

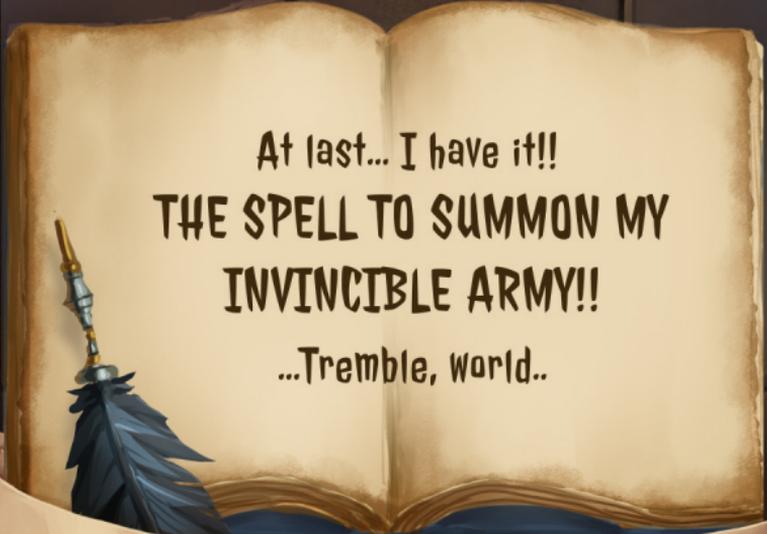


PORCUS

A DUNGEON ADVENTURE



RULEBOOK



At last... I have it!!
**THE SPELL TO SUMMON MY
INVINCIBLE ARMY!!**

...Tremble, world..



#OCUS POR...CUS!?



A single mispronounced word by the mage Ziramata unleashed chaos. The spell spiraled out of control, and its surge spread until it reached a nearby farm, turning it into a living Dungeon.

*The walls twisted. Roots burst from the ground. And the animals began to mutate into horrible
Monsters...*

***BUT!** No one expected a group of heroes to rise from
the mud...*

COMPONENTS



Basic Mode

- a** 32 Cursed Chests / Treasures
- b** 15 Monsters
- c** 1 Torch
- d** 5 Adventurers (each with 8 Attack Cards)
- e** 5 Reference Cards

Advanced Mode:

The expert mode of the game where everything levels up.

When you dare to open it, read page 14 of the manual.



SETTING UP THE GAME

1. Shuffle the Treasures

Place them in the center of the table, with the Cursed Chest side facing up.



2. Shuffle the Monsters

Place them face down in the center of the table.

3. Choose an Adventurer

Each player chooses a class, takes the 8 attack cards of that class, and adds them to their hand. Return the remaining classes to the box.



4. Draw 2 Treasures and keeps 1 closed

Each player draws two treasure cards, keeps one in their hand, and places the other face down in front of them as a cursed chest in their personal loot*.



5. Choose the first leader

Give them the Torch card and let the adventure begin!



 (*)Loot:

The area where each player keeps their rewards: successful attacks, captured monsters, and cursed chests. Stack the cards showing their scores.

ATTACK CARDS

Victory Reward

Individual reward you gain at the end of combat if you win.

In this case, if you win, you would draw 2 treasures after the combat.



Victory Points

Earned if you win the combat with this attack. They will count if you keep them in your loot until the end of the game.

Attack Strength

Damage you deal to the monster in combat. Some treasures can modify this value, but never below 0.



Each class has eight numbered attack cards from 1 to 8.



1 represents the lowest attack, as if you're sneaking through the battle while taking the opportunity to grab loot; low attacks are the ones that score the most.



8, on the other hand, represents the highest attack: you're giving it your all! But by focusing on combat, you don't have time to collect loot, so it scores less.

Victory Points
Applied at the end of the game (see below).

CURSED CHESTS AND TREASURES

Cursed Chest

Cost

Some treasures require a cost to be played.

Treasure

Effect when played

In this case, it would be: "Take a cursed chest and put it in your loot as a cost; then draw 2 treasures."

Cursed chest / treasure cards have two uses, depending on which side you obtain them:



Cursed Chests: They are negative points. When you receive a cursed chest, keep it in your personal loot without flipping it. If you don't get rid of it, at the end of the game you subtract those points from your final total.



