

Legend of Zagor

Components:

- 3 Dungeon Floor Bases: Grey Chambers of Death, Red Hall of Fear, and Black Crypt of Zagor
- 1 Tan Portal of Doom
- 1 Tan Skull Hall (3 Pieces)
- 2 Tan Bridges: Stone Steps, Rope Suspension Bridge (3 Pieces)
- 1 Dark Purple Zagor Figure
- 1 Dark Purple 3rd Level Monster: Flame Dragon
- 6 Red 2nd Level Monster Figures: 2 Chaos Champions, 2 Ogres, 1 Hellhorn, 1 Troll
- 5 Tan 1st Level Monsters: Skeletons (3), Zombies (2)
- 4 Red 1st Level Monsters: Goblins (2), Orcs (2)
- 4 Dark Purple Hero Figures: Anvar the Barbarian, Stubble the Dwarf, Braxus the Warrior, Sallazar the Wizard
- 1 Dark Purple Merchant Shop Keeper Figure
- 4 Character Sheets: Barbarian, Dwarf, Warrior, Wizard
- 56 Spell Cards: Alchemy, Arrow, Charisma, Charm Monster, Death, Destiny, Drain Magic, Escape, Evolution, Fireball, Flying Carpet, Fools Gold, Freeze (2), Ghost (2), Healing, Hurricane, Invisibility (2), Jump (2), Life (6), Long Fingers, Magic Charge (2), Magic Screen (2), Magnetism, Merchant, Mind Blank, Pickpocket, Rust, Sleep, Speed, Steal, Summon Creature, Summon Monster, Switch (2), Teleport (2), Time Warp (2), Transformation (2), Tunnel (2), Vision, Weapons, Wings
- 24 Treasure Chest Cards: Identical but numbered from 1-24
- 16 Cardboard Room Tiles
- 46 Corridor Tiles:
 - 26 Grey 1st Level Tiles: Axe, Barrel, Elven Boots, Friendly Dwarf, Genie, Giant Rats, Guard, Healing Potion, Helmet, Leather Pouch (2), Magic Arrow, Pool of Gold, Random (3), Scout, Secret Passage (2), Shield, Sorcerer, Teleport, Trap, Torch, Water Bottle, Witch
 - 16 Light Brown 2nd Level Tiles: Dark Elf, Druid, Evil Wizard, Fountain of Life, Ghost, Giant Spider, Good Wizard, Hag, Mule, Pit, Random (2), Secret Passage (2), Teleport, Wood Elf
 - 4 Green 3rd Level Tiles: Fireball, Poisoned Dart, Mummy, Vampire Bats
- 34 Gold Coin Tokens: 1 Gold Coin (6), 2 Gold Coin (8), 3 Gold Coin (8), 5 Gold Coin (8), 10 Gold Coin (4)
- 85 Equipment Tokens: Red Heart/Stamina (4), Red Fist/ Strength (4), Green Fist/Monster Strength (4), Green Heart/ Monster Stamina (4), Small Red Heart/Hireling (4), Axe (4), Chainmail (4), Elven Boots (4), Healing Potion (12), Helmet (4), Magic Arrow (11), Magic Ring (4), Mule (4), Shield (4), Sword (4), Torch (10),
- 1 Black 10-Sided Die

Setup:

- Assemble the 3 levels of the dungeon using the diagram on the inside lid of the box for reference.
- Randomly place the grey tiles on the 26 spaces of the Chambers of Death base.
- Place one 1st level monster figure in each of the 9 rooms, and place the merchant figure in the dungeon store.
- Randomly place the light brown tiles on the 16 spaces of the red Halls of Fear base.
- Place one 2nd level monster figure in each of the 6 rooms.
- Randomly place the green tiles on the 4 spaces of the black Crypt of Zagor base.
- Place the Flame Dragon in its cave, and place Zagor in Skull Hall.
- Arrange the equipment tiles face-up next to the game so all players can reach them.
- Place the treasure chest cards face-down next to the game within easy reach of all players.
- Each player takes a Hero Figure, a matching Hero Sheet and 4 markers (stamina, strength, monster stamina, monster strength).
- Players choose which of the 4 starting spaces in the Chamber of Death to begin on (see fig. 3).
- Each player take 20 gold coins and secretly draws one magic card. Place the rest of the cards face-down as a draw deck.
- Players may spend coins to purchase equipment before play begins. Place these tokens on the matching areas of your sheet.
- Press the top most-center “on” button to hear the opening phrase of Zagor, “Who dares challenge/do battle me?”. Press the corresponding hero buttons for each character participating in the game. Zagor will acknowledge each hero as each button is pressed. Important: wait until he finishes speaking before pressing each character button or it will not be accepted.

