UNBROKEN™

RULES REFERENCE GUIDE

• A solo game of survival and revenge designed by Artem Safarov •

ALTEMA GAMES


1 Player


20-30 Minutes


Ages 13+

• Marc Goldner Robert Gross Rachel Korsen •

Golden Bell Presents GOLDEN GAMES™

LONG AGO...

Borne of Dark, a man and woman emerged from a shadow blanketing everything. It is said they were the first to breathe light and life into the world. Their love, pure and eternal, lasted for eons. Through their union, they discovered fire together, and spun worlds and universes on their fingertips. With the growing of their powers, the first witch and wizard found themselves bored and restless. For the world was beautiful yet empty.

Following this peace, the young witch and her wizard lover produced their only natural-born son. A pillar of flame. His candle burned bright, and both mother and father celebrated what their magic had created. Soon, the boy grew into a man — walking the grassy fields and stony hills of the world. Looking at the love they shared, the young man longed to create life like the world his parents created. Often, they would share stories with him about distant worlds he wished to see. However, unlike his parents, the son aged. Because of his mortality, he was granted a gift: foresight.

As the years passed, the man, now pale and feeble, foresaw his ordinary death. With every waning day, his body decayed and his mind often failed him. Possessed by envy, he craved the power to prolong life indefinitely. Yet, it was deep in the boiling depths that the son found his questions answered. Birthing new life only bred corruption, as foul, terrible creatures thrived in a place devoid of light. He stole from the Dark, and brought more mortals like himself into the world, and in doing so, unleashed a wide plague upon the earth. As it spread, the Scarred Wastelands grew, making the Dark stronger and his lifespan longer.

Granting life to others cast the light into shadow, shielding his identity while he prospered ruling over man, beast, and kingdom. His father saw his son soiling his creation, and a great war tore through their home. The powerless defied the World of Light, as the wicked son unleashed the Dark on humanity in a bid to claim a ruthless victory. Always sensing a darkness brewing in the boy, the parents could never bring themselves to act against their only true child. As a last noble gesture, the mother promised to seal away the fading light under the guise of an "Altema"; a compassionate spirit to guide those forever lost, usually marked by the footprints of a fox.

All of this happened long ago. Betrayed by their own blood, the mother and father were claimed by ancient forces and receded away...fading as the remnants of a fable. All that was left was their fleeting memory, long forgotten.

Thus, mortals only knew magic to be a ruinous curse upon their families, its darkness smothering all light. What followed was the first kings outlawing magic. They banished its discoverers to uncharted and rarely visited lands, keeping everyone safe from calamities with the light of the mother behind them. But in many circles, candles for the witch and the wizard were kept in windows, burning through the night to ward off a mysterious sickness. It was a hopeful offering to protect their homes from any looming disaster, should anything ever snuff out the fires of life.

THE WORLD OF UNBROKEN

Once named but now forgotten, the world exists in an eternal twilight.

The "Great Calamity" of unknown origins plunged the land, its bastions, and its hamlets into a gloom so impenetrable the denizens in the scattered kingdoms only know their vast surroundings as the Scarred Wastelands.

Magic, the likely source of the disastrous ruin besieging the world, is controlled by few and banned everywhere where light still peeks over the world. Its seductive power rarely aids the crumbling civilizations, as the impending "Dark" continues to overtake everything. Only a shared hatred for the horrors crawling out from the corrupted underground is enough to distract from the constant, destructive conflicts erupting on the surface. Deep underneath the stone and ash lies coveted treasure and untold secrets to unlock power beyond any mortal scope or common understanding. Yet the unknown darkness calls explorers all the same.

Despite the dangers of these expeditions, the people from the Iron Mines surrounding the Dark venture forth into the shadows of its underground caverns, doomed parties and pitiful bands marching to their imminent downfall.

As with most things, some secrets are better left undisturbed...

BACKSTORY

Venturing into this darkness was folly and you knew it. You went anyway, the promise of riches and glory seducing you and your companions. A hardened band of adventurers — or so you thought. The collapsed tunnel left you trapped. The monsters were ready, waiting. It was not a battle, it was a disaster. You were wounded, severely enough that your assailants didn't bother with a killing blow. Something murdered your friends and took your possessions, but they didn't finish you. Big mistake.

Teeth clenched, you patch up your wounds as best you can. A desire for revenge is smoldering inside you. There will be a price for the blood they spilled. You will make them pay. You have nothing left to lose as you struggle to free yourself from this cursed place. You stand up — wounded, lost, desperate. Your spirit, however, is unbroken.

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Dedication from Artem Safarov:

"For Alexandra, who taught me all I know about staying strong."

GAMEPLAY OVERVIEW

Unbroken is a solo game of survival and revenge. You play as an unfortunate adventurer who was left for dead in monster-infested caverns. Your goal is to collect enough resources to defeat 4 progressively-tougher monsters on your way to freedom and vengeance. If you are to succeed, you will need to gather every bit of your resolve and be smart with the resources found in these catacombs.

The game is played over the course of **4 Levels**. In each **Level**, you begin with the **Travel Phase**, in which you collect resources and prepare yourself for the coming battle. Then you encounter a monster in the **Combat Phase**. Should you survive the battle, you progress to the next **Level**. If you defeat the monster on **Level 4** [ ], and manage to not starve to death, victory is yours! You have reclaimed your freedom and exacted your vengeance. The game's flow is best learned from the **Quickstart Guide** and **Quickstart Reference Sheets**.



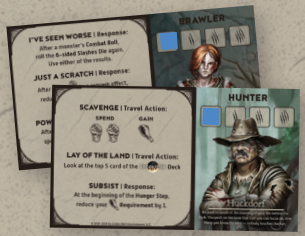
This **Fox**, a mysterious icon known in the lands as an ancient ***Altema™***, is used to go through each step of the game with the **Quickstart Reference Sheets** and will guide you in your journey through the Dark.

Throughout this **Rules Reference Guide**, key game terms are set in **bold** for quick, easy reference.
Visit **www.PlayUnbroken.com** to watch the **How to Play** video, learn more about the world of ***Unbroken***, access the game's original musical score, record your game results, and more. Enjoy!

COMPONENTS LIST

- **1 Quickstart Guide and 1 Quickstart Reference (2 double-sided sheets)**
- **1 Actions Guide and Symbol Guide (double-sided)**
- **2 Dual-Layered Tracker Sheets (single-sided)**
- **5 Character Sheets (double-sided and 1 Blank Sheet)**
- **9 Weapon Sheets (single-sided and 2 Blank Sheets)**
- **28 Monster Sheets (6 monsters for 4 different Levels and 4 Blank Sheets)**
- **1 Achievements Sheet (double-sided)**
- **1 Scorepad (20 Pages)**
- **100 Encounter Cards (including 8 Blank Cards)**
- **28 Skill Cards (including 2 Blank Cards)**
- **12 Condition Cards (including 2 Blank Cards)**
- **23 Tokens (12 Blue Tokens, 11 Red Tokens)**
- **1 Custom 6-sided Slashes Die**
- **1 Altema Fox Tracker Token**
- **1 Embroidered Velvet Bag**
- **1 Poster (double-sided)**
- **1 Rules Reference Guide**
- **1 Awesome Game!**

COMPONENTS



CHARACTER SHEETS contain information about abilities specific to the character you are playing. Only 1 character will be in play for any given game. The opposite sides of the **Character Sheets** have different art but are mechanically identical. Learn more about characters (on page 16).



MONSTER SHEETS represent the enemies that you encounter. They are organized into **4 Levels** ( ), with higher **Levels** representing more difficult monsters. The monster **Level** is displayed on the back of every sheet, while the bottom shows the monster number in that **Level**. Learn more about monsters (on page 13).



WEAPON SHEETS allow you to spend **Effort** to break **Armor** and inflict **Wounds**, helping you defeat monsters. You can only have 1 **Weapon** in play at a time. Learn more about **Weapons** (on page 15).



SCOREPAD/ACHIEVEMENTS SHEET are both used to keep track of your accomplishments. Record your score from each game you win and challenge yourself to gain these achievements. Learn more about scoring and achievements starting (on page 35).





ENCOUNTER CARDS represent the encounters you face during your travels, offering opportunities to obtain or exchange resources. If the deck ever runs out of cards, reshuffle the discard. Learn more about encounters starting (on page 22).

SKILL CARDS are usually obtained after victories in combat and offer additional abilities to help you on your quest. There is no limit to how many **Skill Cards** you can possess. **Skills** stay with you for the entirety of the game (unless instructed to discard). Learn more about **Skills** (on page 14).

CONDITION CARDS indicate temporary effects that apply to your character. These cards usually come into play through combat with monsters and are mostly negative. Learn more about **Conditions (**on page 17).

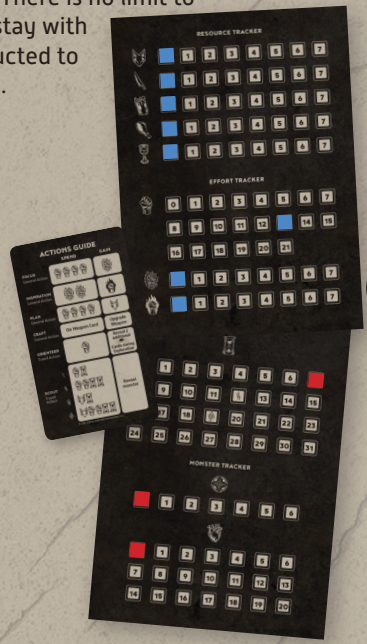


Unbroken uses a custom **6-sided Slashes Die**. Each face of the **die** represents a number from 1 to 6.





