

# HEROES OF BARCADIA™



Heroes from all across Barcadia have gathered to claim glory in the realm's greatest drinking competition! Alas, on the eve of the festivities a band of monsters have stolen all the drinks and hoarded them somewhere in a mysterious, sprawling dungeon! Do you have what it takes to outmaneuver your opponents and become the hero who reclaims the precious Drink Hoard?

## Object of the Game

The object of *Heroes of Barcadia* is to be the first player to collect three Power-Ups and reclaim the Drink Hoard by defeating the Grand Drink Guardian (see *Drink Hoard*, pg.4). There is only one Drink Hoard in the dungeon, and it could be anywhere! Explore the dungeon to find it as you collect rewards by battling Monsters and Bosses. Don't let your Health Bar Cup hit empty or it's back to the Starting Point with you!

## Game Components

◆ 6 Health Bar Cups



◆ 6 20-Sided Dice (D20)



◆ 57 Rooms



◆ 25 Power-Ups



◆ 75 Loot Cards



◆ 16 Traps



◆ 6 Signature Move Cards



◆ 6 Reference Cards



◆ 5 DIY Loot Cards



◆ 1 Sword of Revealment



## ◆ Setting up the Game ◆

- 1 Place the Starting Point, which consists of seven hexes with a wooden pattern (see *Starting Point*, pg.3). If you are just learning to play, we suggest creating the layout shown in the example.
- 2 Each player selects a Health Bar Cup and fills it to the “FULL” line with a beverage of their choice. They then place their respective cups onto the Starting Point. Each player is given the Signature Move Card that corresponds with their character and places it on the table in front of them.
- 3 Shuffle the remaining 50 rooms face down with the identical stone pattern sides facing up. Make sure the “Drink Hoard” room is mixed in. *\*If playing with 2-3 players, we recommend you remove 20 rooms from the dungeon in the following amounts: 2x Magic Pournal, 4x Rewards, 4x Bosses, & 10x Monsters. Please note that with fewer players, each player is likely to take more damage during the game.*
- 4 Equally distribute the rooms amongst all the players. You then build the dungeon together by placing the rooms, keeping them face down the entire time. Each room must be built off of the Starting Point or off of another room. Otherwise, you may build in any direction you choose. Continue until all the rooms are placed.
- 5 Shuffle the deck of Loot Cards and the deck of Power-Ups, setting them both face down near the dungeon. Deal 3 Loot Cards to each player. Players may look at their Loot Cards.
- 6 Finally, each player rolls a 20-sided die (D20). The player with the highest roll will have the first turn.



*Example of an acceptable dungeon once all rooms have been placed*

- 1 Starting Point
- 2 A Room
- 3 Loot Cards
- 4 Power-Ups
- 5 Signature Move Card
- 6 Traps

## ◆ The Game Turn ◆

- ◆ All movement is made with a player’s Health Bar Cup.
- ◆ Each player must complete **ONE action per turn**. There are three types of actions:

### 1 Reveal & Enter A Room

The player reveals one room adjacent to the room they occupy by flipping it over. The type of room the player reveals will determine what they must do to enter it (see *Types of Rooms*, pg.3). For example, if a player reveals a Monster, they must defeat that Monster to enter.

### 2 Enter Revealed Rooms

The player may enter up to two revealed rooms that are adjacent to the room they occupy. The player may enter just one revealed room if they choose, but this still counts as a full action.

### 3 Attempt to claim the Drink Hoard

If the Drink Hoard is revealed, the player is adjacent to it, and they have three Power-Ups, then they may attempt to claim it by battling the Grand Drink Guardian. **Defeat it to win the game!**

- ◆ A player’s turn ends when they cannot move their Health Bar Cup any further.
- ◆ Between each player’s turn, all players can play as many Loot Cards from their hand as they choose. The Loot Cards must say ‘play between turns’ to be used at this time.
- ◆ Once all players have had a chance to play Loot Cards, the next player clockwise begins their turn. It may be helpful to announce to the group when you are starting your turn.

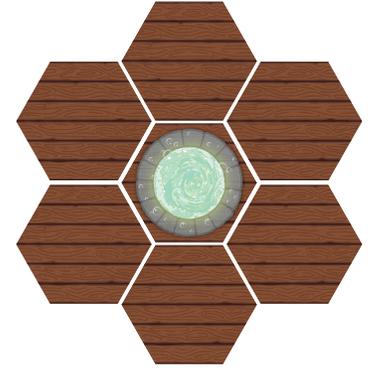
## ♦ Types of Rooms ♦

There are several different types of rooms in the dungeon. Only one player may occupy a room at a time excluding the Starting Point (see below).

