



**SEVENTH  
HERO**



**A Game By Kuro**

# SEVENTH HERO™

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For 3-5 players, ages 14 and up

## Story

*The Prophecy of Kear has long warned of Maedoc the Corruptor's return. The inhuman, malevolent entity known as Maedoc seeks to twist the hearts of men to his will and reshape the world in his own warped image. Now Maedoc has awakened from this millennial slumber, and will once more stretch his dark hand upon the earth.*

*But the Prophecy also speaks of seven heroes who will defeat Maedoc. These brave souls are bound by destiny to uncover the Corruptor's plots, seek out his lair, and put an end to his schemes. Across the land, those who know of the Prophecy are presenting themselves as heroes of legend – and Maedoc's minions pose as heroes in order to find the true seven and eliminate them.*

## Game Overview

The deck consists of cards numbered 1 to 7, each number representing a different hero. During the game, players will send cards around, face down, with some hints to what card it is. Players take turns choosing whether to recruit the hero or pass. The player who has six of the seven heroes immediately wins the game, otherwise the player with the most heroes when the deck runs out of cards wins.

## Goal

Be the first player to have 6 unique heroes or have the most heroes at the end of the game.

## Components

This box contains everything you need to play.

- 77 Playing cards (11 copies of each hero)
- 5 Reference cards
- Rulebook (this book)



# Setup

1. Shuffle the deck and deal 2 heroes to each player, face up. These form a PARTY of heroes for each player. If any player receives two identical heroes, discard one of the heroes and draw a new card until the player has two different heroes.
2. Deal 5 cards face down to each player. These are the players' starting hands. The rest of the deck is put into a common, face down draw deck.
3. The player who last went on a quest goes first.

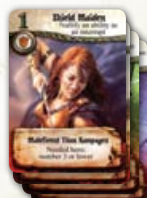
Players are now ready to begin the game!

## Example Play Area

*The draw deck and discard pile are used by all players. Each player forms his own party of heroes and pile of eliminated heroes.*



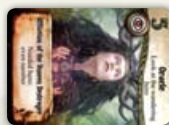
*Draw deck*



*Discard pile*



*Player's eliminated heroes*



*Player's party*

# Card Anatomy

1. **Number:** This is used for the wandering hero to match the quest requirement that was revealed at the start of the turn.
2. **Special Ability:** Each hero features a special ability that can be used once during the game.
3. **Illustration:** What the hero of Prophecy looks like.
4. **Quest Requirement:** This determines what hero number a card must have in order to be sent as a wandering hero.



## How to Play

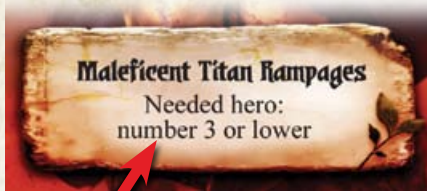
Players take turns being the **MAIN PLAYER**. When one player finishes his turn, play continues to the next player in clockwise order who then becomes the main player. This continues until is someone wins by collecting six heroes or the draw deck runs out of cards (see “End of Game” on page 8).

## Taking a Turn

At the start of your turn as the main player, take the top card of the draw deck and place it face up on the discard pile. The bottom of the card lists the quest requirement and what number is needed as a wandering hero.

You must now take one hero from your hand that corresponds with the quest requirement, place it **face down** and send him or her to the next player in clockwise order. This card is considered the **WANDERING HERO** during this turn.

*Example: The main player discards the top card of the draw deck at the start of his turn, which reveals the Shield Maiden. The Shield Maiden's quest requirement lists a needed hero number of 3 or lower. The main player has two cards in his hand that match the quest requirement: the Wyrml Slayer with a number 2 and the Chieftain with a number 3. The main player chooses to send the Chieftain as the wandering hero and places the card face down in front of the player to his left.*



*The Chieftain's number matches the quest requirement.*



If you don't have a card in hand that matches the quest requirement, you must send one hero from your party (see "Recruiting Heroes" on page 6) that matches the requirement. If none of the heroes in your party matches the requirement, send the top card

from the draw deck face down as the wandering hero. In this case, no one will know what hero it is so you cannot use the "Extra Hints" option on page 6.

