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Game: **BIG TROUBLE IN LITTLE CHINA:
THE GAME**

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Print on card (ensure you are printing at 100% scale) laminate and trim to size.

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BIG TROUBLE IN LITTLE CHINA

SETUP

Place the board, **Chinatown** side up. Place the **audacity token** on the **audacity track** space matching the number of players. Place the **threat token** on the **Big Trouble track** start space.

Place the **fate track board** next to the main board. Roll the 6 black **fate dice** and place the results rolled near the board.

Separately shuffle the **Big Trouble** and **Hell cards** and place the decks facedown on their spaces on the main board.

Stack all of the **shop item tokens** on their matching spaces. Create the **crate token pool** by shuffling the **crate tokens** and placing them facedown in a pile near the board.

Each player selects a **hero** and 3 **red action dice** and takes the corresponding **hero board**, **miniature**, **level up tokens**, **2 quest tokens**, **special/co-op ability card**, **special ability token**, and **4 upgrade cards**. Choose 1 upgrade card and place it on the top of the stack (all start with the non-epic side faceup).

Place a blu **chi** peg in a hole of the **chi track** according to the number of players. Place a red **health** peg in hole 10 of the **health track**. Highlighted dice slots on the board are **epic** slots.

Each player decides whether to use their **special ability** or their **co-op ability** and places their card to display that side. The special ability is used by flipping the special ability token to its spent side, and it can't be used again until the token flips back at the start of Act II. The co-op ability is active when your hero is near another hero, as described on the card.

Players place their miniatures in space 1 of the *Dragon of the Black Pool Restuarant*.

With less than 4 players, remove the **companion cards** for the heroes in play and shuffle the rest. Players then gain companions according to the number of players. A companion's passive effect is granted to the player with the card for the entire game. The special ability can be used by flipping the card (after which it is spent).

Create the **main quest deck**. Randomly select 1 matching hero **main quest card** for each of the heroes in play, and 1 **boss main quest card**. Shuffle this deck and place it setup side up near the board. Return unused hero quest cards to the box.

Draw the top card of the main quest deck and place it setup side up next to the deck. These 2 visible main quests are the **available main quests**. Place the **reward deck** next to the quest cards. For each available main quest card, place 1 matching **quest token** (color side up) on the quest's **starting location**.

Create the **side quest decks**. Shuffle all the side quest cards, separate the deck into 3 roughly equal decks and place them setup side up near the board. Place side quest tokens and randomly selected facedown crate tokens on the locations listed on the 3 visible side quest cards.

Set aside the **showdown quests** until Act II.

Place the **boss boards** near the board. Create the **minion deck** and place it near the boss boards. You usually only use the normal version of a minion, but depending on the number of players, you may have to randomly choose some normal minions to be replaced with their hard versions.

Place the **quest book** nearby for easy reference.

Make setup changes according to the number of players.

If your hero levels up as a result of this setup, take the level up rewards before the start of the game.

# Players:	1	2
Starting audacity:	10	7
Hero Starting Level/Chi:	2/5	2/0
# Main Quests:	1 hero, 1 boss	2 hero, 1 boss
Companions:	3	1 per player
Minions:	All normal	2 hard
# Players:	3	4
Starting audacity:	4	Start
Hero Starting Level/Chi:	1/5	1/0
# Main Quests:	3 hero, 1 boss	4 hero, 1 boss
Companions:	1 (give to anyone)	0
Minions:	All normal	2 hard

To increase difficulty, replace more minions with their hard versions. You may also set the boss health to the Director's Cut value, and spawn the Director's Cut tier of the minion spawn on Big Trouble cards. For even more difficulty, remove the special/co-op ability cards from the game.

THE GAME

1. HERO PHASE

1A. IN ACT I

Reveal the top **Big Trouble card** and follow its instructions, then put it at the bottom of the deck.

In the first round, only spawn the minions on the card.

Advance the **threat token** on the Big Trouble track a number of spaces equal to the number in the top left of the card.

Resolve the effect on the card.

Spawn the **minions** listed at the bottom of the card in the designated streets space, according to the number of players. With 3-4 players and the Director's Cut, add all previous minions listed. If there are no minions available of the type listed, spawn the next available minion in its place as follows:

- If no Lord of Death, spawn Wing Kong Hatchet Man.
- If no Wing Kong Hatchet Man, spawn Guardian.
- If no Guardian, spawn Security Guard.
- If no Security Guard, spawn Wing Kong Six Shooter.
- If no Wing Kong Six Shooter, spawn Spirit Path Warrior.
- If no Spirit Path Warrior, spawn Wildman.
- If the Wildman is already on the board, disregard any additional Wildman spawns.