### THE Starting Point

All players begin the game on the Starting Point. The Starting Point consists of seven hexes, but counts as a single room. This means that while standing on any part of the Starting Point, a player has access to all rooms adjacent to the entire Starting Point. Once the Starting Point is placed at the beginning of the game, it cannot be moved by the effects of Loot Cards or Power-Ups.

- ♦ All players may occupy the Starting Point at the same time.
- ♦ The Starting Point may not be trapped.
- ♦ The Starting Point is a Magic Pourtal (see *Magic Pourtals*, pg.4).



### Monsters

When a player reveals a Monster, they must battle it by rolling a D20. The player must roll a number equal to or higher than the Monster's level to defeat it. Otherwise, they lose the battle.

- > **If the player loses**, the Monster is placed face down in the same position. The player may not progress forward into the room. The player must then drink a portion of HP out of their Health Bar Cup equal to the Monster's attack damage.
- > **If the player wins**, the Monster is defeated and remains revealed for the rest of the game. The player progresses into the room and claims the reward for defeating the Monster. Once a Monster is defeated, any player may enter that room without a battle. They will not receive any rewards upon entry.



- 1 Monster's Level
- 2 Monster's Attack Damage
- 3 Monster's Name
- 4 Reward for defeating Monster

### Monster Team Battles

Monster Team Battles are the same as Monster Battles with a few exceptions. When a player reveals a Monster Team Battle, they must choose another player from the group to be their teammate. Both players roll a D20, adding their rolls together to defeat the Monster Team Battle's level.

- > **If the players lose**, they both drink HP equal to the Monster Team Battle's attack damage.
- > **If the players win**, both players get the reward for defeating the Monster Team Battle.



### Rewards

When a player reveals a Reward, they enter the room. Rewards grant you Loot Cards or Power-Ups which you collect immediately upon entering.

- ♦ When a Reward is revealed, it remains revealed for the rest of the game.
- ♦ A Reward works only once per game for the player who first reveals it.



## Magic Pountals

When a player reveals a Magic Pountal they enter the room. When standing on a Magic Pountal during their turn, a player may choose to teleport to another revealed Magic Pountal.

- Using a Magic Pountal does not count as an action.
- Once revealed, a Magic Pountal remains revealed for the rest of the game.
- A player may use only one Magic Pountal per turn.
- The Starting Point is a Magic Pountal.



## Bosses

When a player reveals a Boss, they must choose another player from the group to be their opponent. That opponent will embody the role of the Boss for that battle. Both player and Boss roll a D20. The higher number wins. Reroll if there is a tie.

- Some Power-Ups grant additional attack power to a player in a Boss battle. These Power-Ups apply regardless of whether the player is challenging a Boss or acting as one.
- **If the player loses**, the Boss is placed face down in the same position. The player may not progress forward into the room and no rewards are given. The player must then drink a portion of HP out of their Health Bar Cup equal to the Boss's attack damage.
- **If the player wins**, the Boss is defeated and remains revealed for the rest of the game. The player progresses into the room and claims the reward for defeating the Boss. Once a Boss is defeated, any player may enter that room without a battle. They will not receive any rewards upon entry. The player acting as the Boss must then drink a portion of HP out of their Health Bar Cup equal to the Boss's attack damage.



- 1 Boss's Attack Damage
- 2 Boss's Name
- 3 Reward for defeating Boss

## THE Drink Hoard

When a player reveals the Drink Hoard, they must attempt to claim it by battling the Grand Drink Guardian—provided they have three Power-Ups. If the player does not have three Power-Ups, then their turn ends. If the player does have three Power-Ups they must roll a number equal to or higher than the Grand Drink Guardian's level to defeat it, otherwise they lose the battle.

- When the Drink Hoard is revealed, it remains revealed for the rest of the game. It cannot be entered unless you defeat it.
- **Power-Ups, Loot Cards, and Signature Move Cards that apply against Monsters and Bosses may not be used during battles with the Grand Drink Guardian. You must roll a 15 or more to win.**

**If the player loses**, the Drink Hoard remains revealed, but the player cannot progress forward into the room. The player must drink a portion of HP out of their Health Bar Cup equal to the Grand Drink Guardian's attack damage.

