.
  - C. **3rd:** The survivor whose card is third in the action row.
  - D. **Last:** The survivor whose card is last in the action row.

While Spawning, remember the following:

- Some Stages have multiple spawn locations for certain monsters types, always spawn one on each for location spawns.
- If you run out of spawn cards to draw, shuffle the discard pile and create a new spawn deck.

- If there are not enough monsters in the supply to spawn, take them from the monster track instead. If there are none on the monster track, do not spawn a monster and increase the weather by 1 instead. If the weather marker reaches the end of the track, a Weather Event [pg. 12] will be resolved at the end of the turn.
- If the location already has the maximum number of monsters (shown as dots on the top right of the location), do not spawn a monster and increase the Weather instead. If the weather marker reaches the end of the track, a Weather Event [pg. 12] will be resolved at the end of the turn.
- If survivors die and you need to spawn monsters on "X survivor", instead spawn on a survivor drone's location. If there are multiple survivor drones, choose a different one for each spawn.

#### Spawn Card Anatomy



1. Top Spawn (Small spawns on 1st Survivor's location)
2. Monster Level token (Only used during Weather Events: Small monster info card gains a + token)
3. 2nd Spawn (Large spawns on Large spawn location)
4. 3rd Spawn (Small spawns on 3rd Survivor's location)
5. Last Spawn (Medium spawns on Medium spawn location)



## END OF ROUND

After the **Weather Phase**, follow these end of round steps:

### 1. Discard Action Cards

- A. Survivors take their action card from the action row and place it into their discard pile.

**NOTE: If it is a Reset card, it always returns to the survivor's hand.**

- B. Monster action cards are placed face down on the bottom of their action decks.
- C. If there are any Survivor or Ally Drones, return all tokens from the card to the supply. Reset to the number of tokens based on survivor count (3 for Solo, 2 for 2/3/4p).

### 4. Check Teleporter

- A. If all Objectives surrounding the revealed Teleporter discovery tile have been completed, the Teleporter is charged and the Teleporter Event will begin. Go to Teleporter Event.
- B. If all surrounding Objectives have not been completed or the Teleporter tile has not been revealed, begin a new round starting with the **Planning Phase**.

## Teleporter Event

If the Teleporter is charged, the Teleporter Event will begin. To set up the Teleporter Event, follow the Setup steps shown on the chosen Boss card then begin a new round with the Planning Phase.

**Once the Teleporter Event begins, the Survivor's objective is to kill the Boss Monster.**



## Boss Monsters

The guardians of the teleporters on Petrichor V, these Boss Monsters are standing between you and escaping. Rounds play out the same, with the following exceptions:

### I. PLANNING PHASE

- Place the top card of the Boss action deck facedown into the Action Row. The back of each Boss Action card shows what other monster types will activate that turn. Add a card from each monster type shown facedown into the Action Row.

### II. ACTION PHASE

- Boss Monsters are considered to be in each location surrounding the Discovery tile space they are on, making those locations Range 0 for any Attack action.
- Boss Monsters cannot be pushed, or pulled.
- If a Boss Monster would be stunned, they instead take 1 damage.
- While the Boss Monster is on a Discovery Tile, the tile is considered blank and cannot be interacted with (this also prevents the Weather increase from the Teleporter tile).
- When the Boss Monster moves, it moves to the next clockwise Discovery Tile space even if there is no Discovery Tile there (see the Stage diagram [pg. 16] for the potential movement locations).

### END OF ROUND

1. Return all action cards

- The Boss monster action card is placed facedown on the bottom of their action deck.

### WINNING/LOSING

If all Survivors die, they lose. The run is over, but you would still gain some Unlocks.

If the Boss Monsters' Health reaches 0, the Survivors win immediately (do not finish the current round) and would go on to gain Rewards and Unlock new content, then continue their run on the next Stage.

## 🔒 Rewards/Unlocks

Each time you defeat a Boss Monster, you will gain Uncommon Items and Upgrade one of your Action cards.

Each time you play a session, you will be able to Unlock new content, including:

- New Discovery Tiles
- New Items
- New Gameplay Modules
- New Survivors





## Interactables



### Gold Barrel

All survivors gain 1 Gold from the supply



### Health Barrel

A survivor in your location gains 1 Health .



### Small Chest (Common)

*Cost: 1 Gold*

Gain the top card of the Common Item deck



### Category Chest

*Cost: 2 Gold*

Reveal items from the top of the Common Item deck until you reveal an item matching the category of the chest (Damage , Healing , Utility ). Gain it and discard the other revealed item cards.

- If you reveal an Item Rarity upgrade, discard it and begin revealing cards from the next highest rarity (Uncommon, Legendary) until you reveal a matching item type instead.

## Icon Glossary



Survivor



Discard



Damage



Monster



Item



Flip



Kill



Range



Weather Increase



No Monsters



Spawn



Gold

## Discoveries



### Teleporter

Once revealed, the survivor's goal is to complete all surrounding objectives to begin the Teleporter Event. Increases the weather track by 1 each round once revealed.



### Multishop Terminal

*Cost: 3 Gold*

Reveal the top 3 items of the Common Item deck. Choose one to gain, then discard the rest.

- If you reveal an Item Rarity upgrade, discard it and reveal an item of the next highest rarity (Uncommon, Legendary) instead.



### Large Chest (Uncommon)

*Cost: 3 Gold*

Gain the top card of the Uncommon Item deck.

- If you reveal an Item Rarity upgrade, discard it and gain the top Legendary Item instead.

## Stage Diagram



Discovery Tile/Boss Movement Locations

