

# DISCWORLD

## SET UP

1. Shuffle the Green and Brown cards separately.
2. Put Green on top of Brown to create the Draw Deck and deal 5 to everyone.
3. Shuffle the deck of Random Event cards.
4. Each player chooses a colour and takes:

**12 Minions**  
**6 Buildings**  
**\$10**  
**1 random Personality card**

5. Each player places 1 Minion in The Shades, The Scours, and Dolly Sisters.
6. Place 1 Trouble Marker in these 3 areas as well.

## GAME PLAY

1. On your turn if you've met your Personality card's win condition the game ends, proceed to END GAME.
2. Otherwise play 1 card.

- » The Actions on a card must be activated from left to right.
- » You may skip all Actions except for any Random Event icons.
- » Each Action must be completed before the next may take effect.

3. Then draw back up to 5 cards.

- Money is open information.
- You may have more than 5 cards at the end of your turn.

## END GAME

- If a player has met their win condition at the start of their turn they win.
- If the Draw Deck is exhausted and a player is Commander Vimes then they win.
- If the Draw Deck is exhausted and no player is Commander Vimes then determine final score:

1. 5 VP for each of your Minions on the Game Board.
2. Each Building is worth a number of VP equal to its monetary cost.
3. 1 VP per \$1.
4. If you have the Dent or Bank card, then you must repay the amount indicated otherwise you lose 15 VP.

**Ties are broken to the player with the highest monetary value City Area card.**



### PLACE A MINION

- You may place your 1st Minion in any Area.
  - You must place Minions in an Area with at least 1 of your Minions, or an adjacent Area.
- If you've placed all your Minions, you may move 1 from one Area to another.



- If you place a Minion in an Area with another, add 1 Trouble Marker.
  - If a Minion is ever removed from an Area with a Trouble Marker, discard the Trouble Marker regardless of how many Minions remain.
- There's no limit to the number of Minions in an Area, but there may only ever be 1 Trouble Marker in an Area.



### PLACE A BUILDING

- You may only build in an Area that contains at least 1 of your Minions, without any Trouble Markers or another Building.
  - Pay the cost shown and take the corresponding City Area Card for on-going benefits.
- If you've placed all your Buildings, you may move 1 from an Area to another.
  - If you ever have a Building removed, you also return the City Area Card.



Remove another player's Minion, Troll, or Demon of your choice from an Area that contains a Trouble Marker. This would also require you to remove the Trouble Marker.



Play at an appropriate time to interrupt something "bad" being done to you.



Remove 1 Trouble Marker from the Board.



Play another card.



Gain the \$ indicated.



Perform the Action described on the bottom of the card.



### RANDOM EVENT

This Action is not optional. Draw the top card of the Event Deck.

### BLOODY STUPID JOHNSON

Roll the die. If the City Area card of that number is in play then discard it. The owner of the card must remove 1 Minion from that Area. The Building still counts towards control and retains its Monetary Value for scoring.

### DEMONS FROM THE DUNGEON DIMENSIONS

Roll the die 4 times and place 1 Demon and Trouble Marker in each Area rolled.



An Area with a Demon in it can not be controlled, and the power on the City Area card cannot be used. They can be moved or removed in the same way as Minions.

### DRAGON

Roll the die, remove all Minions, Demons, Trolls, any Trouble Marker, and any Building from that Area.

### EARTHQUAKE

Roll the die twice and remove any Buildings from those Areas.

### EXPLOSION

Roll the die and remove any Building from that Area.

### FIRE

Roll the die, if there is a Building in that Area discard it then roll the die again. If the next Area rolled is adjacent to the previous **and** there is a Building in it then remove it. Continue rolling until the Fire has no other Building to spread to.

### FLOOD

Roll the die twice, Areas rolled that are adjacent to the River are Flooded. In Turn Order each player must move their Minions from these Areas to adjacent Areas that are not also affected by the Flood.

### FOG

Reveal the top 5 cards from the Draw Deck to everyone then discard them.

### MYSTERIOUS MURDERS!

Roll the die and remove 1 Minion of your choice from that Area. Pass the die to the player on your left who does the same. Repeat for each player.

### RIOTS

If there are 8 or more Trouble Markers on the Game Board then the game ends immediately. The player with the highest score is the winner.

### SUBSIDENCE

Each player must pay \$2 for each Building they have on the Game Board. Each Building that cannot be paid for is removed from the Game Board.

### TROLLS

Roll the die 3 times and place 1 Troll in each Area, if you place 1 in the same Area as another Troll or Minion then also add a Trouble Marker.



Trolls affect the Board in the same way as any other Minion except they don't belong to any player. They can be moved or removed in the same way as Minions.

### DIMWELL

Once per turn pay \$3 to place 1 Minion in Dimwell or an adjacent Area.

### DOLLY SISTERS

Once per turn pay \$3 to place 1 Minion in Dolly Sisters or an adjacent Area.

### DRAGON'S LANDING

Once per turn gain \$2.

### THE HIPPO

Once per turn gain \$2.

### ISLE OF GODS

Once per turn pay \$2 to remove 1 Trouble Marker from the Game Board.

### LONGWALL

Once per turn gain \$1.

### NAP HILL

Once per turn gain \$1.

### THE SCOURS

Once per turn discard 1 card to gain \$2.

### SEVEN SLEEPERS

Once per turn gain \$3.

### THE SHADES

Once per turn place 1 Trouble Marker in The Shades or an adjacent Area. There must be at least 1 Minion in the Area.

### SMALL GODS

You may pay \$3 per Minion/Building to protect them from a Random Event.

### UNREAL ESTATE

Once per turn you may draw 1 card and discard 1 card.