1B. IN ACT II

Check showdown effects on active showdown cards.

2. TAKE ACTIONS

Players collectively decide who will be first player this round. Then heroes take their turns starting with the first player and continuing in clockwise order, until all players have resolved their turn. There are 2 types of actions:

Dice actions are **movement**, **combat check**, **skill check**, **task**, and **rest**. You may take as many dice actions as you have action dice, and in any order. Some upgrade cards and zone effects are activated with a task action.


Free actions are **trigger a quest token**, **open a crate**, **use an item**, **trade**, and the underground zone effect **fast travel**. **Free actions cannot be taken if the hero has already spent all of their action dice.**

2. ENEMY PHASE

1. ENEMIES MOVE AND ATTACK

All **minions** move and then attack if able. Then, all **bosses** move and then attack if able.

Movement

 All minions and bosses move up to as many spaces as their **movement value** in the direction of the nearest hero in their zone.

If equidistant, enemies move towards the hero with the highest chi. If chi is also equal, players choose which hero is the target. If there are no heroes in their zone, minions move towards the closest hero *not* in their zone, but stop at the zone entrance (red line). Minions can't cross red lines.

Bosses without a movement stat do not move. During Act II, bosses are not able to use elevators.

Attack

Any minion or boss in the same space as a hero (or in LOS of a hero, if the minion has a ranged attack) attacks that hero. If equidistant, the hero with the highest chi is the target. If chi is also equal, players may choose.



An enemy's **attack value** is the amount of damage they automatically deal to a hero when they attack.

Create a defense dice pool for your hero by taking the **defense** skill dice shown on your hero board and adding any additional skill dice from upgrade and companion cards. Roll the dice pool: for each success, 1 damage from the attack value of the enemy is prevented; then the hero takes all remaining damage.

2A. IN ACT I

The round ends.

2B. IN ACT II

Advance the **threat token** 1 space closer to the game over space on the Big Trouble track. Check active showdown cards for upkeep. The round then ends.

MOVEMENT ACTION

NORMAL: Move up to 2 spaces per action die.

EPIC: Move up to 3 spaces per action die.

Any number of minions or heroes can occupy a space. Heroes may not move through walls (double white lines). Entryways (red lines) are treated like white lines by heroes, but cannot be crossed by minions.

To move in and out of the underground and between levels in Lo Pan's lair, heroes must move through gateways (manholes, doorways, and elevators). When on a gateway space, spend 1 movement point to reach its matching colored counterpart.

If a hero moves out of a space with 1 or more enemies, the hero takes 1 damage for each enemy in the space they are leaving. If that would cause the hero to die, the hero must resolve death effects before continuing the movement.


COMBAT CHECK ACTION

NORMAL: Gain 1 skill die for combat rolls per action die.

EPIC: Gain 1 epic skill die for combat rolls per action die.

Specify which enemy you are attacking. Then build a combat dice pool by spending at least 1 action die. You gain 1 normal or epic skill die for each action die you allocated, plus any additional skill dice granted by upgrade and companion cards. Roll the dice pool: if the total number of successes are equal to or greater than the enemy's **defense number**, score a hit. If lower, the attack fails and the enemy's **strikeback** is triggered.

Melee combat targets enemies in the same space as your hero.

 **Ranged** combat targets enemies within line of sight (LOS). Upgrades granting ranged combat and enemies with ranged attacks have the bullet icon.

The ranged combat ability is a passive ability that is always on as long as the hero has an upgrade with that icon visible.

If there are no walls or red lines in the direct path between your hero and the space your target is in, you have LOS. Strikeback is only triggered if the enemy is in your space or also has a ranged attack.

When fighting a **minion**, you must score a single successful hit to kill it. Remove the minion from the board and gain the reward listed in the **reward** area of the minion's card.

When fighting a **boss**, use their boss board to find their defense number, special abilities, and health track. If you meet or exceed their defense number with your combat roll, you score a hit: move the health peg down by one.

SKILL CHECK ACTION

NORMAL: Gain 1 skill die for skill check rolls per action die.