ACTIONS GUIDE, TIME/MONSTER TRACKER, RESOURCE/EFFORT TRACKER, BLUE, AND RED TOKENS will comprise your **Display** and are used to track information during the game. The back of the **Actions Guide** includes the **Symbol Guide** for easy reference (see **Setup** on page 8 and 9).



FOX TRACKER TOKEN/QUICKSTART REFERENCE SHEETS are used to track the phase you are on, the decisions you are able to make, and where they branch off. Use these to follow game flow step-by-step! Learn more about these phases (on page 19).

SETUP

Note: *Review the components laid out here. For quick and easy Setup follow these guidelines.*

Also, flip over the Quickstart Reference Sheets for the Quickstart Guide to start playing ***Unbroken*** *right out of the box!*

Active Skill(s)

Active Condition(s)

Place your **Bare Hands Weapon Sheet** face-up.
Active **Weapons** are always face-up.

Active Weapon



Shuffle **Encounter Deck** and place face-down.



Encounter Discard Pile

Shuffle the **Skill Deck** and place face-down.
Active **Skills** are always placed face-up.

Place the **Condition Deck** face-down and unshuffled.
Active **Conditions** are always placed face-up.

Skill Discard Pile







Select a **Character Sheet** and place a blue token as shown here.



Place the rest of the **Weapon Sheets** face-down, grouped together from **Basic** to **Advanced**.

Active Monster

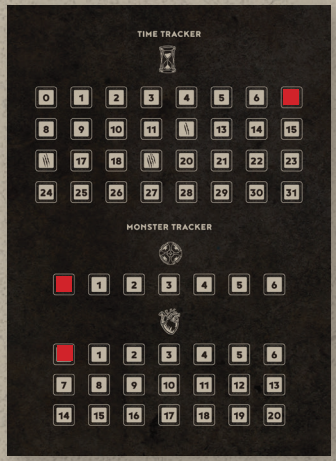


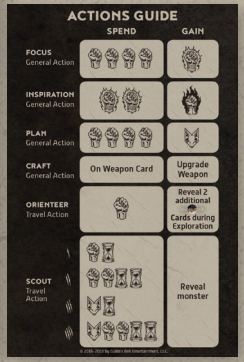
Place **Monster Sheets** ordered top to bottom from **Levels 1–4**, setting the **6-sided Slashes Die** aside. Active monsters are always placed face-up.





Place **Scorepad** and **Achievements Sheet** to the side until the end of the game.





Place the **Tracker Sheets** and blue/red tokens as shown. This is your **Display**. Every **Tracker** is dual-layered for easy sliding.





Place the **Quickstart Reference Sheets** and the **Altema Fox** token on **Travel Phase**, **Step 1: Preparation Step**.

RESOURCE TYPES

Resources are crucial to your success. They allow you to stay alive and fight monsters. Effects appearing on a variety of cards and sheets allow you to exchange certain resources for other types.

EFFORT

Effort is the **most important** resource. It is a measure of your life force, stamina, and determination. It is used to pay for many of your actions and, most importantly, to **attack** monsters. There are 3 categories of **Effort:**

> You are still alive if you have no **Effort** left. However, you will die when you must spend any **Effort** you do not have — for example, losing **Effort** when at 0 **Effort** to a **Wound** or hunger will kill you.

 **SMALL**

 **MEDIUM**

 **LARGE**

Each category is a distinct resource and is spent independently. However, you can spend **Effort** of a higher category in place of **Effort** of a lower category. To do so would be a desperate measure, but might just save your life! If you ever must lose **Effort** but do not have enough — you lose the game.



CUNNING

Not all problems are solved with brute force. Some obstacles will require a smarter, craftier approach. **Cunning** is a representation of how inventive and sneaky you can be. This is a resource that you use to learn more about your foes and to trick them without fighting.



FOOD

Revenge is hungry work! At the end of every **Level**, you will need to eat something. Being unable to do so will sap you of much-needed strength, and you could even die of starvation.



WOOD

You will not last long fighting with your bare hands, but crafting **Weapons** requires materials. **Wood** will help create these deadly instruments to bludgeon your enemies.



METAL

Metal will surely come in handy for the encounters to come. Also, **Wood** and **Metal** have uses, often violent, in addition to crafting so keep your eyes open and these resources in mind during your game.



TREASURE

Ah yes, the purpose of your original expedition! You will seldom find it useful down in the depths, but if you emerge alive, **Treasure** yields the most points in calculating the impressiveness of your unlikely victory.



TIME

On each **Level**, you only have so much **Time** to spend preparing and exploring before the monster becomes aware of you and attacks. Each **Encounter Card** carries a **Time Value**, and some actions do too, bringing you closer to the inevitable monster confrontation.

Track your current supply of resources by adjusting your tokens on the sheets in your **Display** — increasing when you gain a resource, and decreasing when you spend or lose a resource.

There is a separate resource bar for each type. You can never have more of any resource than the corresponding resource bar has space for; if you would gain more, the excess is lost.

Blue tokens are used on the **Resource Tracker** and **Effort Tracker**.

Red tokens are used on the **Time Tracker** and **Monster Tracker**.

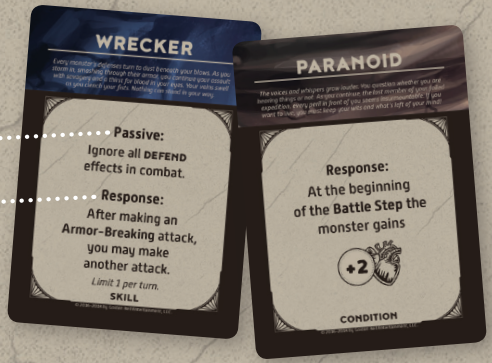


RESPONSE AND PASSIVE EFFECTS

RESPONSE and **PASSIVE**, these types of effects appear on most of the cards in ***Unbroken***. Remember to pay attention to these effects and take them into account when appropriate!

RESPONSE effects are triggered after a specific event or at a specific time, outlined in the description. **Response** effects listed on **Monster Sheets** and **Condition Cards** are mandatory, while those on **Character Sheets** and **Skill Cards** are optional. Unless noted otherwise, **Responses** can only activate once per trigger (e.g., you can only use the **Brawler's Power Through** once per attack, but you can do so again next turn). **Responses** are not actions and triggering these does not consume your turn in combat. If the same trigger activates several **Responses**, the player may choose the sequence in which these are resolved.

PASSIVE effects apply if the card with the effect is in play. **Passive** effects are always resolved after any applicable **Responses**. If several **Passive** effects are in play, the player chooses the order in which these are applied.



Passive effect

Response effect



MONSTERS

You will face 4 different monsters (1 per **Level**) over the course of the game, and each successive monster is harder to defeat than the previous foe. Each monster has several statistics listed on its sheet:

ARMOR
Certain monsters are well protected, and you will need to break their **Armor** before you can inflict any **Wounds**. Some **Weapons** are more efficient than others at breaking **Armor**. Certain **Skills** allow you to bypass **Armor** altogether.

HEALTH
A measure of the monster's toughness, which indicates how many **Wounds** you must inflict in order to defeat it. Use your **Weapons** and **Skills** — these offer a way to convert **Effort** (and sometimes other resources) into powerful attacks that inflict **Wounds**.

AMBUSH EFFECT
This effect occurs if you were ambushed by the monster due to running out of **Time** in the **Travel Phase**. Try to avoid being ambushed! If the monster does not have an **Ambush Effect** listed — no **Ambush** can occur!

TRICKERY COST
You can spend the listed resources in order to trick the monster and escape the **Level** without engaging them in combat. If the monster does not have a **Trickery Cost** listed — it cannot be bypassed this way.



COMBAT ACTIONS

When it is the monster's turn to act in combat, the **6-sided Slashes Die** is rolled to determine the result of their attack. Consult the **Combat Actions** table after each roll, then apply the corresponding effect.

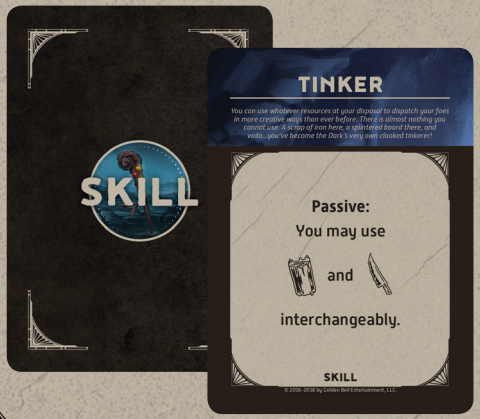
MONSTER NUMBER

When rolling the **6-sided Slashes Die** to randomly select a monster, consult this number (see page 25).

REWARD

If you defeat the monster in combat, you gain all of the **Rewards** listed here. If you bypass a monster with **Trickery**, you do NOT gain these **Rewards**.





SKILLS

Skills offer a host of benefits to survive the Dark in the form of effects, both **Passive** and **Response**. As long as you do not use **Trickery** to bypass the monster, you receive a **Skill** following every monster for the first 3 **Levels**. You draw 2 and pick 1. **Skills** remain in your possession for the entirety of the game. There is no limit to how many **Skills** you may own.

Skills can also be gained through rare encounters. Spend your resources wisely as you may find yourself a lot more effective depending on the choices you make in the game.

Some **Skills** even allow you to bypass **Armor** which can be helpful, while other **Skills** help you find new and violent uses for your resources.

