

Adventurers Just Want to Rest in Fancy Graves

EN Manual

Players **2-5** Play Time **15-30 min** Age **6+**

冒険者はモシイなおじい力でぬむりたい

BOUKENSYA HA

KIREI NA

OHAKA DE

NEMURI-TAI

Story

You are adventurers.

Explore the dungeon and earn as many coins as you can. Even if you lose your life, don't worry. Your bravery will be honored with a fancy grave.

But remember, the finest graves go to those who claim them first...

Will you survive and rake in riches, or be the first to fall in glory? Even death is a strategy! Make your mark!

There's been a real surge in adventurers lately. We're short on graves, so I've been swamped! If you want a decent grave yourself, you'd better get a move on. Ha ha ha!

— The stonemason



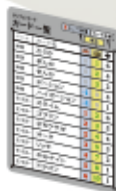
Game Setup

- 1/ Give 1 Summary Card to each player.
- 2/ Shuffle the Dungeon Cards face down to form the Draw Pile (Dungeon).
- 3/ Place the Grave Cards face up within reach of all players.
- 4/ The player who most recently failed to return from a dungeon becomes the Starting Player.

Grave Cards



Your Play Area



Summary Card

Draw Pile (Dungeon)



Contents

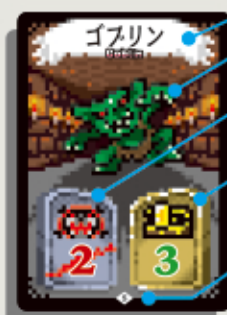
• 39 Dungeon Cards

White back	Slime x 6	Goblin x 5	Fortune Rabbit x 4
Orc x 3	Lich x 2	Dark Knight x 1	
Dragon x 1	Copper Coin x 6	Silver Coin x 4	
Gold Coin x 2	Potion x 4	Greater Potion x 1	

• 5 Grave Cards

Black back	9	7	5	3	1
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How to Read the Cards



Name

Illustration

Damage ...
Knocked Out at 5+

Coins ... Score

Copies in Game ...
Number of copies in the game
e.g.) There are 5 Goblin cards.

Name

Illustration

Score



• 5 Summary Cards

カード名	枚数
ゴブリン	5
スライム	6
オーク	3
ドラゴン	1
リッチ	2
ポーション	4
グレートポーション	1
ゴブリン	5
スライム	6
オーク	3
ドラゴン	1
リッチ	2
ポーション	4
グレートポーション	1

• 36 Score Tokens

1 Score x 20
5 Score x 8
10 Score x 8



• 2 Manuals (Japanese/English)

How to Play

Players take turns in clockwise order.

On your turn, pick **one** of the following **actions: A or B.**

A [Explore]

1/ Choose to draw either the top 3 cards or the bottom 3 cards of the Draw Pile.



2/ Look at the cards secretly, then place 1 card face up in your play area.

3/ Place each of the remaining 2 cards face down on the top or bottom of the Draw Pile, one at a time.



Knockout Check

When you place a card in step 2/, if your total damage is **5** or more, shuffle all cards in your play area (including the newly placed card) face down back into the Draw Pile.

Then, take the highest-scoring Grave Card available.

You are Knocked Out and now serve as the 'Dungeon's Will.'



B [Retreat]

Gather all the cards you have collected and place them face down together. You now become the 'Dungeon's Will.'



Special Rule: 'The Dungeon's Will'

When it is your turn, if you have already **Retreated** or been **Knocked Out**, you act as the 'Dungeon's Will' and must perform the special action below.

- 1/ Draw 1 card from either the top or bottom of the Draw Pile and reveal it face up.
- 2/ Give it to a player who has not yet become the 'Dungeon's Will' (and also perform a **Knockout Check** for that player.)



Game End

Once all players have either **Retreated** or been **Knocked Out**, the round is over.

Track everyone's scores using the score tokens and begin a second round. The player who scored lowest in the first round is the new Starting Player.

※ In case of a tie, use any method to break it.

The player with the highest combined score across both rounds wins.

The big damage from 'Dragon' or 'Dark Knight' can be softened by 'Potion' cards!

— Advice from a seasoned adventurer



Credits

Production & Sales : nanatory co., Ltd., Mob +

Game Design : Kaya Miyano (@miyanokaya2024)

Artwork : Hara Celeb (@hara_celebrity)

English Translation : Ken & Kedo

Printing & Cooperation : Daiko Printing Inc.

Special Thanks to:

Board Game Cafe Saio, test players and everyone who purchased this game



nanatory



For questions or inquiries about the game, please contact us

✉ : meetingofboardgames@gmail.com

✂ : @mobplus_mobgame