



Silvarion, the homeland of the elves, where serene forests and clear rivers intertwine. Within this land stands the prestigious magic academy, Artemia. Among its students was Elin, who often ranked last in magical exams and was frequently teased by his friends. Yet, deep within his heart, he held a steadfast dream—to become a great mage like Lyas, the legendary wizard passed down through elven lore. Though lacking confidence now, Elin longed to one day prove his true abilities.

Then one day, shocking news spread across Silvarion: a massive eruption of lava had burst forth from the summit of Kyra Mountain. The elders of the elves convened urgently to discuss the crisis. It was revealed that a dragon, long dormant beneath Kyra Mountain, had awakened. The elders commanded all elves to flee their homeland and seek safety elsewhere. Hand in hand, the elves hurriedly prepared to evacuate. But in this crucial moment, Elin was nowhere to be found. His family and villagers searched the forests and mountains, but there was no sign of him. Then, a young elf quietly spoke up, “I saw Elin heading toward Kyra Mountain.” A hush fell over the crowd. Despite his lack of magic and lost confidence, Elin had gone alone to face the awakened dragon. This marked the beginning of a boy’s journey that would change the fate of Silvarion forever.

Game Rules



Contents

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

Presentation

The entrance of the volcano gives off terrible heat. Are you ready to delve in this blazing inferno for a whole year? Day by day, guide your hero through these fiery pits, exploring each level and facing a myriad of monsters and unexpected surprises. Record your monthly score, learn more powerful spells, 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 disarm 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 24** 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 disarm 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.

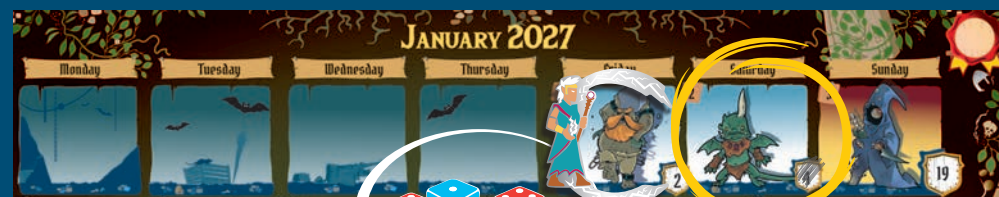
How to defeat a boss

To defeat a boss, whose value ranges between **19 and 37**, the sum of the values obtained with your dice must be equal to or greater than the boss's value. **For each monster defeated in this wing, add +1 to your dice results when facing the boss.** 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

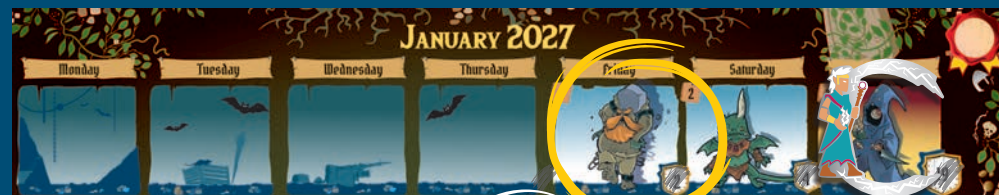
At the beginning of the first week of January, your hero is on the Friday square. After 3 rolls, you get **3 dice with a value of 4** and can fight the Saturday monster. Indicate that you have defeated it by colouring or hatching the square.



The next day, you move your hero to the Saturday square. On the first roll, your dice are high enough to defeat the boss of the week, whose **value is reduced by 1** because you have defeated one monster. Indicate that you have defeated it by colouring or shading the square.

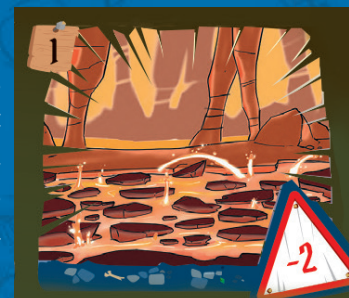


On Sunday, move your hero to the last square of the week. After 2 rolls, you decide to face Friday's monster because you have obtained **3 dice with a value of 2**.



How to disarm 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 disarm 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 beaten, 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 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 had seven confrontations. Record your score at the end of the month: **award yourself one point for each monster defeated or trap disarmed, 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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discord.gg/RCDAuq4

Credits

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Welcome to the Rumble!