EPIC: Gain 1 epic skill die for skill check rolls per action die.

When encountering a skill check, the player who triggered it must use at least 1 action die to immediately attempt it.

You gain 1 normal or epic skill die for each action die you allocated, plus any additional skill dice granted by upgrade and companion cards. Roll the dice pool: if the total number of successes are equal to or greater than the enemy's **skill check difficulty number**, you pass the check. Otherwise, you fail.

Read the pass/fail text in the quest book or on the side quest card to learn the outcome of your skill check.

You may not attempt a skill check if there are enemies located in the same space as your hero.

TASK ACTION

NORMAL: Fulfill 1 task requirement of a matching attribute.

EPIC: Fulfill any 1 task requirement without it having to match the attribute.

To complete a task you must be in the same space as the task (indicated by a quest marker token or the board location). To meet the task's requirement(s), you must use action dice that match the attributes of the task (some may require multiple action dice to meet multiple requirements).

When you place 1 action die of a matching attribute on your hero board (body for body, mind for mind, or spirit for spirit), also place 1 **pass marker** on that requirement on the quest card. Once all the requirements on the task have been covered by pass markers, that task action is complete.

If the task requirements have **'any'** listed instead of a specific attribute, you may use any die to fulfill that requirement.

Task actions that have **separated boxes** can be completed 1 attribute at a time over multiple turns, and all players are allowed to contribute to the task until it is complete. Task actions with **merged boxes** must be completed by the active player on 1 turn. Task actions cannot be failed, only left incomplete.

Zone actions are a type of task action that require 1 or more action dice to be allocated to your hero board while in the zone with the zone action box. The underground zone action, however, is a free action (and follows those rules). The zone action is not restricted to the space with the zone action box; it can be taken by any hero in that zone, as long as there aren't any enemies in their space.

You may not attempt a task action if there are enemies located in the same space as your hero.

REST ACTION

NORMAL: Gain 2 health per die spent. If at full health, gain 1 Chi per die instead.

EPIC: Gain 3 health per die spent. If at full health, gain 1 Chi per die instead.

FREE ACTIONS

Initiating a free action does not require the use of action dice. They may be taken more than once during your turn as long as you have at least 1 action die remaining. Taking a double attribute or a wild fate die counts as having an action die to allow you to take a free action.

Trigger a Quest Token: When you're in the same space as a main or side quest token, you may trigger it as a free action by flipping over the token.





Open a Crate: When you're in the same space as a crate token, you may flip it over to find out what's inside. Any item not used immediately is saved near your hero board for later use.

Use an Item: A shop item or a crate token that is not immediately resolved may be used any time during your turn as long as you have available action dice.



Trade: Give or take an item from another hero who is in the same space with you.

You may not attempt a free action if there are enemies located in the same space as your hero.


USING DICE

 At the beginning of your turn, roll all your **action dice**. To take an action, declare which action you would like to take and place 1 or more available action dice into the leftmost empty slot(s) of the matching attribute track (**body** , **mind** , or **spirit** ) on your hero board. You can only place a die into a track matching the rolled symbol.


Any action can be taken by spending any type of action die. You can take as many separate actions as you have dice, or you can combine multiple dice into a more powerful version of the action. Action dice stay slotted until your next turn.

 **Skill dice** are used to resolve skill checks, combat checks, and defense checks.  **Epic skill dice** are a stronger version of skill dice with a better chance of success.


Success results indicate the number of success. **Demon** results are misses.

 If a roll involving skill dice ever resolves with 3 or more demons, the active hero immediately loses 3 health.


THE FATE TRACK


 The 6 fate dice rolled at the start of the game and placed next to the fate track are a communal pool that can be used by any player on their turn.

Players may only use 1 fate die per turn.

 **Double Mind / Body / Spirit:** If you choose a double attribute die it must be taken *before* taking an action. Slot the die into your hero board like a normal action die and double the result of the chosen action. If used in an epic slot, double the result of the epic version of that action.

You may use fate dice on upgrade cards and zone actions, but they are *not* triggered twice.

 **Dragon Spell (Wild):** This die can be used as a wild action die in any attribute track (but it does not trigger the action twice).

 **Automatic Success:** These dice may be taken *after* a skill/combat/defense check roll to add to the total successes.

If you use a fate die, you must roll that die at the end of your turn and place it in the leftmost open slot on the fate track.