**If the player wins the battle**, they progress into the room and win the game! Huzzah!



- 1 Grand Drink Guardian's Level
- 2 Grand Drink Guardian's Attack Damage

## Loot Cards

Loot Cards have various effects to assist you or hinder your opponents. They are acquired by defeating Monsters, Bosses, and encountering Rewards in the dungeon. Loot Cards are held in your hand, **for your eyes only**.

- Loot Cards must be played at **specific times during gameplay**, such as “Between turns” or “During your turn”. This is noted at the top of each card. Otherwise, there is no limit to the number of cards you can play at any given time.
- Loot Cards are discarded when their effect is used.
- There is no limit to the number of Loot Cards a player may have in their hand.
- If the deck of Loot Cards runs out, shuffle the discard pile to create a fresh deck.
- Some Loot Cards have been left blank so you can create your own effects! →



- 1 Name of Card
- 2 When Card may be played
- 3 Card effect



## Power-Ups

Power-Ups are acquired by defeating Monsters, Bosses, and encountering Rewards in the dungeon. When a player collects a Power-Up, they must place it face-up on the table in front of them. The Power-Up grants a permanent ability that the player can repeatedly use as long as the card remains in their possession. **Collect three Power-Ups for the ability to challenge the Grand Drink Guardian and attempt to win the game!**

- Players may not have more than three Power-Ups at a time. If a player receives a fourth Power-Up, they must discard one of their choice. They do this by placing it in any unoccupied room of the dungeon, excluding the Starting Point and Drink Hoard if it is revealed. The next player to enter that room claims the Power-Up for themselves.



## Signature Move Cards

All players begin the game with a Signature Move Card that is unique to their character. These work similarly to Power-Ups, granting special abilities that you can use repeatedly (unless stated otherwise). Signature Move Cards remain in the possession of the player for the entire game. They cannot be lost, stolen, or dropped into the dungeon.



## Traps

The Trap Loot Card can be used to place a trap in any room of the dungeon that is unoccupied, including the Drink Hoard. It is possible to place up to three traps in a single room. If a player wishes to enter or reveal a room that is trapped, they must first **roll a 10 or higher** to disarm each trap.

- **If the player successfully disarms the trap,** the trap disappears and they may enter or reveal the room.
- **If the player fails to disarm the trap,** they take 10HP damage. The trap disappears and they may enter or reveal the room.



## ◆ Duels ◆

If a player wishes to move into an adjacent room that is occupied by an opponent, the player may choose to “Duel” the opponent for their spot. A player may only initiate a duel at the beginning of their turn, **before they have initiated an action.**

- 1 Both players roll the D20. The highest number is the winner. Reroll if there is a tie.
  - 2 The loser of the duel must drink 10HP from their Health Bar Cup.
  - 3 If the attacking player wins, they trade rooms with the opponent and may continue their turn. If the attacking player loses, they do not move into the opponent’s room and may continue their turn.
- ◆ Dueling does not count as an action.
  - ◆ A player may only duel once per turn.
  - ◆ If an opponent is standing on a Magic Pourtal that you wish to teleport to, you may duel them through the Magic Pourtal.



## ◆ Taking Damage and Death ◆

When a player takes damage, they must drink a specified amount of HP from their Health Bar Cup. Use the Liquid Life System™ markings on the side of the cup to determine how much to drink.

**When a player’s HP is gone, they are dead.** They must then do the following:

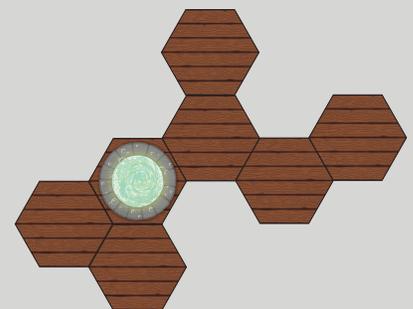
- 1 The dead player must drop one of their Power-Ups in the room their Health Bar Cup was in when they died. If they do not have any Power-Ups, ignore this step. The next player to enter that room claims the Power-Up for themselves. If a player dies while standing on the Starting Point, they simply discard the Power-Up and place it back on the bottom of the deck.
- 2 The dead player must then discard all of their Loot Cards except for one of their choice.
- 3 The dead player then moves their Health Bar Cup back to the Starting Point, fills their HP back to “FULL”, and they continue play as normal.