Gameplay:

- Each Zagor will announce which player will go first. Each player will then go in clockwise order for the remainder of the game.
- On a turn each player may perform a number of actions in any order of their choosing:
 - **Move:** Move up to 2 spaces (3 w/elven boots).
 - You may only take this action once per turn, except for magic or with the use of a special corridor tile.
 - You may pass over another hero but you can’t land on an occupied space.
 - You cannot retrace your steps, move diagonally, or move after a fighting action (i.e. you can’t move-fight-move).
 - Moving between levels and moving into a room counts as one space.
 - You can’t move into a room occupied by another hero. When entering a room, press the dwarf button (Chambers of Death), or the Wizard button (Halls of Fear) on the Crypt of Zagor. After the verbal challenge from Zagor, press the appropriate hero button and Zagor will acknowledge you. Zagor will announce a monster’s strength and stamina, which you must mark on your character sheet. You will then combat a monster (see “Combat” below).

- **Reveal a Corridor Tile:** When ending your movement on a corridor space flip the tile, read the printed instructions and carry out its effects. Place any equipment tiles on your sheet unless you already own the item. If revealing a “random” tile, press the Warrior button on the Crypt or Zagor. He will announce an event that will affect a hero of his choice. Unless you add a tile to your character sheet, all revealed tiles are placed face-down on their original spaces (exception: leave secret passage tile face-up).
- **Combat:** This action can occur between heroes (PVP) or monsters (PVM).
 - Heroes must be adjacent to one another to battle, whereas heroes may battle monsters if they occupy the same room.
 - **PVP:** If a player is adjacent to another player they may battle one another (provided a monster is not revealed).
 - a. The active player declares which character they are attacking.
 - b. The active player rolls the die and compares it to the defending character’s strength rating:
 - Hit: If the die result is higher than that strength score, the defending character reduces their stamina 1 point.
 - Miss: No effect.
 - c. Defend: The defending player can roll the die against the attacking character’s strength rating. If they are successful they nullify the attack and do not reduce their stamina rating.
 - d. The defending player attacks as outlined in a-c. This process continues until a hero’s stamina is zero, or they surrender.
 - e. Combat ends if a player surrenders. The winner chooses to take their gold, a treasure chest card, or a piece of equipment.
 - f. The winner takes all the gold and treasure chest cards of a defeated player. They may also switch spaces with the loser.
 - g. A hero whose stamina is reduced to zero loses a turn and returns to one of the four starting spaces on the 1st level.
 - **PVM:** When entering a room, press the Dwarf (Chambers of Death), or the Wizard (Halls of Fear) button on the Crypt of Zagor:
 - a. After the challenge message, press the appropriate character button so Zagor will acknowledge your hero.
 - b. After hearing the monster approach, Zagor will announce a monster’s strength and stamina rating, which you must mark on your character sheet with the matching cardboard markers.
 - c. Zagor declares the monster’s first attack number. If it’s higher than your strength rating, reduce your stamina by 1 point.
 - d. The hero player quickly rolls the die against the monster’s strength rating. If it is equal to or higher than this number, reduce the monster’s stamina rating by 1 point.
 - e. Zagor will once again declare the monster’s next attack number (monster’s always attack first). Continue to follow this process from a-e until either the hero retreats or the hero or monster is reduced to zero stamina points. To end a battle, press either the Dwarf or the Wizard button depending on the level (confirmed with a scream).
 - f. A dead or retreating hero discards a treasure chest card or a equipment tile from their character sheet.
 - g. A hero that defeats a monster takes any treasure chest cards which are appropriate for that level.

NOTE: If a player has a hireling, they may substitute them for combat. The process is the same and any stamina depleted in battle remains lost. If the hireling is killed before the end of combat, the hero may then continue in place of the hireling, or he may retreat.
- **Cast a Spell:** Players begin with one spell card, but they may increase that limit to two with a magic ring.
 - Only one spell can be cast per turn and it must be before or after a move (exception: magic ability such as the Time Warp spell).
 - At the end of your turn you may exchange a spell card by discarding it and drawing a new card from the draw deck.
 - You cannot enter the Crypt with a spell, or cast a spell on any hero (active or inactive) occupying the Crypt of Zagor.
 - All spells can only be used once and then be discarded. Once discarded, draw a new card from the top of the draw deck.
- **Use Equipment Item:** You may use any number of equipment items as you want on your turn.

The Crypt of Zagor:

- Upon entering the 3rd level, you will enter the Crypt of Zagor. At this point you cannot use spells, magic arrows, magic rings, or Elven boots. Healing potions may still be used in the Crypt. Before facing Zagor you must pass through the Dragon’s Cave...

The Dragon’s Cave:

- The hero must first defeat the Flame Dragon, press the Wizard button and wait for the combat sequence.
- Once the strength and stamina numbers are announced, add +2 to the Strength and +1 to the Stamina for the Dragon.
- If the hero retreats and returns later, they must press the button again for the Dragon’s new Strength and Stamina.