If a mind, body, or spirit symbol is rolled, no bad effects occur. But if the die shows a 1 success, 2 success, or wild symbol, immediately resolve the effect corresponding to the slot where the die was placed.

When all 6 fate track slots are full, remove the fate dice and re-roll them; they become immediately available for use.

UPGRADING YOUR HERO


If you lose **chi** and the amount you have left is less than what you need to lose, move the blue chi peg to 0, then remove the remaining points from your hero's health.


Chi gained from the audacity track is gained by all players. All other chi gains are limited to the hero performing the action.

Once you've reached 10 chi, your hero immediately **levels up**. All players start at **level 1**, which comes with a choice of 1 upgrade card (though in a 1 or 2 player game you start with enough chi to gain an additional level). When you level up, reset your chi track to 0 (or higher, as surplus chi carries over towards the next level) and add the new level token to your hero board. This token indicates the type of rewards available at that level (you may only choose one of the available rewards). Take the reward right away; it is usable that turn.

Heroes can't level up past level 6, but can continue to trigger the level 6 rewards each time they would level up beyond level 6. If your chi drops to 0, you *do not* lose a level.

UPGRADE CARDS

 Heroes have a set of unique **upgrade cards**. Additional upgrades are earned as rewards for leveling up, and unique upgrades are earned by completing quests.

 Gain upgrade cards with their normal side faceup. As a level up reward, you may choose to **flip a card** to its epic side for a powered-up version of that ability.

Some upgrades require the use of action dice to be activated (indicated by an icon showing which attribute activates it, or the word **any**).

QUESTS

There are 3 types of quests: **main quests** and **side quests** in Act I, and **showdown quests** in Act II. Showdown quests reward heroes with elevator keys.

MAIN QUESTS

Main quests have multiple events and often take multiple game rounds to complete. All main quests that have not been completed by the time Act I ends are considered incomplete. They are of 2 types: **hero** (which must be activated by the hero pictured) and **boss** (which can be activated by anyone).

To activate their hero quest, a hero must be on the same space as the corresponding quest token and there must be no enemies on that space. Triggering a quest token is a free action. Flip the main quest token and card to their active sides, and place an event clip over the topmost event number to track quest progress.

The player to the activating player's right finds the quest's **event number** in the quest book and reads aloud the associated story. Follow any related instructions.

Once the quest has been activated, any hero in the game can take part in any other part of the quest, including its completion.

SIDE QUESTS

Side quests are quick, single events. Any player may activate a side quest by going to the space with the corresponding quest token and activating it as a free action. Flip the corresponding side quest card to its active side.

All of a side quest's story is written on the side quest card. Read it aloud before attempting to complete the event on the card. If the event is not resolved, the card is left on the side quest deck until it is completed by any hero.

Once completed, the active hero receives the reward listed. Set aside the card, revealing the next available side quest card. The active player places the crate and quest tokens as listed on the setup side of the card.

QUEST EVENTS

Each quest is comprised of individual **events**. Events may include any combination of combat checks, skill checks, tasks, and moving to a specific location.

To perform a quest event on your turn, your hero must be in the specific location designated by the current and active quest token, and perform a quest token free action.

Skill checks A **skill check** event requires the active hero to roll skill dice in an attempt to pass it. The number listed is the minimum number of successes required to pass that skill check. After rolling the dice in your dice pool, check to see if you passed or failed the skill check and read the corresponding text from the quest book or side quest card.

Combat In a **combat** event, the heroes need to defeat minions specified by the quest event. If the quest requires spawning a minion that is not available, spawn a minion of a higher level in its place. Track the progress of a combat action by placing a pass token on the quest card for each defeated enemy.

Task actions To complete a **task** event you must spend action dice of the listed type (mind, body, spirit, or any) on your hero sheet. Keep track of completed requirements by placing pass tokens on the quest card. The task action does not need to be completed on the same turn, or by the same hero. After all requirements have been covered with pass markers, the task is completed.

COMPLETING A QUEST

When all events in a quest have been completed and all requirements fulfilled, the active quest is **completed** and the hero receives the rewards.

Give boss main quests reward cards to any hero chosen by the players.

Then, the completed quest card is placed aside near the board to keep track of which quests were completed and which quests are not yet complete. Draw another quest card from the deck and set it up as described on the setup side of the card.