## For Experienced Players

**If you are looking for ways to change things up, consider these additional rules for experienced players.**

- **Versatile Starting Point:** Try building the Starting Point in a different layout than the standard ring (see *example to the right*). The only rule is that the rooms must remain connected. Otherwise, the Starting Point functions exactly the same as in the standard layout.
- **Crit Failure / Crit Victory:** Any time a player rolls a 1 they must give one of their Loot Cards to an opponent of their choice, and any time a player rolls a 20, they may draw one Loot Card.
- **Power Traps:** Players may place a trap on an opponent’s Power-Up to block them from using the card’s ability. The opponent can disarm the trap during their turn by rolling a 10 or higher. If they fail, the trap remains in place, and they may try again on their next turn. Only one trap may be placed on a Power-Up at a time. The trap is removed if the Power-Up is stolen by another player or placed/dropped into the dungeon. Only one trap may be placed on a Power-Up at a time.
- **Power-Up Frenzy Game Mode:** In this game mode, the objective is to have the most Power-Ups once all the rooms of the dungeon have been revealed. There is no limit to the amount of Power-Ups that a player can keep. Defeating the Grand Drink Guardian does not grant you victory in this mode, but instead rewards you with two Power-Ups. Once all the rooms have been revealed the game is over, and the player with the most Power-Ups wins. If the Power-Up deck is depleted, each time a player is granted a Power-Up as a reward they may steal one from an opponent.



## Common Questions

**Can I use a Loot Card that I received during my turn?** Yes, you can! For example, say it's your turn and you used your action to reveal a room. The room is a Monster and you defeat it, gaining you a Loot Card. The Loot Card happens to be a Dash. You are allowed to use that Dash Loot Card to gain another action during the same turn.

**Does the Room Swap Loot Card also move traps and Power-Ups?** Yes, when you use a Room Swap, any traps or Power-Ups in the rooms are moved as well.

**When is a room considered occupied? or revealed?** A room is considered occupied when a player's health bar cup is currently inside it. A room is considered revealed when it is flipped up, such as a monster or boss that has been defeated or a reward that has been claimed.

**Can I initiate a duel after using a Magic Poutal?** Yes, a player may initiate a duel on their turn, but it must be done before they have completed an action. Using a Magic Poutal doesn't count as an action, so go for it!

**Can I pass through the Drink Hoard without a battle?** No, you cannot enter the Drink Hoard room unless you have defeated the Grand Drink Guardian and won the game. Sorry, you'll have to find another way around!

**Do Drain and Boost Loot Cards remain in effect if a player uses a Redo?** No, playing a Redo Loot Card after losing a battle removes any loot effects from the previous battle. For example, say a player reveals a Monster, and one of their opponents plays a Mega Boost Loot Card to add +4 to the Monster's level. The player rolls the die and loses the battle, BUT they play a Redo Loot Card to try the battle again. For this second attempt, the Mega Boost Loot Card is no longer active, which means the Monster's level reverts back to normal.

**Do the different colors of the Loot Cards affect gameplay in any way?** No, but there is a logic behind why the Loot Cards are different colors:

- **GREEN:** Involve mobility, moving characters around the dungeon
- **BLUE:** Provide healing or other benefits
- **RED:** Used for offense and messing with opponents
- **ORANGE:** Affect the rooms of the dungeon
- **PURPLE:** Affect monsters



**Can I use a Thirst Aid Loot Card to avoid drinking?** No, you cannot forego drinking damage because you plan to heal yourself afterward. For example, say you lost a Monster battle and took 10HP damage, but you have a Thirst Aid Loot Card in your hand and plan to heal yourself 10HP between turns. You must drink the 10HP damage first, and then refill back to the same level.

**I failed to disarm a trap. Does that end my turn?** No, rolling to disarm traps does not count as an action, so even if you fail to disarm one, or several, you may still continue to reveal and enter a room.