***Note:** A few **Skills** allow you to use resources to inflict damage to foes so you stand to survive tight battles that much more. Manage your resources well enough, and you'll have more options during the **Combat Phase**.*

WEAPONS

Each **Weapon Sheet** lists ways you can spend **Effort** (and possibly other resources) to break **Armor** or inflict **Wounds** on a monster. Different **Weapons** are better at dealing with different monsters, and you can only have 1 **Weapon** equipped at a time, so plan wisely. Some **Weapons** are listed as "**Basic Weapons**" and others as "**Advanced Weapons**," and certain in-game effects will trigger based on which type of **Weapon** you have equipped.

You can **Upgrade Weapon** using the **Craft General Action**. Some **Weapons** list 2 potential upgrade options along with the cost of each upgrade in resources and **Time**. When you **Craft** a new **Weapon**, lay the new **Weapon Sheet** on top of the old sheet. You can upgrade a **Weapon** during the **Battle Step**, with the **Time Value** counting against the next **Level** (or paid in **Small Effort**, if **Level 4**). For example, the **Knife** is placed over **Bare Hands**; then an **Advanced Weapon** (the **Sword** on the right) is placed over the **Knife** as you upgrade your weapons in this instance.

You may voluntarily downgrade a **Weapon** as a **General Action**. This downgrade is permanent. This does not cost any resources but consumes your turn during combat as a **General Action**.

Some effects in the game can temporarily or permanently downgrade your **Weapon**. If an effect is temporary, set the **Weapon Sheet** aside for the noted duration. If it is permanent, return the **Weapon Sheet** to the **Weapon Deck**. In both cases your previous **Weapon** becomes your new current **Weapon**.

***Note:** You can never downgrade your **Bare Hands Weapon** or have 2 **Weapons** at the same time.*





Weapon Name

Upgrade Cost



Weapon Type

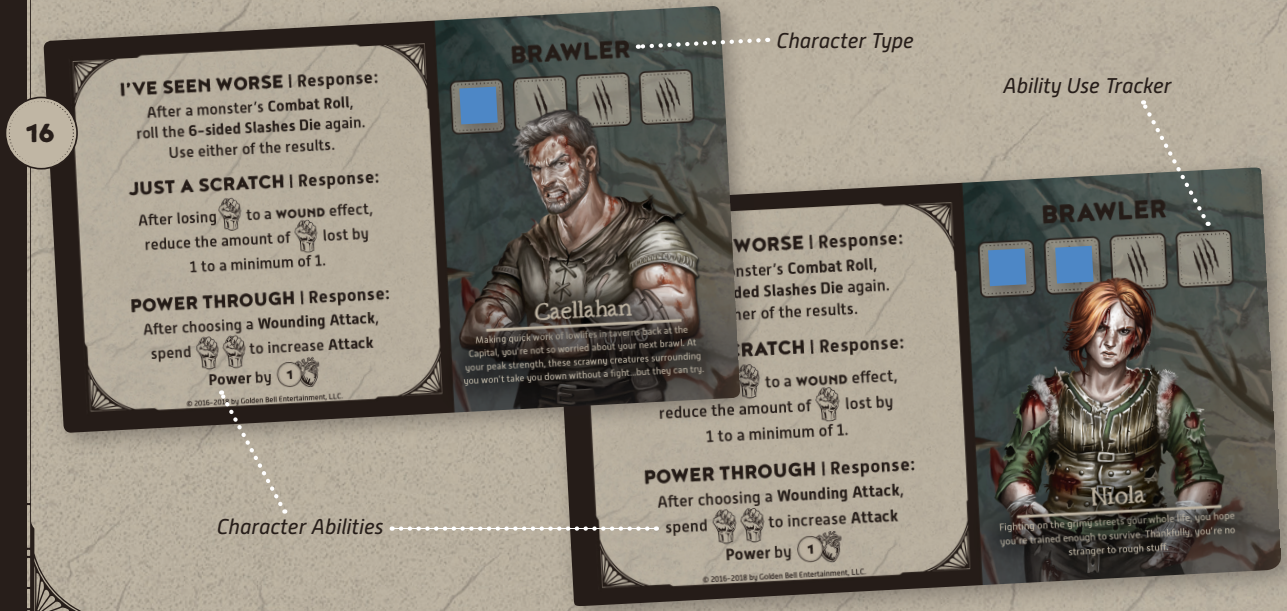
Attack Options

CHARACTERS

Each character has several unique **Abilities** listed on their **Character Sheet**. These **Abilities** can either be actions or **Responses**. In each **Level**, you can use your **Character's Abilities** a number of times equal to the current **Level**. This is tracked by removing a token from the **Ability Use Tracker** (see diagram below) on your **Character Sheet** each time you use the **Ability.**

Using any of the **Character's Abilities** consumes 1 of the available **Ability Uses**. **Ability Uses** are recharged at the end of the **Combat Phase** (see page 33).

The opposite side of every **Character Sheet** contains different art but otherwise remains mechanically identical.



CONDITIONS

Certain monsters may inflict long-lasting, usually negative effects — called **Conditions** — on you in combat.

When you reach the end of a **Level**, discard all previously active **Conditions**.

To mark that any new **Conditions** are active, move them from next to the **Monster Sheet** and place it above your **Character Sheet**. These affect your character for the duration of the next **Level**. This process is covered (on page 33).

If a monster's **Combat Roll** would cause you to gain a **Condition** you have already gained for the next **Level**, re-roll the monster's **Combat Roll**.

There are 2 different ways that **Conditions** might affect you:

- First, if a monster effect causes you to **gain any Conditions for the next Level**, find the relevant **Condition Card(s)** in the **Condition Deck** and place it next to the **Monster Sheet**.
- Second, if a monster effect causes you to **gain a Condition immediately**, find that **Condition Card** in the **Condition Deck** and place it above your **Character Sheet**. The **Condition** is active for the current combat, but will be discarded at the end of the **Combat Phase**. Sometimes you will gain a **Condition** immediately, but it will only be active for a specified number of combat rounds.

Certain **Encounter Cards** allow you to get rid of active **Conditions**. While some **Conditions** also make use of tokens, in which case, use the red tokens! For instance, the **Poisoned Condition Card** enters play and instructs players how many tokens are placed on the card indicated in the brackets of the specific **Monster Sheet** (see the ***Basilisk*** enter play with 2 tokens on page 29).

If 1 of your **Skills** allows you to ignore a specific type of monster effect (to receive a **Condition**), nothing happens when that **Combat Action** is rolled. Your experience taught you to resist this particular threat!



***Note: Armored Condition** is 1 example of a **Condition** that can stay with you permanently. Rather than being automatically discarded at the end of every **Level**.*

DIFFICULTY SETTINGS

EASY

(You want to learn the game or test out new strategies.)
This difficulty setting is for players who find NORMAL to be a bit too challenging or for those who want an easier time while learning the rules.

On EASY, you roll the **6-sided Slashes Die** once during **Setup** to determine an extra starting resource: **Metal** (1), **Wood** (2), **Food** (3), **Cunning**(4), **Medium Effort** (5), or **Treasure** (6). The player takes the first turn during the **Battle Step**.

You also begin the game with a **Skill Card** — **draw 2 and keep 1**, then discard the other.

For an easier game, begin with **15 Small Effort**.

NORMAL

(You are ready to face the monsters and make them pay.)
This is the standard difficulty setting. You do not start with any extra starting resources. The player takes the first turn during the **Battle Step**.

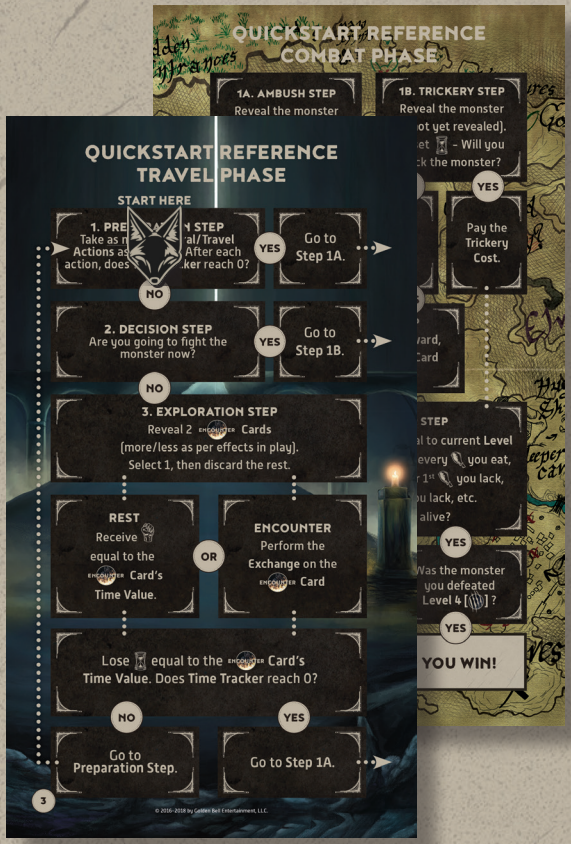
You start the game with **13 Small Effort**.

HARD

(You are a seasoned veteran, ready for a brutal challenge.)
On HARD, you begin the game with only **10 Small Effort**, instead of 13. You do not start with any resources.

In addition, **monsters attack first** during the **Battle Step**.





GAMEPLAY

In ***Unbroken***, the game consists of 2 phases in this order:

1. **Travel Phase**
2. **Combat Phase**

Each phase is broken down into steps that will be explained in the following pages. While playing, refer to the **Quickstart Reference Sheets** and **Quickstart Guide** for simple instructions.

Use this **Fox** token (seen on the left). A mysterious icon from the **Scarred Wastelands**, it's known as an ancient ***Altema***, and is meant to track each step of the game with the **Quickstart Reference Sheets** (also left). Your journey through the Dark needed a guide to aid you in your survival.

Flip the sheets over for the **Quickstart Guide**. These directions will get you started and allow you to play ***Unbroken*** right out of the box!