Treasures: Treasures are powerful cards that can be played at any time, on anyone you choose, to change the outcome of combat in favor of the group (or just yourself).

When you draw a treasure, place it in your hand. When you play a treasure, discard it. If treasures increase or decrease attack, you can keep them on the table during combat to help track values.

If you need to draw a treasure and the deck is empty, shuffle the discard pile to form a new treasure deck. If you don't play the treasures in your hand, they count as victory points at the end of the game.

MONSTERS

Base Life

Multiplied according to the number of members in your team.

18 If in combat you don't exceed its life, the monster escapes (discard the monster card).

Victory Points

If you manage to defeat a monster, it is always captured by the player who meets its capture condition and, at the end of the game, that player receives its victory points.

Objectives

Here you can see who the combat effects apply to:

All Players Torch Bearer

Highest Attack Lowest Attack



For 3 players, this monster has 18 life (6x3 players), gives +1 Attack to the player holding the Torch when it appears; if you win, the player with the highest attack captures it; if you lose, all players discard up to 3 treasures.

Combat Rewards and Conditions

The color and symbol of the banner indicate when the reward or condition applies:

Effects when appearing Effects when winning Effects when losing



HOW TO PLAY



A round of Porcus consists of...



1.



The player with the Torch with a monster card from the deck.

2.



Each player chooses an Attack card from their hand and plays it face down.

3.



On the count of three, all players reveal their played Attack cards and combat begins!

4. You can play as many treasures from your hand as you want, on anyone you choose, without following any particular order.

Played treasures are discarded face up, forming a treasure discard pile once resolved.



5. When no one wants to play more treasures, the player with the Torch counts to three and ends the combat. It's time to resolve the damage!



If the sum of all played Attack cards (including treasures) is less than the monster's life, you lose the combat.



If the sum is equal to or greater than the monster's life, you win the combat and defeat it!

If you win the combat:

 Receive the rewards from the monster's victory effect. These may apply to multiple players or not, depending on the monster.

 The player who earns the monster capture reward places the Monster card face up in their personal loot.

 In case of a tie, the player with the Torch decides how to break it (You cannot have both the lowest and highest attack in the same combat).

 Finally, each player receives the rewards from the victory effects of their played Attack card and places that Attack card face up in their loot.

If you lose the combat:

 The played Attack cards are discarded (set them aside face down) and no rewards are received.

 If the monster has a defeat effect, resolve it.

 Discard the Monster card.

The mage had the highest attack, so they capture the monster and gain 3 treasures, plus 2 extra treasures from their Attack card.

In this case, all players would lose their played Attack card, and the monster would take up to 3 treasures from their hand when applying its defeat effect.



If you still have Attack cards left, pass the torch to the left and start a new round. Otherwise, the game ends and... time to count points!

END OF THE GAME



In this case, the Rogue wins the game with 27 points!

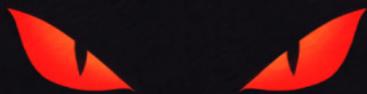
When no more Attack cards can be played, the game ends.

At the end, place all treasures remaining in your hand in your loot area, face up, and count the points on all cards (face-down Attack cards do not count). The player with the highest total points wins the game.

In case of a tie, the player with the Torch wins. If the tied players do not have the Torch, the winner is decided by the Torch bearer. (Yes, we know, it's a dirty trick).



ADVANCED MODE



Unlock this mode after completing Basic Mode.

You have ventured into the dungeons, fought powerful enemies, and earned treasures.

New doors open in the dungeon, granting access to new areas, darker and more dangerous, but with the promise of greater treasures.

And something within you is awakening—new and unique abilities for each class, making each character completely new.

Now that you have experience with the game, we invite you to open the second deck of Porcus cards to enjoy the expert mode of the game.



What does this mode include?

The Cursed Dungeon

Flames run through the corridors and smoke chokes the air. In the shadows, a strange purple glow shines... Do you have the courage to face the curses lurking in the darkness?

Class Abilities

After battling in the dungeon, you have leveled up, unlocking unique abilities and finding new allies.

- a** +16 Cursed Chests / Treasures
- b** +15 Monsters
- c** +15 Unique Attack Cards
(Divided into 5 classes)
- d** +1 New Adventurer
(The Witch, now you can play with up to 6 players)
- e** +1 Reference Card
- f** +6 Randomizer Cards
(to choose your characters randomly)



The Cursed Dungeon

Shuffle these new Monster and Treasure cards with the Basic Mode decks, creating a deck of 30 monsters and 48 treasures.