Only 2 main quests and 3 side quests can ever be active at any given time.

DAMAGE, DYING, & THE CHINESE HELLS

When your hero takes damage, reduce their health by 1 for each point of damage.

If health reaches 0, your hero dies: **immediately draw a Hell card**, read it aloud, and apply all effects. Then **advance the threat token 1 space on the Big Trouble track**.

Finally, **set your health to 10** and continue your turn. You do not end your turn or lose any of your available actions.

Discard Hell cards have an immediate effect and are then discarded. **Keep** Hell cards stay with your hero until cleared, or until you get a new Hell card. You may only have 1 Hell card at a time.

In Act I, players can always clear their own or another player's Hell card by visiting the **Buddha Shrine** location and performing the corresponding zone action.

In Act II, Hell cards can only be cleared with some upgrade card abilities, and the **Get Out of Hell Free** crate item.

ACT II. THE FINAL SHOWDOWN

When the Big Trouble or audacity track has filled, Act I immediately ends (all remaining hero actions are lost) and Act II begins.

Remove all components from the board and flip it to the other side. Return the Big Trouble cards, main quest cards, side quest cards, quest book, and unclaimed shop items to the box.

Remove any slotted fate dice from the fate track and re-roll all fate dice, placing them next to the fate track.

Place the remaining Hell cards on the Hell space on the board.

Take the double-sided **showdown quest cards** matching all main quests from Act I (completed and uncompleted), and arrange them near the board on either the *complete* or *incomplete* side depending upon the result of the quests from Act I. Also lay out the 3 **boss showdown cards** (*Rain, Thunder, Lighting*), and the Act II **showdown setup card** (set to the side corresponding to what triggered act II (the Big Trouble track or the audacity track)).

Then, according to what is listed on the showdown quest cards, place each hero miniature in their starting places, and spawn all minions and bosses. Follow the Act II showdown setup card for placing Lo Pan and his minions. Place any necessary showdown effect tokens (crates, monsters, rubble, etc.), and read aloud and resolve any showdown quest card effects. Set Lo Pan's health to [number of players +3].

Place the threat token on the Big Trouble track space appropriate for the number of heroes in the game.

If in play, flip back your spent special ability token.

HOW THE FINAL SHOWDOWN WORKS

The lair elevator entrances with colored outlines can be used to travel between levels. Using lair elevators costs 1 movement point in the same way as using gateways on the Chinatown side of the board. All elevator movement is restricted to up and down on the side of the board being accessed.

At the start of the showdown, access to the central arena (level 2) is blocked. You must complete **showdown objectives** to collect a number of **keys** (1 less than the number of players) before being able to unlock the arena. In a solo game no keys are needed to enter the arena.

Completing a showdown objective is just like completing a side quest in Act I. Completing showdown quests may also stop additional enemy spawns or ongoing negative effects triggered.

Once unlocked, you can enter the central arena and confront Lo Pan. The threat token moves one space closer to **game over** on the Big Trouble track at the end of each round, and with each hero's death. If it ever reaches the end of the track in Act II, players lose the game.

DAVID LO PAN

Lo Pan starts on space L2-10 and stays there until his health has been reduced to *flip over*, when he instantly retreats to level 3. Roll an epic skill die and place Lo Pan on the level 3 space with the matching die face icon. He will remain there until defeated.

Lo Pan has two attack modes: **Ghost** and **Made Flesh**. While in Ghost form, his attack is variable; roll a die during his activation to determine which attack listed on his boss board he performs.

When Lo Pan's Health reaches *flip over*, flip to his Made Flesh side. He loses his variable attack and can only do damage with his attack value in the same manner as all other enemies.

When Lo Pan (Made Flesh) is defeated, players immediately win the game.

BIG TROUBLE IN THE LITTLE CHINA

GAME ROUND

1. HERO PHASE

1A. IN ACT I

Reveal the top **Big Trouble** card and follow its instructions, then put it at the bottom of the deck.

In the first round, only spawn the minions on the card.

Advance the threat token.

Resolve the card's effect.

Spawn the minions. If there are none available of the type listed, spawn the next available minion:

If no Lord of Death, spawn Wing Kong Hatchet Man.

If no Wing Kong Hatchet Man, spawn Guardian.

If no Guardian, spawn Security Guard.

