Unbroken

A game by Artem Safarov
1 Player | 15 - 25 Minutes | Ages 13+

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 massacre. You were wounded, severely enough that your assailants didn't bother with a killing blow. They murdered your friends and took your possessions but they didn't kill 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 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.

GAMEPLAY OVERVIEW

Unbroken is a solo card 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 four progressively more difficult 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 four 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 the monster in the **Combat Phase**. Should you survive the battle, you progress to the next level. If you defeat the monster at level IV, you are victorious.

COMPONENTS

- 4 display sheets
- 4 character sheets
- 7 weapon sheets
- 24 monster sheets
- 24 skill cards
- 10 condition cards
- 88 encounter cards
- 20 tokens
- 1 six-sided die

RESOURCE TYPES

Resources are crucial to your success. They allow you to stay alive and fight monsters. Encounter cards, skill cards, and weapon cards allow you to exchange certain resources for other types. Here are the resources you can find:

- **Effort** – Effort is the most important resource. It is a measure of your life force, stamina, and determination. It is used to pay for most of your actions and, most importantly, to inflict wounds on monsters. There are three categories of effort: small, medium, and large. Each category is a distinct resource and is spent independently.

Large Effort	Medium Effort	Small Effort

However, you can spend effort of a higher category in place of effort of a lower category, if needed. To do so would be a desperate measure, but might just save your life!

- **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. Cunning is a resource that you use to learn more about your foes and to trick them without fighting.

- **Food** – Revenge is hungry work! Effort you spend will tax your body. At the end of every level, you will need to eat something — not being able to do so will sap you of much needed strength, and you could even die of starvation.

- **Wood / Metal** – You will not last long fighting with your bare hands. But crafting weapons requires materials: wood and metal. Skills you acquire along the way might also help you find new — often violent — uses for these two resources.

- **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 how impressive your unlikely victory was.

- **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 carries a time cost, and some actions do too, bringing you closer to the inevitable combat.

Track your current supply of resources by adjusting your tokens on the sheets in your display — increasing when you gain a resource, 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.

CARD TYPES

There are several types of cards in *Unbroken*:

- **Character sheets** contain information about abilities specific to the character you are playing. You will only have one character card in play for any given game.

- **Weapon sheets** allow you to spend effort to break armor and inflict wounds, helping you defeat monsters. You can only have one weapon in play at a time.

- **Monster sheets** represent the enemies that you encounter in the catacombs. They are split into four categories by level, with higher levels having more difficult monsters.

- **Encounter cards** detail the encounters that you have during your travels and offer opportunities to obtain or exchange resources.

- **Skill cards** are usually obtained after victories in combat and offer additional abilities to help you on your quest. There is no limit on how many skill cards you can have.

- **Condition cards** indicate temporary effects that apply to your character. These cards only come into play through combat with monsters, and are usually negative.

In addition, the general actions sheet, resource sheet, effort sheet, and time sheet will comprise your display and are used to track information and stats during the game.

MONSTER STATS

You will face four different monsters (one per level) over the course of the game, and each successive monster is harder to defeat than the previous one. Each monster has several statistics listed on their sheet:

- **Ambush Effect** – This is a negative effect that occurs if you were ambushed by the monster due to running out of time in the Travel Phase. Try to avoid being ambushed!

- **Trickery Cost** – You can spend the listed resources in order to trick the monster and escape the level without engaging them in combat. Some monsters (including all of the level IV monsters) cannot be bypassed with trickery, however.

- **Health Bar** – Every monster has a health bar, which indicates how many wounds you must inflict with your attacks in order to defeat them. Use your weapons and skills — these offer a way to convert effort (and sometimes other resources) into powerful attacks that inflict wounds.

- **Armor** – Certain monsters are well protected, and you will have 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.

- **Special Effect** – Certain monsters have a special effect that introduces new rules for combat, sometimes even new actions available to you during the battle.

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

- **Rewards** – If you defeat the monster in combat, you gain the rewards listed here. If you bypass a monster with trickery, you do NOT gain these rewards.

SETTING UP TO PLAY

1. Place the 4 *display sheets* — general actions sheet, resource sheet, effort sheet, and time sheet — in front of you, forming your *display*. Place a token on the "I" *skull icon* of your time sheet, to indicate 7 time.
2. Place a token to indicate 13 small effort on your effort sheet, and place 6 tokens on your resource sheet to indicate "0" of each resource.
3. Select a character to play and place that *character sheet* in your display. Put the remaining character sheets back in the box. Place a token on the leftmost space of your character sheet's *ability bar*.
4. Find the Bare Hands *weapon sheet* and place it in your display. Set the remaining weapon sheets in a face-up stack off to the side.
5. Shuffle the deck of *encounter cards* and the deck of *skill cards* separately and place them face down, with space next to each for a discard pile. Set the *condition cards* in a face-up deck, without shuffling.
6. Form the *monster deck* by randomly selecting 1 *monster sheet* for each level. Without revealing them, stack the selected monster sheets face down in ascending order (i.e., level I on top, level IV on bottom). Put the remaining monster sheets back in the box.