Advanced mode is marked with a symbol so you can remove it whenever you want.



Class Abilities

Each Adventurer receives 3 new Attack cards, transforming their play style into something unique. To prepare them, replace their Attack cards with the new ones as indicated in the bottom corner.

Additionally, when playing with the new Attack cards, you can add new unique classes, like the Witch, and increase the number of players to 6.





Crush your enemies, earn greater rewards through brute force.

The Warrior is the only class with a Strength 10 attack card and gains more points than usual from high-value cards.



Brains always beat brute force.

The Mage can earn a huge number of points by winning with their lowest attacks (1 and 2). However, the effort of using their most powerful attack (8) can cost them points.



There are always treasures if you know where to look.

The Rogue's cards grant a large number of treasures when winning combat. Control the game with them or stockpile your wealth.





Earn trophies to win.

The Huntress's cards are cages with special scoring. If you capture monsters, at the end of the game you can unlock their score by placing them inside.

- Each captured monster activates a cage and grants the golden points (you choose which monsters and which Attack card to activate).
- Each empty cage only grants its base points (top-left area).



Example



The Huntress has won her three special Attacks and captured one monster.

At the end of the game, she decides to use the monster to unlock the score of her Attack 6, gaining 2 points from the monster and 8 points from the attack.

Additionally, 1 point from her Attack 7 and another from Attack 8, as they are not unlocked.



Channel the powers of nature.

The Druid's Attack cards are "Animal Spirit" cards. Once per combat, if you have played a normal Attack card, you can return it to your hand and replace it with an "Animal Spirit" card.

If you swap your Attack, any applied modifiers remain on the new Attack (Treasures or monster effects).



Example



The Druid played a 3 and is about to lose the combat, so they decide to switch to their wolf form (card 5), increasing their attack and winning the combat.



Channel dark power to your advantage.

Most of the Witch's Attack cards grant cursed chests as a reward. However, Attack card 3 is a spell that allows you to convert up to 7 of those cursed chests into treasures, but only if you win the combat.



Example



If the Witch wins the combat with her Attack 3 while having 4 cursed chests in her loot, she can take those chests into her hand (open them) and use those treasures from then on.

COMBAT EXAMPLE

1.



Albert (the Torch bearer), Ana, and David face a monster with a base life of 5 ($5 \times 3 = 15$ life points). They play Attack cards of 4, 6, and 3, for a total attack strength of 13, so they cannot defeat the monster.

2.



Albert plays a treasure that adds $+2$ to his attack, raising his attack to 6 and the total strength to 15. They would now defeat the monster, and even though there is a tie for the highest attack card, Albert can break the tie because he has the Torch.

3.



Seeing that she will no longer get the reward, Ana plays a treasure that subtracts -1 from David's attack, lowering the total to 14. The monster survives again.

4.



No more treasures are played, and the combat is lost. All players lose their played Attack cards and rewards. Additionally, the defeat effect is applied: the player with the lowest attack (David) loses two treasures. Ana loses way less than her companions, well played!

GLOSSARY



Reduce the attack value of the target you play it on by X. The attack value can never be reduced below 0.



Increase the attack value of the target you play it on by X.



Draw X treasures from the treasure deck / cursed chest deck and add them to your hand.



Discard X treasures from your hand. Place the discarded treasures face up in the discard pile.



Draw X cursed chests from the treasure deck / cursed chest deck and place them in your loot.



Discard X cursed chests from your loot. Place them face up in the treasure discard pile.



Capture the revealed monster and place it in your loot.



Return the revealed monster to the deck, shuffle it, and reveal a new one. The attacks and treasures played remain in combat.



Return the targeted revealed attack to the hand. The targeted player must shuffle their attacks and draw a new one at random, keeping all played modifiers.



Cancel one played treasure that increases or reduces an attack.



Open X cursed chests: Put one of your cursed chests from your loot into your hand as a treasure.



Close X cursed chests: Put one treasure from your hand face down into your loot as a cursed chest.



Discard one of your gained attacks from your loot, losing its points.



Discard one of your captured monsters from your loot, losing its points.