Zagor:

- When reaching the entrance to Skull Hall, Zagor emerges to join you in battle. Zagor has a Strength and Stamina rating of 12.
- Your hero must reveal any treasure chest cards. Each card will reduce his Strength and Stamina rating by one point.
- Adjust these ratings for Zagor and then press the Barbarian button, it’s Zagor’s turn to fight.
- After the challenge, press the appropriate hero button to start the battle.
- Zagor will either call out an attack number (which must exceed your hero’s Strength rating) or cast a Spell. Combat is conducted per standard combat rules. If he casts a spell, he will announce the name of the spell (i.e. “Thunderball!”) and then announce the results of the spell (i.e. “Lose 1 Stamina point”).
- After attacking, the hero may attack him next. Repeat this process until the hero or Zagor is defeated.
- Heroes cannot retreat from the battle with Zagor.
- If Zagor wins he returns to his original Strength and Stamina rating, and the hero returns to his original starting position and discards all of his treasure chest cards.

Winning the Game: The first person to defeat Zagor is declared the winner.

The Voice of Zagor: Throughout the game, Zagor will randomly choose a hero to punish or reward him.

- He will call out the hero's name and reveal the fate which has been chosen for him.
- If the player has done well in combat he will likely reward him. If the player has avoided too many rooms he might punish him.
- Once Zagor commands you, play pauses until that player has performed the action required of him by Zagor.
- Zagor will never interrupt a combat sequence or a random instruction.
- If ordered to combat a monster and once the fight has concluded, simply press the Barbarian button to end the battle.

Other Information and Tips:

- Don't press the buttons on the Crypt too quickly or carelessly, the processor is slow and there is no cancel button. The Crypt has 6 buttons (1 button for the Barbarian, Dwarf, Warrior and Wizard, 1 repeat button, and 1 on/off button).
- The Crypt will automatically adjust the power levels of the monsters according to the number of heroes participating.
- Discarding a torch allows you to peek at an adjacent tile before you move.
- Whenever a torch, magic arrow or healing potion is used, remove it from the character sheet and return it to the pool.
- All discarded treasure cards are placed next to the Dragon's Cave.
- You can't attack another player if you have just stepped into a trap.
- When in combat, press the Dwarf button for level 1, the Wizard for level 2, the Warrior for a random event, and the Barbarian for the final battle with Zagor.
- The Golden Talismans and the Silver Daggers are necessary to reduce Zagor's Strength and Stamina, and ultimately defeat him.
- You can only carry 6 chests at a time unless you have a mule, then you may carry 8 chests.
- Equipment tiles may be purchased at the Dungeon Store, found on a corridor tile, stolen from a defeated hero or by magic.
- Sleeves: (80) 56 mm x 87 mm

Abbreviated/Introductory Tales:

- The Quest for the Enchanted Orb: Zagor has hidden the Orb deep within the dungeons of Castle Argent. The Orb is an ancient symbol of the King's power over the Mighty Realms, and without it he fears the return to the anarchy of the Nightmare years. He has charged you, the great Heroes of the Realm, to brave the terrors of the dungeon to rescue the Orb.
 - Use only the grey Chambers of Death base, placing the heroes on one of the 4 chosen starting spaces.
 - Shuffle the treasure chest cards numbered 1-9 and randomly place them in each room with a 1st level monster.
 - Each player starts with 10 gold coins.
 - Roll the die until you get a result between 1-9. The chest card that matches this result contains the Orb. The rest contain 2 gold.
 - When a card is gained it must be announced and placed in front of that player.
 - The player that finds the Orb must return to his starting space, with the treasure card, to win the game.
 - Other players must try to steal the card in combat or by using spells.
 - The winner is the player that returns the card to their original starting space.
- The Howling Spectre: Tallistor, the Powerful Warlock, was ambushed into a trap set by Zagor the Undead Warlock. His spirit was drawn from his body and imprisoned in a metal chest, hidden in the Hall of Fear beneath the Castle Argent. Tallistor's body has resided within the King's household but alas his Sage's have located Tallistor's spirit. He wants you, the bravest of Heroes in his kingdom to open the chest and allow his body and spirit to once again be rejoined.
 - Use the grey Chambers of Death base; the red Hall of Fear base for this adventure. Place heroes on the normal starting spaces.
 - Shuffle the treasure chest cards numbered 1-9 with 12 other chest cards and place the pile next to the board.
 - Roll the die until you get a result between 1-9. The chest card that matches this result contains the Spirit of Tallistor. Orb. The rest on the 1st level contain 2 gold and the ones on the 2nd level contain 4 gold.
 - Each player starts with 12 gold coins.
 - When a player defeats a monster in a room, they draw 1 card if in the Chambers of Death or 2 cards if in the Hall of Fear.
 - The winner is the player that reveals the correct chest card to the other players.