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 much time or you'll get ambushed by the monster! Follow these three steps:

STEP 1: PREPARATION STEP

You may take as many general actions (listed on the general actions sheet) as you wish during this step. Your character sheet and skill cards might provide additional actions. For each action you take, you must spend the listed resources. If you don't have the resources, you cannot take

the action. (At this time, you can take actions specified as "travel actions" or "general actions," but not "combat actions.")

General actions are extremely important. In particular, scouting yields crucial information about the upcoming fight, and weapon crafting is the only reliable way to be able to inflict heavy damage to stronger monsters. Make sure you are prepared!

When you have taken as many actions as you wish and can afford, move on to the next step (unless taking an action causes your available time to reach zero, in which case you proceed immediately to the Ambush Step of the Battle Phase).

STEP 2: DECISION STEP
In this step, you must make a decision: are you ready to encounter the monster? If you you are, skip the rest of the Travel Phase and proceed immediately to the Trickery Step of the Combat Phase. But if you think you need more time to prepare for the fight, proceed to the Exploration Step. (Note: If you chose to "commit to next encounter" as a part of a previous Exploration Step, you <u>must</u> continue on to the Exploration Step.)

STEP 3: EXPLORATION STEP
Reveal two cards (certain effects may increase this number) from the encounter deck. Choose one of these cards, putting the others in the encounter discard pile. Now you must choose whether to resolve the encounter or to rest.

- ● ***Encounter -*** To resolve an encounter, apply the effect on your chosen card, spending and gaining resources as indicated. Spending and gaining resources in this manner is known as the ***encounter effect***.
- ● ***Rest -*** To rest, gain a number of small effort equal to the ***time value*** of the card, found in the upper right corner.

However, if you previously resolved an encounter card that instructed you to "commit to next encounter," you reveal only one card — regardless of effects or modifiers — and must resolve the encounter; you cannot rest instead.

Once you have carried out your rest or encounter, move the token on your time resource bar according to the time value of the chosen encounter card — this represents how much time you spent — and then put the card in the discard pile. If this causes your available time to reach zero, that means your preparations took too long and the monster ambushed you; proceed immediately to the Ambush Step of the Combat Phase.

END OF PHASE
If you were not ambushed in the Exploration Step, go back to the beginning of the Travel Phase,

and repeat the sequence: Preparation Step → Decision Step → Exploration Step. This will

continue until either you decide you are ready for combat or the monster ambushes you.

COMBAT PHASE

STEP 1A: AMBUSH STEP
If this level's monster has not yet been revealed, reveal it now by flipping the top-most monster sheet face up. Reset the token on your time resource bar to the space with the skull icon corresponding to the next level (e.g., "IV" if you are in level III).

If you were ambushed (i.e., your time resource bar reached 0), apply the monster's ambush effect (if any) and then proceed directly to the Battle Step.

> Note: *Revealing the monster by scouting during the Travel Phase does not prevent an ambush! You are always ambushed if your available time falls to zero.*

Not all monsters have Ambush effects. In rare cases a "-" shows that there is no effect – you were lucky and can proceed to the Battle Step unhindered.

STEP 1B: TRICKERY STEP
If this level's monster has not yet been revealed, reveal it now by flipping the top-most monster sheet face up. Reset the token on your time resource bar to the space with the skull icon corresponding to the next level (e.g., "IV" if you are in level III).

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 therefore cannot be tricked.)

If you pay the trickery cost, proceed directly to the Rewards Step. You do not receive any rewards if you bypass the monster this way. If you choose to fight the monster instead, continue on to the Battle Step.

STEP 2: BATTLE STEP
It is in this step that you actually battle the monster. This takes place in a series of combat rounds, until either you have defeated the monster or you cannot spend effort when required. In each round of combat, the player takes a turn, then the monster takes a turn.

> 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 Turns
During your turn in combat, choose one of the following options (though you may always skip your turn if you choose to do so):
- ***Attack with Weapon***
- ***Take an Action***

Attack with Weapon
To attack with your weapon, spend the effort indicated on your current weapon sheet and then apply the result, which will inflict wounds or break armor. If inflicting wounds, the **attack power** indicates how many wounds you inflict. Move a token across the monster's health bar (from left to right), one space for each wound inflicted.

Any armor the monster has must be broken before you can inflict any wounds, except in rare cases. Cover each armor space with a token as you break it. In rare cases, monsters may regain armor after it has been broken; if this happens, you must break the armor again before you can inflict more wounds.

Some monsters incur additional costs when you attack with a weapon. (These additional costs do not apply when you attack with your skills.)

Take an Action
To take an action, choose any that is currently available to you, from the general actions sheet, your character sheet, your skill cards, or unique options presented by the monster. (At this time, you can take actions specified as "combat actions" or "general actions," but not "travel actions.")

Certain combat actions even allow you to attack the monster without using your weapon and may even ignore the monster's armor!

Monster Turns
During the monster's turn in combat, you will roll the die to determine what action the monster will take. Consult the combat actions table on the monster sheet and apply the monster effect that matches the die roll.