If no Security Guard, spawn Wing Kong Six Shooter.

If no Wing Kong Six Shooter spawn Spirit Path Warrior.

If no Spirit Path Warrior, spawn Wildman.

If the Wildman is already on the board, disregard any additional Wildman spawns.

1B. IN ACT II

Check showdown effects on active showdown cards.

2. TAKE ACTIONS

Players collectively decide who will be first player. Then heroes take their turns starting with the first player and going clockwise, until all players have resolved their turn.

Dice actions are **movement**, **combat check**, **skill check**, **task**, and **rest**. You may take as many dice actions as you have action dice, and in any order. Some upgrade cards and zone effects are activated with a task action.

Free actions are **trigger a quest token**, **open a crate**, **use an item**, **trade**, and the underground zone effect **fast travel**. **Free actions cannot be taken if the hero has already spent all of their action dice.**

2. ENEMY PHASE

1. ENEMIES MOVE AND ATTACK

All **minions** move and then attack if able.

Then, all **bosses** move and then attack if able.

All enemies move up to as many spaces as their **movement value** in the direction of the nearest hero in their zone.

Any minion or boss in the same space as a hero (or in LOS, if the minion has a ranged attack) attacks that hero.

An enemy's **attack value** is the amount of damage they automatically deal to a hero when they attack.

Roll your defense dice pool (your **defense** skill dice plus any additional skill dice from upgrade and companion cards). For each success, 1 damage from the enemy's attack value is prevented; then the hero takes all remaining damage.

2A. IN ACT I The round ends.

2B. IN ACT II Advance the threat token 1 space on the Big Trouble track. Check active showdown cards for upkeep.

CARD ICONS



Movement value



Number of players



Enemy melee attack value



Re-roll one die



Ranged ability (heroes)



Task requirement (body, mind, spirit, or any)



Ranged attack value (enemies)



Damage dealt to hero

SHOP ITEMS

There are 3 zone actions (*Black Market*, *Egg Foo Young Tours*, *Dragon of the Black Pool Restaurant*), and several quest rewards that give you shop items.

These may be traded as a free action between heroes in the same space. Once used they returned to the box.



Egg's Remedy: Discard at any time to regain full health.



Fortune Cookie: Discard during your turn to be able to use 2 fate dice instead of 1 this turn. At the end of your turn you must perform a fate check for each fate die used.



Huge Buzz: Discard on your turn to instantly move to any street space on the Chinatown board, or to any space on your current level on the Lo Pan's Lair board. Do not take evasion damage if leaving a space with enemies.



Dragon Spell: Use during your turn as a wild action die. Allocate the token to an attribute slot as you would with an action die. It may be used in any of the 3 attribute tracks. Discard at the end of your turn.



Chinese Fireworks: Discard this token on your turn to do a special ranged attack. Target a space within LOS, roll 5 skill dice, and score a hit on all enemies with a defense equal to or less than the number of successes rolled. Do not gain chi for hits caused this way. No re-rolls.



Casting Bones: Discard this token at any time to look at the next Big Trouble card. You may move it to the bottom of the deck, or return it to the top.

CRATE ITEMS



Lucky Coin: Discard at any time during your turn to re-roll any number of dice, including unspent fate dice, and your unspent action and skill dice.



Get Out of Hell Free: Discard at any time to prevent your hero from gaining a new Hell card or to clear your hero's current Hell card.



Lord of Death Spawn (Trap): Immediately spawn a Lord of Death in your current space.



Lo Pan's Curse (Trap): Your hero immediately loses 4 health.



Hell Portal (Trap): Your hero gains a new Hell card without dying or advancing the threat token on the Big Trouble track.

BIG TROUBLE IN THE LITTLE CHINA

GAME ROUND

1. HERO PHASE

1A. IN ACT I

Reveal the top **Big Trouble** card and follow its instructions, then put it at the bottom of the deck.

In the first round, only spawn the minions on the card.

Advance the threat token.

Resolve the card's effect.

Spawn the minions. If there are none available of the type listed, spawn the next available minion:

If no Lord of Death, spawn Wing Kong Hatchet Man.

If no Wing Kong Hatchet Man, spawn Guardian.

If no Guardian, spawn Security Guard.

If no Security Guard, spawn Wing Kong Six Shooter.

If no Wing Kong Six Shooter spawn Spirit Path Warrior.