Go online and listen to the ***Unbroken*** original musical score for an enhanced experience! While each of your foes (and characters) in the game has a story, with flavor text on every card and sheet in the game. For more about the Dark and its characters read ahead (starting on page 36).

Watch the **How to Play** and join the leaderboard online by visiting **www.PlayUnbroken.com**
Share your scores and join the ***Unbroken*** Community!

TRAVEL PHASE

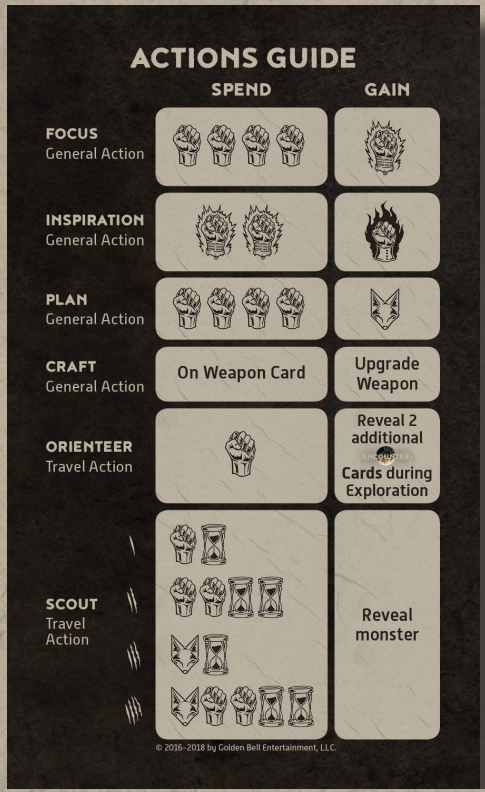
In the **Travel Phase**, you will spend **Time** preparing for battle. Look around for supplies and rest up for the combat that will ensue, but don't take too long or you'll get ambushed by the monster! Follow these 3 steps:

STEP 1: PREPARATION STEP

You may take as many **General Actions** and **Travel Actions** as you wish during this step. Available actions are described on the **Actions Guide**, your **Character Sheet**, **Skill Cards**, and any other cards currently in play. For each action you take, you must spend the listed resources. If you don't have the resources, you cannot take the action. **General Actions** can be done both in the **Travel Phase** and **Combat Phase**. Remember, **Crafting** a **Weapon** is the only reliable way to inflict heavy damage on stronger monsters.

Travel Actions can only be taken during the **Travel Phase**. Opting to **Scout** yields crucial information about the upcoming fight, while **Orienteer** gives players extra cards to choose from if their options are limited. These actions provide more opportunities to gain resources and stay ahead of the monsters in the next phase. Make sure you're prepared!





GENERAL ACTIONS

- **Focus:** Spend **4 Small Effort**, gain **1 Medium Effort**.
- **Inspiration:** Spend **2 Medium Effort**, gain **1 Large Effort**.
- **Plan:** Spend **4 Small Effort**, gain **1 Cunning**.
- **Craft:** Cost is listed on the **Weapon Sheet**, spend the listed cost to **Upgrade Weapon**. (Upgrading your **Weapon** is covered on page 15).

TRAVEL ACTIONS

- **Orienteer:** Spend **1 Small Effort** and reveal 2 extra **Encounter Cards** during the **Exploration Step**.
- **Scout:** On **Level 1** [◔], spend **1 Small Effort** and **1 Time**, then reveal. On **Level 2** [◑], spend **2 Small Effort** and **2 Time**. On **Level 3** [◕], spend **1 Cunning** and **1 Time**. On **Level 4** [●] spend **1 Cunning**, **2 Small Effort**, and **2 Time**. After spending these various resources, you reveal monster you will face.



SYMBOL GUIDE

Refer to the **Symbol Guide** on the back of the **Actions Guide**. Keep in mind that **Levels** 1-4 are indicated by the slash marks: [◔].

REVEALING A MONSTER THROUGH SCOUTING

When you take the **Scout Travel Action** during the **Preparation Step** — **roll the 6-sided Slashes Die**. Pick the monster marked with the number you have rolled from the **Monster Sheets** of the **Level** that you are on (see page 25 for a diagram). Place the **Monster Sheet** next to your **Display** — this is the revealed monster you will face this **Level**. Set the monster's **Health/Armor Values** using the red tokens. You can see all the monster's strengths and weaknesses and prepare for the fight accordingly.

When you are finished taking actions, move on to the **Decision Step** unless taking an action causes your **Time Tracker** to reach 0. In which case, you proceed immediately to the **Ambush Step** of the **Combat Phase** (as described on page 24), and begin your battle against the monsters of the Dark.

STEP 2: DECISION STEP

During this step, you must make a decision:

- Are you ready to fight the monster? If you are, skip the rest of the **Travel Phase** and proceed immediately to the **Trickery Step** of the **Combat Phase** (described on page 25).
- **However**, if you think you need more time to prepare for the fight, proceed to the **Exploration Step**.

Note: *If you chose to "commit to the next encounter" as a part of a previous* ***Exploration Step****, you* ***must*** *continue on to the* ***Exploration Step****.*

STEP 3: EXPLORATION STEP

Reveal **2 cards** (certain effects may increase or decrease this number) from the **Encounter Deck**. Choose 1 of these cards, putting the other(s) in the **Encounter Discard Pile**.

Now you **must** choose whether to **Resolve Encounter** or **Rest:**

Note: *If the* ***Encounter Deck*** *ever runs out of cards, take all of the discarded* ***Encounter Cards****, and reshuffle them to form a new* ***Encounter Deck****.*

- **Resolve Encounter** – To resolve an encounter, apply the effect on your chosen card by spending and gaining the resources as indicated. Spending and gaining resources in this manner is known as the **Exchange**. If you do not have the resources listed in the **Spend Field**, you cannot choose to resolve the encounter.
- **Rest** – To **Rest**, gain a number of **Small Effort** equal to the **Time Value** of the card.



COMMITTING TO AN ENCOUNTER

If you previously resolved an **Encounter Card** that instructed you to "commit to the next encounter," you reveal only 1 **Encounter Card** — regardless of effects or modifiers — and **must** resolve the encounter; you cannot **Rest** instead.
If you cannot perform the **Exchange** on an encounter you have committed to (because you lack the resources).
You do not get any benefit from the card, and you must still advance the **Time Tracker**.

Once you have carried out your **Rest** or **Resolve Encounter** (or were forced to do nothing), lose the **Time** on the **Time Tracker** according to the **Time Value** of the chosen **Encounter Card** — this represents how much **Time** you spent — then discard the card (i.e., if you had **5 Time** and just **Rested** through an encounter with **Time Value 2** — you now have **3 Time** remaining). If this causes your **Time Tracker** to reach or go below 0, your preparations took too long and the monster **Ambushes** you — proceed immediately to the **Ambush Step** (1A, see page 24) of the **Combat Phase**.

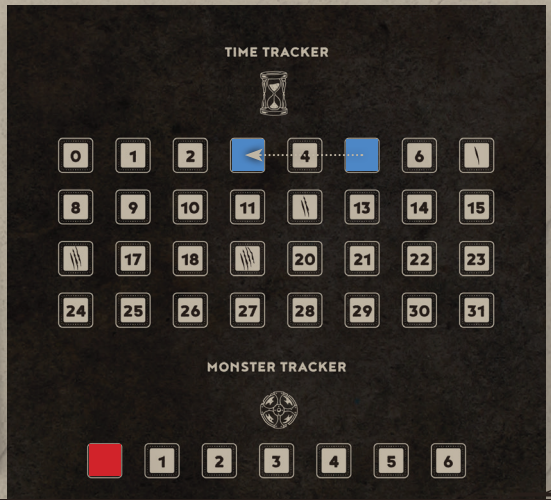
Even if your **Time** drops to 0, you still receive the full benefit of the card you had used during the **Exploration Step** (i.e., if you had **2 Time** left and chose to **Rest** through a card with **Time Value 5**: you receive **5 Small Effort**, move the token on your **Time Tracker** to 0, and proceed to the **Ambush Step**).

If you were not ambushed during the **Exploration Step**, repeat the steps:

Preparation Step — Decision Step — Exploration Step

Repeat these steps until you either decide you are ready to face the monster or the monster **Ambushes** you.





COMBAT PHASE

STEP 1A: AMBUSH STEP

If the monster has not yet been revealed, reveal it now. **Roll the 6-sided Slashes Die** and randomly determine the monster for this **Level**. The **slash marks** on the **die** indicate the monster you will fight. Pick the monster out of the **Monster Sheets** that matches both the slash number from the **die** roll and your current **Level**. Place the **Monster Sheet** next to your **Display** — this is the monster you will fight. (Alternatively, you may randomly draw from the **Monster Sheets** by your **Level** instead of rolling the **die**.) On the **Monster Tracker**, set the monster's **Armor** and **Health Values** as listed on the **Monster Sheet** using the red tokens.

Reset the token on your **Time Tracker** to the space with the **Level** icon corresponding to the next **Level** (e.g., the **Level 4** icon indicated by the slashes, if you are currently on **Level 3** — see right). If this is the final (**Level 4**) monster, remove the token from the **Time Tracker**. You have reached the last challenge of your journey!

The slash marks on the Time Tracker show where the next Level begins



If you were ambushed (e.g., your **Time Tracker** reached 0), apply the monster's **Ambush Effect** (if any) and then proceed directly to the **Battle Step** (page 26).

Not all monsters have **Ambush Effects**. In rare cases a "—" shows that there is no effect. You may proceed to the **Battle Step** unhindered and unwavered. Learning that a monster won't **Ambush** you ahead of time can allow you to take advantage, so use that knowledge to prepare longer.