Certain skills and character abilities will allow you to manipulate the monster's combat rolls or mitigate the consequences of the monster's attacks. Not that regardless of modifications the roll result cannot exceed 6 or fall below 1. If a monster effect cannot be applied, 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, reroll it. If it would cause you to immediately gain a condition you already have – extend the duration of the condition by the listed time. If one of your skills allows you to ignore a specific type of monster effect, nothing happens when that combat action is rolled.

If a monster effect causes you to lose time, adjust the token on your time resource bar accordingly — you'll have that much less time in the next level. However, if you are in level IV, spend an equal number of small effort instead.

Battle Outcome
There are only two possible outcomes of the Battle Step.

1. If the token on the monster's health bar reaches the space on the far right, then you have defeated the monster and are victorious. Proceed to the Rewards Step.
2. If you are required to spend effort (due to a monster effect) and cannot, then you have fallen to the perils of the catacombs and lost the game.

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 two cards from the skill deck, keeping one and putting the other in the corresponding discard pile.

If you tricked the monster, you do not gain any of the rewards listed on the monster sheet. You do not get to gain a new skill.

STEP 4: HUNGER STEP
You now must eat food equal to the level of the monster you have just defeated — this is known as your *food requirement*. You gain one small effort for each food that you eat.

If you cannot (or choose not to) meet the food requirement, you must spend one small effort for the first food you do no eat, two for the second food, three for the third food, etc. If you do not have enough effort to spend for food you do not eat, you die of starvation and lose the game.

TIP: 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.

END OF PHASE
If the monster you have just defeated was level IV, congratulations — you won the game! You exacted your revenge and made it out of the hellish pits of the catacombs! Otherwise, you must proceed on to the next level. Before you do, get ready for the next level by doing the following:

1. Reset the token on your character's ability bar to show an available number of uses equal to the level you are about to enter (e.g., if level II, reset the token to "II").

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 — next to your character sheet; these new conditions will be active for the next level.

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

GAME END

The game will end in one of three ways: either you defeat the final monster in level IV (victory), you cannot meet the food requirement and therefore die of starvation (defeat), or you cannot spend effort when required to and therefore fall to the perils of the catacombs (defeat).

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
3	5	2	3	2	3	10

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	Castoff	Survivor	Avenger	Revenant	Nemesis

APPENDIX A: WEAPONS

Each weapon sheet lists ways you can spend effort to break armor or inflict wounds to a monster. Different weapons are better at dealing with different monsters, and you can only have one 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 a weapon as a general action. Most weapons lists two potential options to upgrade it and the cost of each upgrade in resources and time. When you upgrade a weapon, lay the new weapon sheet on top of the old one. You can upgrade a weapon during combat, with the time cost counting against the next level (or paid in SE, if level IV).

Some effects in the game can temporarily or permanently downgrade your weapon. If an effect is temporary, leave the weapon to the side for the noted duration. If it is permanent, return the weapon to the weapon deck. (You can never lose your Bare Hands weapon, however.)

You may always voluntarily downgrade a weapon as a general action. This costs nothing, but would constitute an entire turn if done during combat.

APPENDIX B: CHARACTERS

Each character has several unique abilities listed on their character sheet. In each level, you can use your character's abilities a number of times equal to the current level. This is tracked by moving a token on your character's ability bar from right to left, one space each each time you use the ability. The number of available ability uses increases at the end of every level.

Some characters have more than one ability. For these characters, using any ability consumes one of the available ability uses.

Some abilities specify "travel action" or "combat action." These descriptors indicate the phase during which the ability can be used. Any ability that does not have a specification like this is an action that can be used during either phase.

APPENDIX C: CONDITIONS

Certain monsters may inflict long-lasting negative effects — called conditions — on you in combat. There are two different ways that conditions might affect you.

If a monster effect causes you to gain a condition **for the next level**, find that condition card in the condition deck and place it next to the monster sheet. When you reach the end of a level, discard all previously active conditions. To mark that the new conditions are active, move them from beside the monster sheet to beside your character sheet. These will affect your character for the duration of the next level.

If a monster effect causes you to gain a condition **immediately**, find that condition card in the condition deck and place it next to your character sheet; it is active for the current combat, but will be discarded at the end. (Sometimes you will gain a condition immediately, but it will only be active for a specified number of combat rounds.)

If a monster's combat roll would cause you to gain a condition you have already gained for the next level, reroll it. If one of your skills allows you to ignore a specific type of monster effect, nothing happens when that combat action is rolled. You got lucky!

APPENDIX D: DIFFICULTY SETTINGS

Easy – This difficulty setting is for players who are finding NORMAL to be too challenging or who want to have an easier time while learning to play. On EASY, you roll the die once during setup to determine an extra starting resource: metal (1), wood (2), food (3), cunning (4), medium effort (5), or treasure (6). You also begin the game with a skill card – draw two and select one, then put the other in the discard pile.

Normal – This is the standard difficulty setting.

Hard – This difficulty setting is for players who want a real challenge. On HARD, you begin the game with only 10 small effort, instead of 13. In addition, monsters attack first during combat.

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Special Thanks: ?