If no Spirit Path Warrior, spawn Wildman.

If the Wildman is already on the board, disregard any additional Wildman spawns.

1B. IN ACT II

Check showdown effects on active showdown cards.

2. TAKE ACTIONS

Players collectively decide who will be first player. Then heroes take their turns starting with the first player and going clockwise, until all players have resolved their turn.

Dice actions are **movement**, **combat check**, **skill check**, **task**, and **rest**. You may take as many dice actions as you have action dice, and in any order. Some upgrade cards and zone effects are activated with a task action.

Free actions are **trigger a quest token**, **open a crate**, **use an item**, **trade**, and the underground zone effect **fast travel**. **Free actions cannot be taken if the hero has already spent all of their action dice.**

2. ENEMY PHASE

1. ENEMIES MOVE AND ATTACK

All **minions** move and then attack if able.

Then, all **bosses** move and then attack if able.

All enemies move up to as many spaces as their **movement value** in the direction of the nearest hero in their zone.

Any minion or boss in the same space as a hero (or in LOS, if the minion has a ranged attack) attacks that hero.

An enemy's **attack value** is the amount of damage they automatically deal to a hero when they attack.

Roll your defense dice pool (your **defense** skill dice plus any additional skill dice from upgrade and companion cards). For each success, 1 damage from the enemy's attack value is prevented; then the hero takes all remaining damage.

2A. IN ACT I The round ends.

2B. IN ACT II Advance the threat token 1 space on the Big Trouble track. Check active showdown cards for upkeep.

CARD ICONS



Movement value



Number of players



Enemy melee attack value



Re-roll one die



Ranged ability (heroes)



Task requirement (body, mind, spirit, or any)



Ranged attack value (enemies)



Damage dealt to hero

SHOP ITEMS

There are 3 zone actions (*Black Market*, *Egg Foo Young Tours*, *Dragon of the Black Pool Restaurant*), and several quest rewards that give you shop items.

These may be traded as a free action between heroes in the same space. Once used they returned to the box.



Egg's Remedy: Discard at any time to regain full health.



Fortune Cookie: Discard during your turn to be able to use 2 fate dice instead of 1 this turn. At the end of your turn you must perform a fate check for each fate die used.



Huge Buzz: Discard on your turn to instantly move to any street space on the Chinatown board, or to any space on your current level on the Lo Pan's Lair board. Do not take evasion damage if leaving a space with enemies.



Dragon Spell: Use during your turn as a wild action die. Allocate the token to an attribute slot as you would with an action die. It may be used in any of the 3 attribute tracks. Discard at the end of your turn.



Chinese Fireworks: Discard this token on your turn to do a special ranged attack. Target a space within LOS, roll 5 skill dice, and score a hit on all enemies with a defense equal to or less than the number of successes rolled. Do not gain chi for hits caused this way. No re-rolls.



Casting Bones: Discard this token at any time to look at the next Big Trouble card. You may move it to the bottom of the deck, or return it to the top.

CRATE ITEMS



Lucky Coin: Discard at any time during your turn to re-roll any number of dice, including unspent fate dice, and your unspent action and skill dice.



Get Out of Hell Free: Discard at any time to prevent your hero from gaining a new Hell card or to clear your hero's current Hell card.



Lord of Death Spawn (Trap): Immediately spawn a Lord of Death in your current space.



Lo Pan's Curse (Trap): Your hero immediately loses 4 health.



Hell Portal (Trap): Your hero gains a new Hell card without dying or advancing the threat token on the Big Trouble track.

LEVEL UP REWARDS



Gain a new upgrade card

Some upgrades require the use of action dice to be activated (indicated by an icon showing which attribute activates it, or the word **any**).



Flip upgrade card to epic side



Gain additional action die

Level 6 rewards are triggered on consecutive level ups.

ACTIONS

MOVEMENT ACTION

NORMAL: Move up to 2 spaces per action die.

EPIC: Move up to 3 spaces per action die.

Any number of minions or heroes can occupy a space. Heroes may not move through walls (double white lines). Entryways (red lines) are treated like white lines by heroes, but cannot be crossed by minions.

To move in and out of the underground and between levels in Lo Pan's lair, heroes must move through gateways (manholes, doorways, and elevators). When on a gateway space, spend 1 movement point to reach its matching colored counterpart.