Note: *Revealing the monster by* ***Scouting*** *during the* ***Travel Phase*** *does not prevent an* ***Ambush****! You are always ambushed if your* ***Time Tracker*** *reaches 0.*

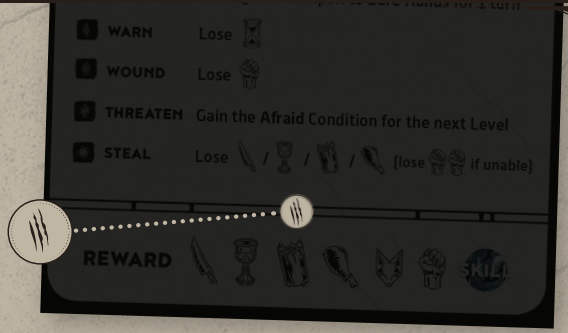
Ambush Effect





The 3 slashes on the 6-sided Slashes Die here match the bottom of the Monster Sheet.

***Note:** Use this number to randomly determine the monster for this Level.*



STEP 1B: TRICKERY STEP

If the monster has not yet been revealed, reveal it now. **Roll the 6-sided Slashes Die** and randomly determine the monster for this **Level**. The **slash marks** on the **die** indicate the monster the player will fight. Pick the monster out of the **Monster Sheets** that matches both the slash number from the **die** roll and your current **Level**. Place the **Monster Sheet** next to your **Display** — this is the monster you will fight.

(Alternatively, you may randomly draw from the **Monster Sheets** by your **Level** instead of rolling the **die**.)

On the **Monster Tracker**, set the monster's **Armor** and **Health Values** as listed on the **Monster Sheet** using the red tokens.

Reset the token on your **Time Tracker** to the space with the **Level** icon corresponding to the next **Level** (e.g., the **Level 4** icon indicated by the slashes, if you are currently on **Level 3** — see left). If this is the final (**Level 4**) monster, remove the token from the **Time Tracker**. You have reached the last challenge of your journey!

You may now choose to **trick** the monster, avoiding combat entirely, if you can pay the **Trickery Cost**, which is listed on the **Monster Sheet**. Some monsters do not have a **Trickery Cost** and cannot be tricked.

If you pay the **Trickery Cost**, proceed to the **Hunger Step** (page 32). You do not receive any **Rewards** if you bypass the monster this way.

If you choose to fight the monster, continue to the **Battle Step**.

STEP 2: BATTLE STEP

The battle takes place over a series of rounds, which continue until either you have defeated the monster or you cannot spend **Effort** when required. This happens either from collapsing from **Wounds** or if **Food Requirements** cannot be met following the monster's defeat.

See more about **Combat Outcomes** (on page 29).

REMEMBER: If playing on **Hard** difficulty, the monster will get to take the first turn — (see page 18).

On the **Monster Tracker** place red tokens on the spaces corresponding to the monster's **Armor** and **Health Values** as listed on the **Monster Sheet**.

Make note of your active **Weapon** and current **Skills** before beginning.



> ***Note: Conditions** will often modify the base combat rules. Make sure you keep any active **Condition Cards** handy to remind yourself of their effects.*

PLAYER TURN

During your turn in combat, choose **1 of the following options**:

- **Attack with a Weapon**
- **Take an Action**
- **Skip Your Turn**

ATTACK WITH A WEAPON

To attack with your **Weapon**, spend the **Effort** indicated on your current **Weapon Sheet** and then apply the listed result. Attacks inflicting **Wounds** are referred to as **Wounding**, while those that get rid of **Armor** are considered to be **Armor-Breaking**. You may only choose to perform an **Armor-Breaking** attack if the monster still has at least **1 Armor** left. The amount of **Wounds** inflicted or **Armor** broken is known as **Attack Power**.

Move the token toward the 0 on the monster's **Health** resource bar 1 space for each **Wound** inflicted.

If the token reaches 0 — you have defeated the monster!

Check for any **Response** effects that would be triggered and then proceed to the **Rewards Step** (for more details see page 32).

Reminder: *On the* ***Monster Tracker****, reset the monster's* ***Armor*** *and* ***Health Values*** *to 0 following a victory in the* ***Battle Step****. Keep an eye always on your* ***Display*** *to ensure your managing your* ***Time*** *and* ***Monster Trackers*** *properly.*

Any **Armor** the monster has must be broken before you can inflict any **Wounds**, unless noted otherwise. Move the token toward the 0 on the monster's **Armor** resource bar 1 space for each **Armor** broken. Until the **Armor** resource bar reaches 0 — you may not inflict **Wounds** through **Weapon Attacks** and **Actions**, unless specifically noted otherwise.

Some monsters force you to spend additional resources to attack with a **Weapon**. These additional costs do not apply when you inflict **Wounds** through using actions or **Responses**.

GAINING/HEALING

Whenever an effect instructs the monster to **gain** a certain amount of **Armor** or **Health**, both their current and maximum amount goes up. Effects that **heal** a certain amount move the **Health** resource bar up by the indicated amount, but cannot increase the monster's **Health** beyond its maximum value.

TAKE AN ACTION

In order to take an action, you choose any currently available to you, as noted on your **Actions Guide**, **Character Sheet**, **Skill Cards**, **Monster Sheet**, or other cards in play. (At this time, you can take **General** or **Combat Actions** but not **Travel Actions**.)

Certain **Combat Actions** allow you to inflict **Wounds** on the monster you're fighting without using your **Weapon** and some may even ignore the monster's **Armor**! If a **Skill** inflicts **Wounds** or breaks **Armor** — follow the instructions above for tracking these using the **Armor/Health** resource bars.

SKIP YOUR TURN

If you're not able to take an action for any reason, or just choose to skip your turn, end your turn.

MONSTER TURN

During the monster's turn, you will **roll the 6-sided Slashes Die** to determine what action the monster will take. This is known as the monster's **Combat Roll**. Consult the **Combat Actions** table on the **Monster Sheet** and apply the monster effect that matches the **die** roll.

DEFEND actions allow monsters to ignore your next attack. This applies to attacks made with **Weapons** only, not to actions that inflict **Wounds**. The effect remains in place until the next time you perform an attack, possibly lasting several rounds. Additional **DEFEND** effects do not stack and are ignored.

Reduce effects cause you to lose certain resources and gain other resources instead (usually forcing you to exchange higher-value resources for **Small Effort**).



Certain **Skills** and **Character Abilities** will allow you to manipulate the monster's **Combat Rolls** or mitigate the consequences of the monster's attacks. Regardless of modifications, the roll result **cannot** exceed 6 or fall below 1.

- If a monster effect cannot be applied (most likely because you don't have the resource you are instructed to lose), apply the alternative effect (listed in brackets) instead. If there's no alternative effect, nothing happens.
- If a monster effect would cause you to gain a **Condition** you have already gained for the next **Level**, re-roll it. If it would cause you to immediately gain a **Condition** you already have active — re-roll it or, if you have the **Condition** for a specific number of turns, extend the duration of the **Condition** by the number of turns indicated.
- If a monster effect causes you to lose **Time**, adjust the token on your **Time Tracker** accordingly — you'll have that much less **Time** for the next **Level**. For a visual example of where to reset the **Time Tracker** before fighting the monster (see page 24).
- If a card in play (e.g., a **Skill Card**) allows you to ignore a specific type of monster **Combat Action** (like **WOUND** or **STEAL**), nothing happens when that **Combat Action** is rolled.

Your experience, once again, serves you well.

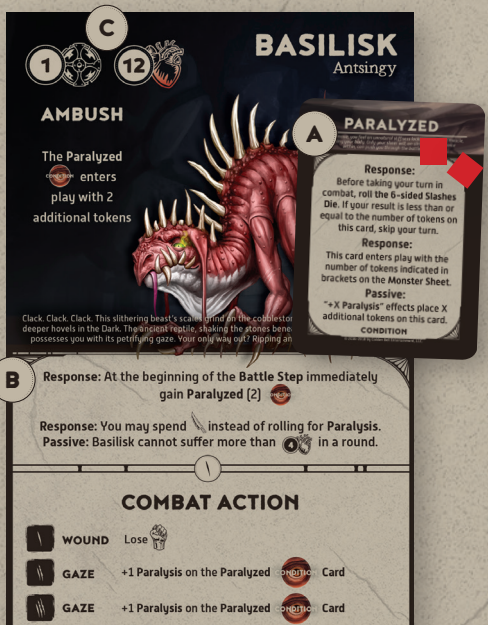
COMBAT OUTCOMES

There are only 2 possible outcomes of the **Battle Step:**

- If the token on the monster's **Health** resource bar reaches 0 — it is immediately defeated! Proceed to the **Rewards Step**.
- If you are ever forced to spend **Effort** and cannot, then you have fallen to the perils of the catacombs, and you immediately **lose the game**.

If neither of these conditions is met, the sequence of turns continues until either you or the monster is defeated.

Some **Monster Actions** cause you to gain **Conditions** — for more information (see page 17).



COMBAT EXAMPLE

*The **Sneak** is facing a **Basilisk** known for its dreadful, petrifying gaze.*

*As the **Battle Step** starts, the **Sneak** must activate a few **Response** effects that trigger at this time:*

- *He gains the **Paralyzed Condition** (A) and places 2 tokens on it as indicated on the **Monster Sheet** (B).*
- *Consulting the **Monster Sheet**, the **Sneak** uses the **Monster Tracker** to indicate that the **Basilisk** starts with **1 Armor** and **12 Health** (C).*

When you need to lose or spend **Time** during a **Level 4** ( ) **Combat Phase** — lose an equal amount of **Small Effort** instead.



