



In the remote village of Elderglen, a young girl named Mira was born with extraordinary magical powers and unmatched skill as an archer. Her abilities, though beyond comprehension for the villagers, earned her the title of witch. Despite their fear, Mira's heart longed to prove that her powers and her bow could bring hope and safety to the world.

Elderglen lay in constant peril, besieged by monstrous hordes and waves of undead that brought terror and destruction with every assault, leaving its people in ruin and despair. Whispers of a dark force deep within the dungeon—the master of the undead—spread fear throughout the village, but Mira resolved to confront it.

No longer able to watch her people suffer, she vowed to venture into the heart of the dungeon, where the Shackled Undead and their master spawned, to end their terror once and for all. Armed with her magic, her bow, and an unshakable will, she set off, knowing that only by conquering the horrors within could she bring peace to her homeland.

Game Rules



Contents

- 1 calendar
- 1 magnet representing your hero
- 5 six-sided dice (3 red and 2 blue)
- 1 rule sheet

Introduction

Embark on an epic year-long adventure to discover a colossal dungeon. Day by day, guide your hero through the dark mazes of this labyrinth, exploring each level and facing a myriad of monsters and unexpected surprises. Record your monthly score, enrich your arsenal with magical items, and unlock new rules as you progress.

Setup

Set up the calendar on a table and open it to the January page. Position the magnet of your hero on the day corresponding to January 1st. Separate the two parts of the magnet and position each part on either side of the sheet. Place your five six-sided dice near the calendar, ready to be used for the upcoming challenges.



Game Principle

Each day, move your hero to the square for the day, ensuring that the two parts of the magnet remain properly aligned. Each week, from Monday to Sunday, represents a new wing of the dungeon, and each month unveils a new level to explore. On a daily basis, your mission is to defeat a monster or a trap, represented on a space for the current week. You are free to face any monster or trap from the current week, not just the one where your hero is located, provided you limit your confrontations to one per day. In January, each monster displays a value between **1 and 6**, or between **17 and 22** for the bosses. The following months will introduce new challenges and surprises.

How to defeat a monster

To defeat a monster with a value between 1 and 6, you are entitled to a maximum of three dice rolls with your five dice.

To succeed, you must get at least three dice showing the value corresponding to that of a monster to defeat it. After each roll, you can decide to keep some dice, according to your strategy. You are not required to use all three rolls; if you are satisfied with the result of one of your first two rolls, you can choose to stop there.



Once your rolls are done, select the monster you wish to attack in the wing; you may also choose to attack the week's boss or a trap (see below). Note that you cannot attack a monster that has already been defeated on previous days. If victorious, mark the shield of the defeated monster by coloring it, hatching, or making a cross, to remind yourself that you have already beaten it this week.

How to defeat a boss

To defeat a boss, whose value ranges between 17 and 28, the sum of the values obtained with your dice must be equal to or greater than the boss's value. You have the option to choose to confront the boss once your rolls are done, provided the sum of your dice is sufficient. Note that bosses appear on the Sunday space, identifiable by a golden background in the image.



EXAMPLES

At the start of the first week of January, your adventurer is on the Thursday space. After only 2 rolls, you achieve a **combined value on your 5 dice** sufficient to defeat the boss with a value of 17. You decide to fight it. Indicate that you have defeated it by coloring or hatching the space.



The following day, you move your adventurer to the Friday space. After your 3 rolls, you decide to fight the monster of the day with a value of 2, because you have rolled three 2s. Indicate that you have defeated it by coloring or hatching the space.



The next day, you move your adventurer to the Saturday space. After 1 roll, you decide to fight the monster from Thursday with a value of 1, because you have **rolled three 1s**.



How to defeat a trap



A trap has a negative value of -1 to -6. Traps have a distinct shield shape, and their value is indicated in red. To defeat a trap, you must have NO dice showing this value. As with a monster, color, hatch, or cross out its shield when you emerge victorious from this encounter.



If, after your rolls, no monster, boss, or trap can be defeated, no action is required. This leaves you with more options for the coming days. It's crucial to examine which monsters or traps are available for combat before rolling your dice. This will help you determine which dice to keep to optimize your chances of victory.

Be cautious! As you progress through the wing (the week) and win your encounters, the options for monsters or traps to confront decrease, complicating the encounters towards the end of the week. Each week is comprised of 7 encounters, except for the first and last weeks of each month which can be shorter. However, the principle of combat remains unchanged.



At the end of each week, you will have faced seven confrontations. Record your score at the end of the month: **award yourself one point for each monster or trap defeated, two points for each boss vanquished, and three bonus points for each wing fully conquered (7 wins) within the same month.**



IMPORTANT

Keep in mind that the same monster value can appear multiple times in a week.

When the month ends, turn the page to discover a new level of the dungeon on the calendar. On the back of each monthly page, you'll find a narrative and a paragraph of rules introducing new challenges: unique monsters to fight and equipment to acquire for the current month. Each month thus brings its novelty, valid until the end of the year. Do not read ahead the rules for the following months; let the surprise engulf you at the start of each new month! The game concludes on December 31st.

Each month, log your score on the website to compare your performance with other players: <https://players.sorryweare.fr/en>.

If you have any question about the rules or need help installing the magnet, visit our FAQ on the website: www.365.sorryweare.fr/en.

This site also offers downloadable goodies and information on upcoming seasons.

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Welcome to the Rumble!

Credits
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