The player who received the wandering hero can either choose to RECRUIT the hero (flip the card face up), or PASS and send the wandering hero to the next player in clockwise order, who must now decide whether to recruit or pass by sending the wandering hero to the next player, and so on until someone recruits it.

If the wandering hero goes a whole lap around the table and returns to the main player, he must recruit the hero, whether he wants to or not. While the main player cannot choose to pass, he may use the Wyrml Slayer's ability to discard the wandering hero, if able (see "Hero Special Abilities" on page 7).

After the wandering hero has been recruited (or discarded by an interrupt), the main player draws one card from the draw deck into his hand and play proceeds to the next player's turn in clockwise order. This continues until the game ends (see "End of Game" on page 8).



## Recruiting Heroes

If a player recruits a hero that he doesn't already have, everything is fine. He now has a new hero added to his party.

If a player recruits a hero that he already has, one of them is Maedoc's minion posing as a hero to eliminate the true heroes of legend.

Both copies of the identical heroes must be placed face down next to player's party as they eliminate each other in a fight to the death. This forms a pile of ELIMINATED HEROES. In order to avoid eliminating your heroes, it's recommended that you have a good guess on who the wandering hero is (see "Extra Hints" below).

## Extra Hints

If you want another hint before deciding to recruit or pass, you may send a card from your hand, face down, to the main player (the player who first sent the wandering hero). The main player takes a secret look at the card you sent and replies "yes" or "no" if your card is identical to the wandering hero. Your card is then discarded, but temporarily face down, so that the other players don't see what it was.

You may use any number of cards from your hand to gain an extra hint before deciding whether to recruit the wandering hero or pass. However, you cannot use the last card in your hand to gain a hint. If you only have one card remaining in your hand, you cannot gain extra hints.

# Hero Special Abilities

Each hero has a special ability that can be used once. You may only use the abilities of heroes in your party (not cards in your hand), and only once per game. Once you have used a hero's ability, rotate the card sideways to show it has been used. Heroes that have not been used are considered ready heroes.

You may use a special ability at any time, even when it's not your turn or you're not the player with the wandering hero before you. If you are forced to send away one of your used heroes (because you didn't have a card in hand that matched the quest requirement), that hero's ability is renewed by rotating the card upright again.

If you are forced to send away one of your ready heroes (because you didn't have a card in hand that matched the quest requirement), or one of your ready heroes is about to be eliminated because you recruited an identical copy, you may use the hero's ability, if able.

Special abilities may be played as "interrupts." For example, you may use the Wyrmslayer and discard the wandering hero as soon as a player chooses to recruit and flips the card face up (maybe because that would otherwise win him the game), or use the Outcast with the same timing. That way, the game will be settled when all abilities have been used, but don't wait too long to play an interrupt.

## Variant Rule

If players would like to make the game play faster and add more risk, use the following timing instead:

1. Wandering hero arrives at a player.
2. Special abilities may now be used (leave a fair amount of time for players to decide on this).
3. The player then chooses to recruit or pass.

In other words, as soon as a player has said "I recruit," the hero is no longer a wandering hero for the purpose of special abilities.

# End of Game

If a player has six of the seven heroes in his party, he immediately wins the game! Otherwise the game ends at the end of the turn in which the last card of the draw deck was taken. In this case, the player with the most heroes in his party wins. If two or more players tie for the most heroes in his party, the player with the fewest cards in his pile of eliminated heroes wins. If players are still tied, the player with the most total points of heroes in his party (add all of the heroes' numbers together) wins. If players are still tied, they share the win.

## Hero Clarifications

### 1 – Shield Maiden

*Nullify an ability as an interrupt.*

Cancel the effect of any other hero just used. The hero is still considered used even though its ability was nullified, and must be rotated sideways as normal.

A Shield Maiden may be used to nullify another Shield Maiden.