- *Combat with a **Dark Elf** on the previous **Level** left the **Sneak** with a **Paranoid Condition** (D), so the **Basilisk's Health** is immediately increased to **14**.*
- *The **Sneak** also has the **Daring Skill** (E) that grants him **4 Small Effort** at the beginning of the **Battle Step** (the number is equal to the **Level** of the monster rolled for the **Combat Phase**).*

*The round starts and the **Sneak** goes first (the game is set on **Normal** — on **Hard** the **Basilisk** would get the first turn). Usually, the **Sneak** would need to roll to avoid being paralyzed (A), skipping his turn, but the **Response** effect on the **Monster Sheet** (B) indicates he can spend a **Metal** instead of rolling and does so.*

*His first goal is to get rid of the **Basilisk's Armor**, an easy task with the **Sword** crafted earlier. The **Sneak** chooses an **Armor-Breaking** attack from the **Sword Weapon Sheet** (F), spends **1 Small Effort** and breaks the **Basilisk's Armor**, moving the token to **0** on the **Armor** resource bar (G). Activating a **Response** from their **Wrecker Skill** (H) he can make another attack! He spends a **Large Effort** and **2 Small Effort** for an attack that would normally inflict **5 Wounds**! However, the **Basilisk's Passive** effect (I) prevents it from suffering more than **4 Wounds**. The **Sneak** moves the token **4** spaces down on the **Health** resource bar (J) — the **Basilisk** is down to **10 Health**!*





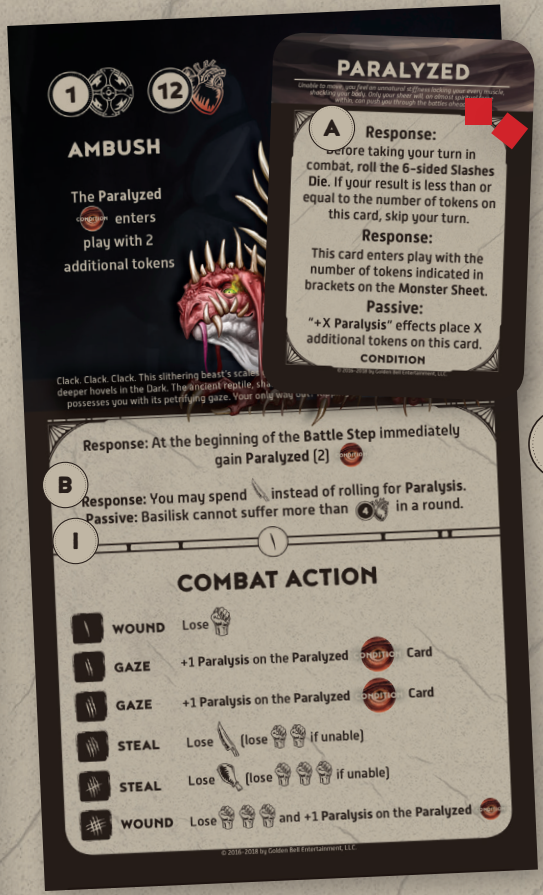


*For the **Basilisk's Combat Roll**, the **Sneak** gets unlucky and rolls a "6." The **WOUND** effect they would suffer is significant (and would make them even more paralyzed) — so, he decides to use his **Dodge Character Ability (K)** (activating it as a **Response**), spending a **Small Effort** and turning the roll into a "5" — he can afford to lose **1 Food**.*

*Using the **Dodge Character Ability** costs him **1** of his remaining **Ability Uses**. He still has 1 left as he started the combat with **2 (L)**. He adjusts his **Food** and **Small Effort** resource bars and proceeds to the next round, hoping he has what it takes to resist the monster's petrifying gaze.*

*Continue on to the **Rewards Step** (on the next page).*

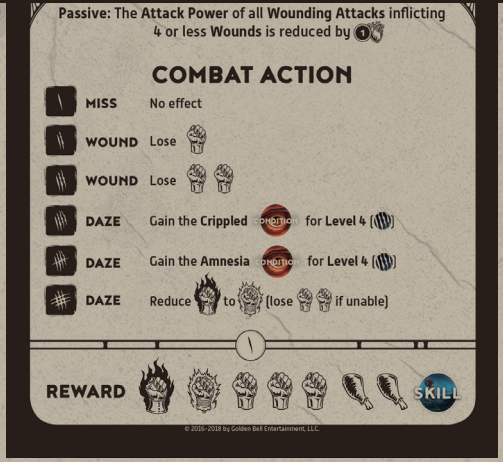




STEP 3: REWARDS STEP

For defeating the monster, you gain the resources listed in the **Rewards** section of the defeated **Monster's Sheet**. In addition, you reveal the top 2 cards from the **Skill Deck**, keeping 1 and putting the other in the corresponding **Discard Pile**. For more specific information about **Skills** (see page 14).

> ***Note: Skill Cards** you gain stay with you for the rest of the game unless an effect specifically instructs you to discard any. There is no limit to how many **Skill Cards** a player can own.*
>
> **REMINDER**: If you tricked the monster, you do not gain any of the **Rewards** listed on the **Monster Sheet**. You do not gain a new **Skill**.



STEP 4: HUNGER STEP

You may now eat **Food** equal to the **Level** of the monster you have just defeated — this is known as your **Food Requirement**. You gain **1 Small Effort** for each **Food** that you eat. If you don't eat **Food** during the **Hunger Step**, you will lose a significant amount of **Effort**.

If you cannot (or choose not to) meet the **Food Requirement**, you must spend **1 Small Effort** for the first **Food** you do not eat, **2 Small Effort** for the second **Food**, **3 Small Effort** for the third **Food**, etc. If you do not have enough **Effort** to spend for **Food** you do not eat; then, **you die of starvation and lose the game.** Players will need to choose how they manage their hunger throughout the course of every game.

> If you have plenty of **Effort** remaining, you can decide to eat less **Food** than the current requirement, in order to save the **Food** for a more crucial moment later on.

Example:
*After defeating the **Level 3 [3] Minotaur**, the **Huntress** has a **Food Requirement** of **3**. She only has **2 Food**. Further, she decides to save a **Food** for the final **Level** and only eats **1 Food**. She regains **1 Small Effort** for eating it. Then, because she ate **2 Food** less than required, she loses **3 Small Effort** (**1** for the first missing **Food**, **2** for the second missing **Food**).*

END OF COMBAT PHASE

If you have defeated the monster you must proceed to the next **Level**. Before you do, prepare by doing the following:

1. Place tokens on your **Character's Ability** bar equal to the **Level** you are about to start (e.g., if starting **Level 2 [ ]**, place 2 tokens on the **Character Sheet**). Learn more about **Character Abilities** (on page 16).

2. Discard any currently active **Conditions** you have, putting them back in the **Condition Deck**, and move any new **Conditions** — which you would have gained during combat — above your **Character Sheet**. These new **Conditions** will be active for the next **Level**. Learn more about **Conditions** (on page 17).

3. Discard the defeated monster, removing it from the game.

If you did not die of hunger and the monster you have just defeated was **Level 4 [ ]** , congratulations, **you won the game!** You exacted your revenge and made it out of the hellish pits of the Dark! Calculate your score as described (on page 34).



END OF GAME

The game will end in 1 of 2 ways:

- You defeat the final monster in **Level 4 []** and do not die of starvation — you win!
- You cannot spend **Effort** when required to either during the **Battle** or **Hunger Step** (defeat/death by starvation) — you lose. Reset your **Trackers** and try to make your way through the Dark on another failed expedition!

CALCULATING YOUR SCORE

If you managed to win, your final score is calculated based on the remaining resources you possess.

Each remaining resource (except **Small Effort**) has a point value:



MEDIUM EFFORT



LARGE EFFORT



CUNNING



Metal



Wood



Food



Treasure

After totaling your points, check the scale below to see how impressive your victory was!

0	1–10	11–20	21–30	31–40	41+
Prey	Cast-off	Survivor	Avenger	Revenant	Nemesis

Use the **Scorepad** that comes with the game to keep track of your scores, while the **Achievements Sheet** allows you to strive for especially impressive feats once you've mastered the game.

Think you have what it takes to keep up with the best? Stay up to date with every sneak, sage, hunter, and brawler who have conquered the Dark. Compare final results and outscore fellow adventurers and share your tales of survival and revenge with us at **www.PlayUnbroken.com**

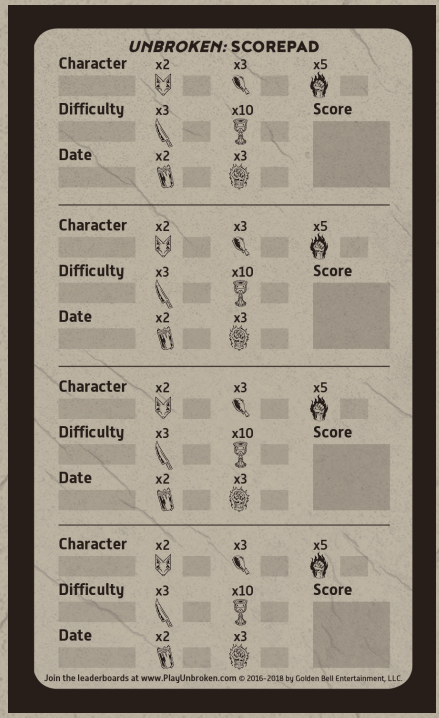
Also, share your character creations, monsters, **Encounters**, **Skills**, and **Conditions** online with the tag **#PlayUnbroken** We love to see your creations!