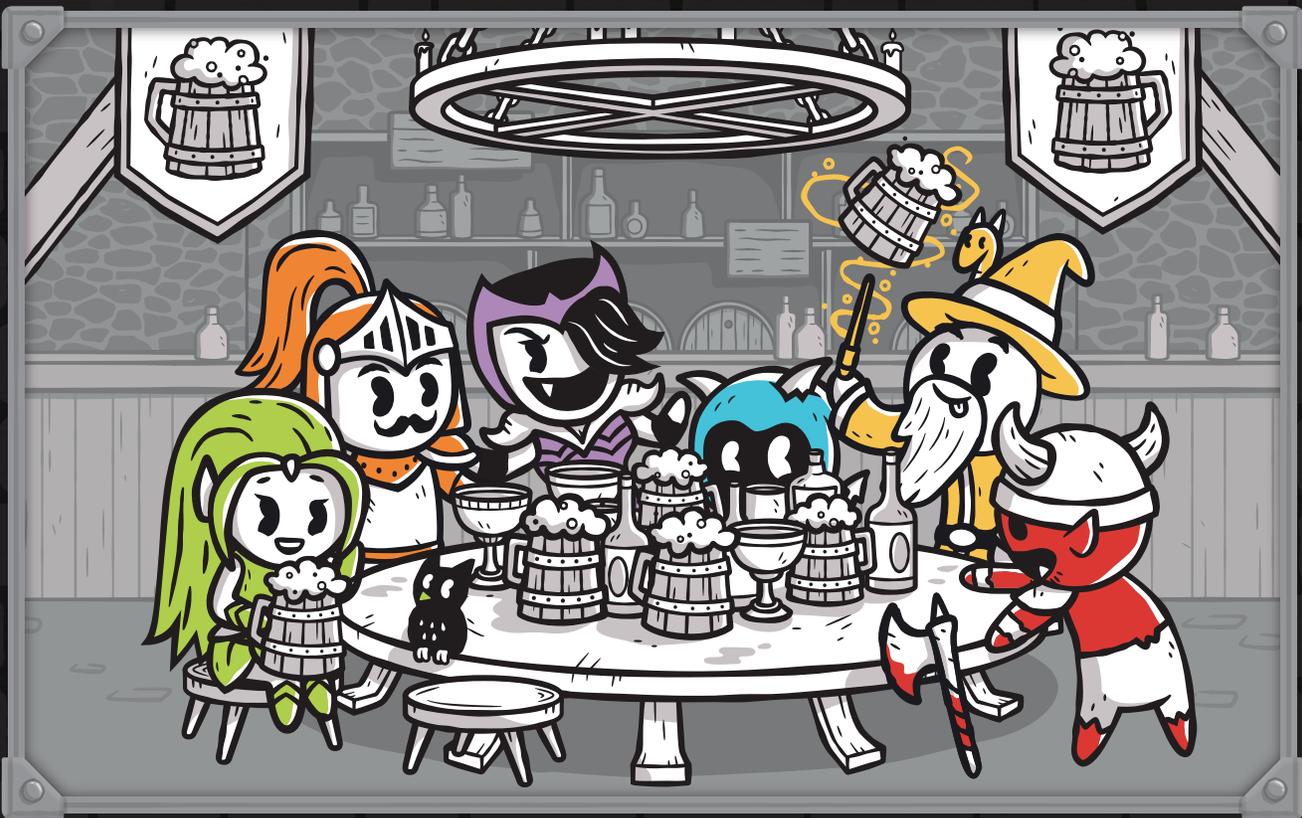
**What should I do if I get stranded by the Drink Hoard?** It is possible that a player could get completely cut-off from the rest of the dungeon because they do not have three Power-Ups, and the revealed Drink Hoard stands in their way. If you...

- Cannot access a Magic Poutal
  - Have no more rooms available for you to reveal
  - And have no Loot Cards or Power-Ups that allow you to escape
- Then, and only then, you may use your turn to teleport back to the Starting Point.



**What do we do with the Sword of Revealmant?** If you're having trouble picking rooms up off the table you can use the suction cup on the bottom of the Sword of Revealmant to help you out! It also doubles as a turn tracker.





Game Design and Illustrations by Maddy O'Neil

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**Please Adventure Responsibly**



Heroes of Barcadia™ has adult drinking references, but may be played with any liquid. Playing with solids or gases is also possible, but more difficult. We do not recommend misuse of alcohol including excessive consumption, drinking and driving/boating/jousting, and/or underage drinking. Heroes of Barcadia™ was designed to be a fun, casual, and lighthearted experience, so please dungeon crawl accordingly. We believe in moderation when playing our game, and encourage all heroes to decline drinking if they do not wish to drink (while still tracking their HP according to the rules of the game). We recommend that all players make arrangements for their personal safety and transportation before playing.

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