### 2 – Wurm Slayer

*Discard the wandering hero.*

Place the wandering hero face up in the discard pile. Note that this is not considered an eliminated hero. Once the wandering hero is flipped face up, the Wurm Slayer's ability cannot be nullified by the Shield Maiden.

### 3 – Chieftain

*Renew one of your hero's abilities.*

Rotate one hero in your party that has been turned sideways into its upright position. That hero may use its ability again, even immediately after being renewed by the Chieftain.

You cannot use the Chieftain to renew another player's hero.



## 4 – Outcast

*Another player of your choice cannot recruit the wandering hero.*

The player targeted by the Outcast must pass and send the wandering hero to the next player. If the wandering hero is sent to the main player and is then targeted by the Outcast, the wandering hero must be discarded.

You cannot use the Outcast on yourself to avoid recruiting a wandering hero.

## 5 – Oracle

*Look at the wandering hero.*

The Oracle allows you to take a secret look at the wandering hero, being careful not to reveal the card to other players. You may announce what the wandering hero is to other players in order to give them information if you wish, but you cannot actually show them the card. Of course you may also lie and announce that it is a different hero than you actually saw, but such tactics are only fitting for a minion of Maedoc.

## 6 – Tale Weaver

*Main player may send any hero.*

This ability allows the main player to ignore the quest requirement and send any card from his hand as the wandering hero.

You may use the Tale Weaver on another player if you wish, although in most cases you use the ability during your turn in order to avoid sending a hero that allows another player to win the game.

## 7 – Forest Strider

*Draw two cards into your hand.*

This ability allows you to take the top two cards from the draw deck and add them to your hand of cards. If only one card remains in the draw deck, you only draw one card.

There is no limit to the number of cards a player may have in his hand.

# The Seven Heroes of Prophecy

## Oracle

The Oracle has been touched by the spirits and given a terrible gift. Her vision is free from the chains of time: past, present, and future are all as one in her eyes. She is respected and feared, sought for her wisdom and shunned for her incoherent fury. The Prophecy says her visions will guide the heroes to the scrolls of Kear, but drive her into a madness from which she will never return.



## Outcast

As one who lives in the shadows, the Outcast isn't blinded by the light and lies of the Corruptor. He sees through the fiend's empty promises, and recognizes those who have embraced the deception and betrayed their people. The outcast may be called a spy, a thief, or an assassin, but according to the Prophecy, he is the one who will reveal and destroy the heroes' greatest betrayer.



## Worm Slayer

The Worm Slayer is a pure warrior. He has no love but battle, no goal beyond victory, no joy beyond the ecstatic, berserker frenzy that drives him to kill until his enemies are no more. He knows he will die in battle, but does not fear death, for he and death have been companions for years. His role in the Prophecy is simple: he will strike the killing blow, but not before being slain himself.



## Chieftain

The Chieftain is shrewd yet honorable, and speaks with a voice of wisdom and thunder. His scars tell of his experience in battle. He leads without fear, and those who follow are united in their courage and drive for victory. According to the Prophecy, he will forge the separate heroes into a single blade to pierce the heart of the Corruptor.



## Forest Strider

Some say the Forest Strider was abandoned as a baby and raised by the wolves of the wood. Others say he's the last son of an ancient tribe of tree-dwellers. Still others say he's an outlaw who fled to the forest so long ago that even he has forgotten his previous life. Whatever the truth may be, the Prophecy says his destiny is to track the Corruptor and lead the heroes down the crooked path of moonlit shadow.



## Shield Maiden

The Shield Maiden was born to battle and grew up with a blade in her hand. She is sworn to defend her people with courage and iron, and to never turn her back on an enemy who still lives. According to the Prophecy, her bravery will inspire the heroes through their darkest defeat, and she will slay the beast who cannot die.



## Tale Weaver

The songs and stories of the Tale Weaver are imbued with true magic: they bolster spirits, heal wounds, and strengthen the sword arms of those who hear them. Her words bring peace to her allies and terror to her enemies. According to the Prophecy, it is the Tale Weaver who learns the Song of Newlyn and sings it to bind the Corruptor.





# SEVENTH HERO™

## Credits

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Keep away from small children!

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