SCORING AND ACHIEVEMENTS

Visit **www.PlayUnbroken.com** to share achievements, record your results, and read up on tips and strategies to conquer the Dark. Post your scores to our leaderboards, give us feedback on what you liked about the game, and read stories that expand the entire world of ***Unbroken***. Contact **Support@PlayUnbroken.com** with any questions or suggestions you might have! Keep making them pay and Remain ***Unbroken***!







WELCOME TO THE DARK

Since the Calamity, things haven't been the same...

a world of darkness created by the absence of light.

Everyone can see it.

Sneaks make the best of these times the only way they know.

Sages try to help others but get lost in helping themselves.

Hunters live by avoiding everyone and everything.

While brawlers never back down from a good fight.

The world is scarred in so many places, I feel it's almost useless to do much of anything.
No one dares to venture away from their village homes. The hearths are only so warm after all. But we keep going...

We keep the candle burning. You know, just like I know, that our home isn't broken.

It just needs time to heal.

There are things we can all do to help. I know a place, where there are untold riches waiting to be discovered. There's lots of talk of adventurers finally making it back from exploring unseen places. Some of these stories are, admittedly, exaggerated. Men often mask their own greed with childish folktales so I wouldn't pay these horrific rumors any mind.

Whatever waits out there, it could help you. It could help your family. And it may even help guide this world out of these miserable times we find ourselves in.

For this expedition I promise you won't be alone. You'll have help. The job is simple and you'll be rewarded handsomely!

Take this map... You're going to need it.

Good luck,
a friendly stranger


Mine Entrance
We never could've known
What would happen
Down Here
Statues Gorgon?
mushrooms edible?
Hidden Entrances
Spider
Poison Vents
Structures
Collapsed Why?
pool camp?
Chasm climbable?
Ruins
Altar?
Huts
Lysigma?
Wyvern?
Bugbears
rune curse?
Bats
Wood drinkers
Broken Wall
Farm
Graves
Deeper Cave?
Key
- cave wall
- Floor shape
- safe water
? - search here
X - Empty/Danger
- Bad Berries
- Pillar
- Fallen Pillar
- Buildings
The Map of the Dark

SNEAK CLASS

"Unseen and unknown."

The grungy, lower class bottom feeders of the world, sneaks on their own are nothing but opportunistic scum. Always looking for simple marks, they play everyone for short-term gain. And why not? The world's going the way of the Dark and, apparently, it's not even the first time it's happened. No reason to believe in any silly religions or corrupting magic to make all the pain go away. Life's all about finding the next shiny ware to sell off to the highest bidder. So, they make a bit of coin trading in rare materials like obsidian and shade crystal, enough to potentially make it to the western sphere. There, rumors whisper of a secret ring of thieves living comfortably and offering shelter for those who choose to avoid the greater conflicts of the outside world.

Maxyn Zenma

Remembering back to a time when you were pitched some fool's hero quest, you laugh at having to fight for your survival now. But those promises of gold still fill your head and motivate you more than fighting this grumbling creature just up ahead. No way you're getting mixed up in brawling with monsters in every corner of the Dark if you don't have to! One thing's for certain, if you make it out of here, that hooded stranger's going to get his coin purse's worth of a thrashing. Or maybe you'll just keep his share...



Mae'el

"You will be led in circles...over and over," a voice keeps you up, as flashes of that blasted map haunt your dreams. It almost makes you wish you were sleeping safe and sound in your warm bed. You wonder if anyone at the castle even remembers your face. At least you're close now. As you yearn to hold every map and chart again, what you've been searching for all these years is almost within your grasp.



SAGE CLASS

"Wisdom before knowledge."

With various circles of thought occupying their hallowed tradition, sages study the "science" behind magic. Very few of them practice actual sorcery, aside from the sects splitting away from the Circles. Studying at the great library in Aulstrad, protected from the Calamity, many understand alchemy and how various medicines treat certain ailments. Roaming hunters provide the school with rare herbs from their treks through the Scarred Wastelands, while the wise teachers research old crystals and keep their oath to fear magic's glamorous shortcuts. Some of the elders are aware of prophecy, but they rarely seek out the gift for fear of corrupting their minds with the delicate knowledge of potential futures and other worlds beyond the veil. Always respectful of the first gods, nevertheless, some of the cast-offs betray this ancient trust and craft talismans of their own to conjure magic, attaining more power under the cover of darkness.

Tomu

You are old, yes, but alive and keen to stay so for a long, long time to come. With your studies of the Dark and knowledge from Aulstrad as your aid, these battles will be your last stand. Memories of sleepless nights imprisoned in Purgatory, and later, searching through old tomes and scrolls with your masters keep you moving through this maze. Praying you aren't going mad, everything foretold is coming to light. You know what must be done...and knowing the weaknesses of the creatures lurking here will either help you or anyone else in desperate need.



Helena

Your entire lifetime. That's how long you've prepared for this moment. Looking back without regret, you know your sacrifices are nothing compared to what's been written before. For it is you who bears the weight of the Circles on your shoulders. And, exiled or not, without your protection the darkness will surely spread. The worlds, once separated, are finally converging down here in the Dark. The beasts, like the ones in these tombs, are a sign from the gods. Our ending has begun.



HUNTER CLASS

"Rooted in strength."

Clusters of hermits and vagabonds live outside of the capitals and holdfasts in roving hunting parties, shying away from the decaying civilization around them. Instead, hunters and huntresses work together, staying close to the natural world they revere. In remaining parts of the map still untouched by the spreading corruption, they hunt and follow safe pathways to ensure they're far from the Dark's strengthening influence. Sometimes, their caravans can be seen moving with families, tents, and furs they sell en masse, making their way through the Scarred Wastelands. A procession of people always on the move without a real home to call their own.

Kirilla el Kaer

Whatever this sickness is, it isn't fair. Sages from every Circle and corner tell you it's not possible, but still you push on. The leaves are turning black, and it isn't the seasons. Holding back any last words or promises, you leave her safe in the hands of an elder. Your little star. They say she might be saved, but you can't know until this next expedition pays for her healing. Bracing for your last hunt, you step back out into the shadows and pray you'll see her again.



Huckdorf

Leaving the rest of the hunting clans is the best decision you've ever made. You can walk all of the Wastelands now without anyone holding you back. All of your past heroics seem to have built up quite the reputation, not that you can remember anyway. People talk and they keep talking about you. Stopping the monstrous horrors from tearing this land apart is just another day's work at this point. And it looks like someone new is knocking around, asking about another dreadful beast hunt.



BRAWLER CLASS

"Fight for no one."

A group of fighting miscreants and ne'er-do-wells brawl in their own underground guild, separate from the revered Greyguard and Templar contingents. Meeting in secret in the seedy districts of their protective kingdom, its members actively avoid the interference from the swords of the capital guards. When not causing a raucous circus at the local tavern, brawlers are usually a cheap hire away from serving as some much-needed muscle — especially for discreet expeditions.

Caellahan

Never cut out to be in the illustrious Greyguard, you fight for every scrap across the 13 cities. Doesn't matter, life isn't what it used to be so there's no reason to be any gilded cloak's guard dog when the Dark could spread and take over at any moment. Hey, it's not so bad. Knock around a few drunkards and the occasional hire puts some coin in your pocket. Now some stranger in a muddy cloak motions you from across the bar. Good. You're itching for another job.



Niola

Rambling from hamlet to hamlet, you hear the road treats anyone kindly so long as they mind their own business. You never heeded this advice. Maybe that's why you've always been a fighter. Ever since your pa said you were born to be a Templar, you just can't stay away from a good brawl. Leaving him behind, you run around with a new family, taking out caravans and bandits for easy money. But even that can't last, and you're slumped over waiting for something exciting when a dark figure approaches you with a contract.



GLOSSARY

Actions – Helpful effects you can activate during the **Travel** or **Combat Phase** listed on the **Actions Guide**, **Character Sheets**, **Monster Sheets**, or **Skill Cards**.
Advanced Weapon – These include the **Spear**, **Sword**, **Axe**, and **Maul**. **Weapons** provide ways to inflict **Wounds** on monsters.
Altema Fox – A mysterious spiritual guide of sorts. A tracker token to help guide you through the steps and phases in the game.
Ambush Effect/Ambush Step – As the **Combat Phase** begins, resolve any **Ambush Effects** before fighting the monster if your **Time Tracker** red token reaches or exceeds past 0 during the **Travel Phase**. **Ambush Effects** are listed on the specific **Monster Sheet**.
Armor-Breaking – A type of attack. You must first break the **Armor** of the monster before you can **Wound** their **Health**.
Attack Power – Number of **Wounds** inflicted or **Armor** units broken by a **Weapon Attack**.
Attack with a Weapon – Spend **Effort** or other resources as instructed on your **Weapon** to inflict **Wounds** or break **Armor** during the **Battle Step**.
Basic Weapon – These include the **Bare Hands**, the **Club**, and the **Knife**. **Weapons** provide a way to inflict **Wounds** on monsters.
Battle Step – During the **Combat Phase**, you take **Turns** fighting the monster until either one of you is defeated.
Character Ability – A **Response** or action that may be activated, consuming 1 use per **Level** (each **Ability Use** is tracked with up to 4 tokens total on the 4 slash marks located on the top right of your **Character Sheet**).
Combat Actions – Actions that you may only take during the **Battle Step** of the **Combat Phase**. These sometimes inflict **Wounds**.
Combat Phase – The second phase of the game, this is where you will try to fight the monster or die trying.
Commit to the Next Encounter – A **Travel Phase** effect that forces you to only draw 1 **Encounter Card** during the next **Exploration Step** and prevents you from **Resting**.
Conditions – Mostly negative effects usually inflicted by monsters. Some encounter effects will allow you to discard them.
Craft – To make **Weapons** you need resources like **Wood**, **Metal**, and **Time** to **Upgrade Weapon** as a **General Action** in the game.
Decision Step – During this step, you must choose whether you will continue exploring in the **Travel Phase** or fight the monster.
Difficulty Settings: There are 3 ways to play the game: **Easy**, **Normal**, and **Hard**.
Display – The arrangement of the game on your table. Your **Resource Tracker/Effort Tracker** and **Time Tracker/Monster Tracker** should always be clearly visible.
Downgrade Weapon –Sometimes a monster will force you to use a lower **Weapon** temporarily or permanently.
Effort – Ranging from **Small Effort**, **Medium Effort**, and **Large Effort** is the resource in the game you cannot live without and it also inflicts **Wounds** against the monsters in the game.
Encounter – An event in the game where you spend and gain resources as shown on the **Encounter Cards**.
Exchange – You choose to lose whatever resource(s) in order to gain something else. This is the **Exchange** on every **Encounter**.
Exploration Step – This step you must decide which **encounter to resolve**, performing the **Exchange** on the card or **Resting**.
Flavor Text – Every card and sheet in the game has a story from the world of ***Unbroken***. Get to know the characters, monsters, **Weapons**, **Conditions**, and even **Skills** in this dark fantasy universe!
Focus – Perform this **General Action** to gain more **Effort** in the game, spending **Small Effort** for **Medium Effort** to increase stamina.
Food/Food Requirement – The amount of **Food** you must eat during every **Hunger Step** following the **Battle** and **Rewards Steps**. Every **Food** eaten also grants you 1 **Small Effort**.
Gain Field – The area on the **Encounter Card** where you receive resources during the **Exchange**.