If a hero moves out of a space with 1 or more enemies, the hero takes 1 damage for each enemy in the space they are leaving. If that would cause the hero to die, the hero must resolve death effects before continuing the movement.

COMBAT CHECK ACTION

NORMAL: Gain 1 skill die for combat rolls per action die.

EPIC: Gain 1 epic skill die for combat rolls per action die.

Specify which enemy you are attacking. Then build a combat dice pool by spending at least 1 action die. You gain 1 normal or epic skill die for each action die you allocated, plus any additional skill dice granted by upgrade and companion cards. Roll the dice pool: if the total number of successes are equal to or greater than the enemy's **defense number**, score a hit. If lower, the attack fails and the enemy's **strikeback** is triggered.

Melee combat targets enemies in the same space as your hero.



Ranged combat targets enemies within line of sight (LOS). Upgrades granting ranged combat and enemies with ranged attacks have the bullet icon.

The ranged combat ability is a passive ability that is always on as long as the hero has an upgrade with that icon visible.

If there are no walls or red lines in the direct path between your hero and the space your target is in, you have LOS. Strikeback is only triggered if the enemy is in your space or also has a ranged attack.

When fighting a **minion**, you must score a single successful hit to kill it. Remove the minion from the board and gain the reward listed in the **reward** area of the minion's card.

When fighting a **boss**, use their boss board to find their defense number, special abilities, and health track. If you meet or exceed their defense number with your combat roll, you score a hit: move the health peg down by one.

SKILL CHECK ACTION

NORMAL: Gain 1 skill die for skill check rolls per action die.

EPIC: Gain 1 epic skill die for skill check rolls per action die.

When encountering a skill check, the player who triggered it must use at least 1 action die to immediately attempt it.

You gain 1 normal or epic skill die for each action die you allocated, plus any additional skill dice granted by upgrade and companion cards. Roll the dice pool: if the total number of successes are equal to or greater than the enemy's **skill check difficulty number**, you pass the check. Otherwise, you fail.

Read the pass/fail text in the quest book or on the side quest card to learn the outcome of your skill check.

You may not attempt a skill check if there are enemies located in the same space as your hero.

TASK ACTION

NORMAL: Fulfill 1 task requirement of a matching attribute.

EPIC: Fulfill *any* 1 task requirement without it having to match the attribute.

To complete a task you must be in the same space as the task (indicated by a quest marker token or the board location). To meet the task's requirement(s), you must use action dice that match the attributes of the task (some may require multiple action dice to meet multiple requirements).

When you place 1 action die of a matching attribute on your hero board (body for body, mind for mind, or spirit for spirit), also place 1 **pass marker** on that requirement on the quest card. Once all the requirements on the task have been covered by pass markers, that task action is complete.

If the task requirements have '**any**' listed instead of a specific attribute, you may use any die to fulfill that requirement.

Task actions that have **separated boxes** can be completed 1 attribute at a time over multiple turns, and all players are allowed to contribute to the task until it is complete. Task actions with **merged boxes** must be completed by the active player on 1 turn. Task actions cannot be failed, only left incomplete.

Zone actions are a type of task action that require 1 or more action dice to be allocated to your hero board while in the zone with the zone action box. The underground zone action, however, is a free action (and follows those rules). The zone action is not restricted to the space with the zone action box; it can be taken by any hero in that zone, as long as there aren't any enemies in their space.

You may not attempt a task action if there are enemies located in the same space as your hero.

REST ACTION

NORMAL: Gain 2 health per die spent. If at full health, gain 1 Chi per die instead.

EPIC: Gain 3 health per die spent. If at full health, gain 1 Chi per die instead.

ZONE ACTIONS

The Underground: If you're anywhere in the underground sewers, you may fast travel as a free action to any surface-level underground entrance. Roll a skill die: demon = -5 health; 1 success = -3 health; 2 successes = -0 health. If you don't want to resolve a fast travel action, you can still move underground using the normal movement rules.

Buddha Shrine: Spend any 1 action die to remove 1 Hell card from your hero or spend 2 action dice to remove a Hell card from another hero located anywhere on the board.

The Dragon of the Black Pool Restaurant, Egg Foo Young Tours, and The Black Market: Spend 1 action die to gain any one of the available shop item(s) currently present at this shop.

Gracie's Pad: Spend 1 action die to regain full health.

LEVEL UP REWARDS



Gain a new upgrade card

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