GLOSSARY

General Action – **Actions** you can perform during the **Preparation Step** of the **Travel Phase** or the **Battle Step** of the **Combat Phase**.
Hunger Step – The step where you must eat **Food** or risk starving and losing the game.
Inspiration – Spend **Medium Effort** to gain **Large Effort** and become more determined.
Level (1-4) – [●●●●] Indicated by the slashes, there are **4 Levels** in ***Unbroken*** displayed on your **Character** and **Monster Sheets**.
Losing – Losing a resource is mandatory. Sometimes, you will reduce or downgrade it from a higher valued resource.
Orienteer – Perform this **Travel Action** in order to reveal 2 extra cards during **Exploration**.
Passive Effects – These effects are applied as long as the card that lists them is in play. Applied after **Response** effects.
Plan – A **General Action**, spend multiple **Small Efforts** to gain a single **Cunning**.
Preparation Step – Where you may take as many **General** and **Travel Actions** as possible to prepare for the **Combat Phase**.
Quickstart Guide – A condensed version of the **Rules Reference Guide** to begin playing ***Unbroken*** quickly.
Resolve the Encounter – Perform the **Exchange** on the revealed **Encounter Card** you choose, spending and gaining as noted.
Resource – Cunning, **Food**, **Wood**, **Metal**, **Treasure**, and **Time** are all resources needed to survive the catacombs.
Response Effects – These effects trigger after a specific event or at a specific time, outlined in the text.
Rest – If choosing to not **Resolve Encounter**, you may **Rest** and gain **Small Effort** equal to the encounter's **Time Value**.
Rewards Step – Following the **Battle Step**, you gain **Rewards** from the monster once you've defeated it in combat.
Round – A unit of time in the **Battle Step**, a round consists of both the player turn and the monster turn.
Scout – Reveal the monster before the **Combat Phase**, a **Travel Action** is used to properly plan your survival ahead of time.
Slashes Die – [●] The 6-sided **Slashes Die** is used to determine random outcomes in the game such as selecting monsters you will face, determining monster **Combat Actions**, and resolving **Condition** effects. Use the **Slashes Die** just as you would numbers.
Skill – Gain a **Skill** either during the **Rewards Step** or from other in-game effects. **Skills** remain with you throughout the course of the game (unless otherwise noted) and provide additional options to survive the dangers of the **Dark** within ***Unbroken***.
Skip Turn – An action you may take if necessary when it's your turn during the **Battle Step**.
Spend Field – The area of your **Encounter Card** where you spend the resource and perform the **Exchange** for the gain you need. Also, spending a resource implies that you have a choice on whether to do so and you usually get something in return.
Time Value –The number of **Time** indicated on the **Encounter Card** you'll lose after you perform the **Exchange**.
The Dark –The underground catacombs the characters find themselves lost in. It is said the monsters originate from the **Dark**.
Tokens – Blue tokens are used to track resources lost and gained, while red tokens are used to track monster **Armor**, **Health**, and **Condition** effects.
Travel Action – Actions that may only be performed during the **Preparation Step** of the **Travel Phase**.
Travel Phase – The first phase of the game where players perform actions to explore the **Dark** in order to better prepare for the **Combat Phase**.
Trickery Cost/Trickery Step – Trickery, listed on the **Monster Sheet**, indicates which resources need to be spent. An opportunity to trick and bypass the monster without fighting it during the **Combat Phase**. The **Trickery Step** follows the **Ambush Step**.
Turn – Specifically referring to you, the player, and the monster taking an action during the **Battle Step**.
Upgrade Weapon – Upgrade your Weapon through use of the **Craft General Action** (or, rarely, through other game effects).
Wounding – A type of attack that inflicts **Wounds** to a monster's **Health**. You may not inflict **Wounds** while the monster has any **Armor** left. When the monster's **Health** is reduced to 0 through **Wounds**, it is defeated.

A BIG THANK YOU TO THE 16,531 BACKERS WHO MADE *UNBROKEN* POSSIBLE!

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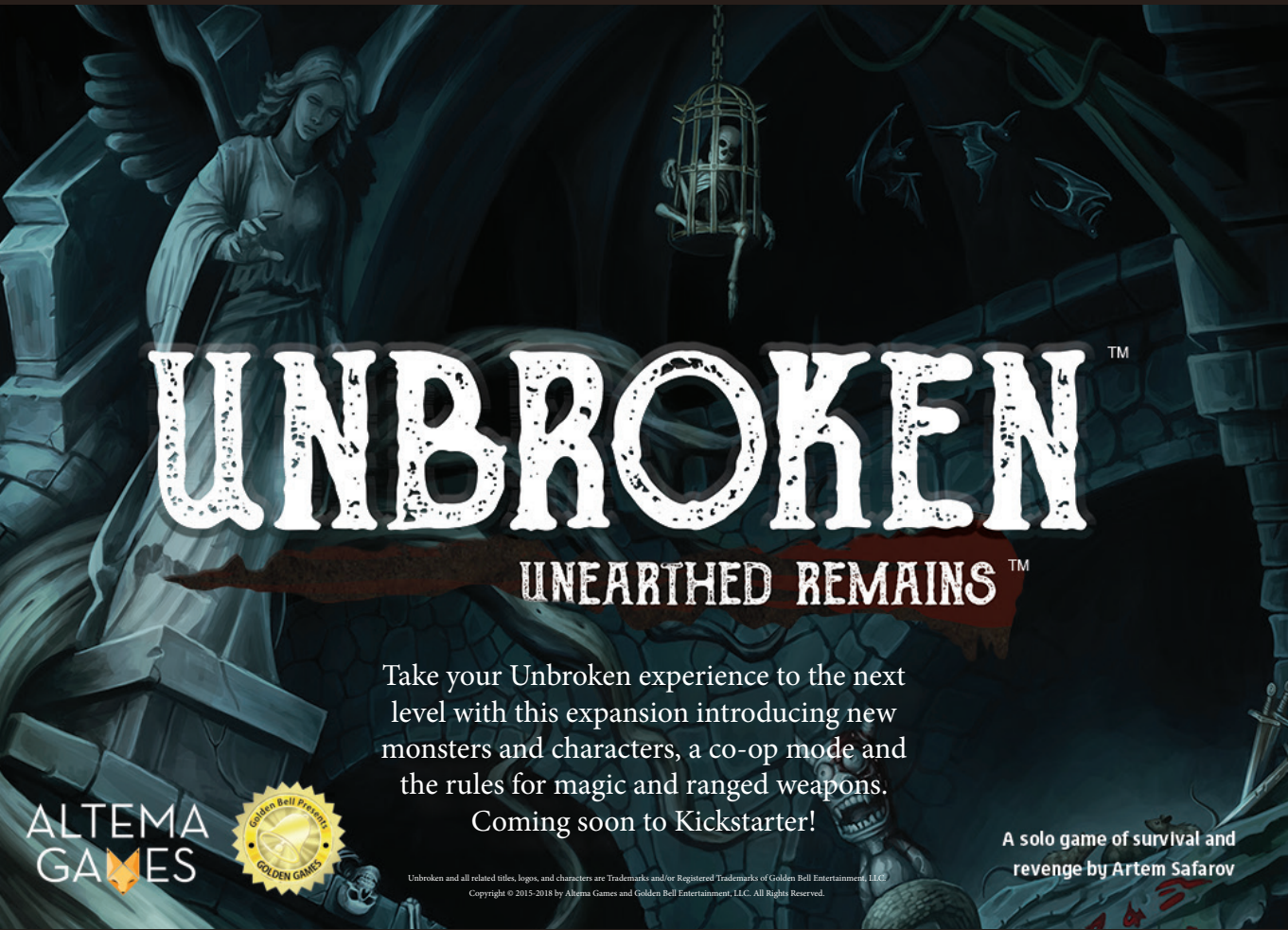
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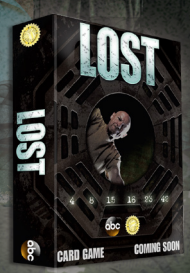



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