



G A M E S

Blorp Quest

The Madness of Gildorp



Published By: First Layer Games

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Ages: 8+

Players: 2-5

Estimated Duration: 20-30 minutes

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Box Contents

Heroes	x 4
Weapons	x 2
Hero HP Counters	x 4
Hero Dice	x 2
Gildorp Body	x 1
Gildorp Wings	x 2
Gildorp Counter	x 1
Gildorp Dice	x 2

Objective

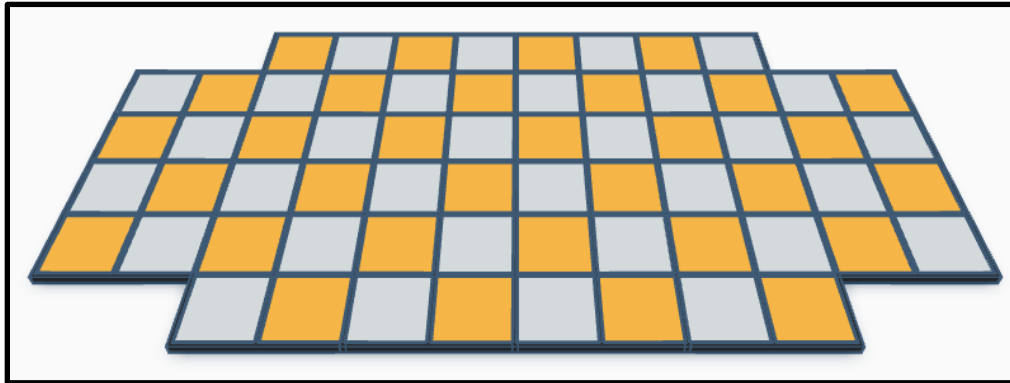
Blorp Quest is a game of Heroes and Monsters. One team controls a party of heroes consisting of a Paladin, a Rogue, a Wizard, and a Cleric.

Another Player controls Gildorp, a mighty golden dragon that has gone mad and is wreaking havoc across the land.

The Party has been contracted to rid the countryside of this fire breathing threat. Both the Party and Gildorp are trying to reduce their enemy's HP to zero. Whoever survives is the winner!

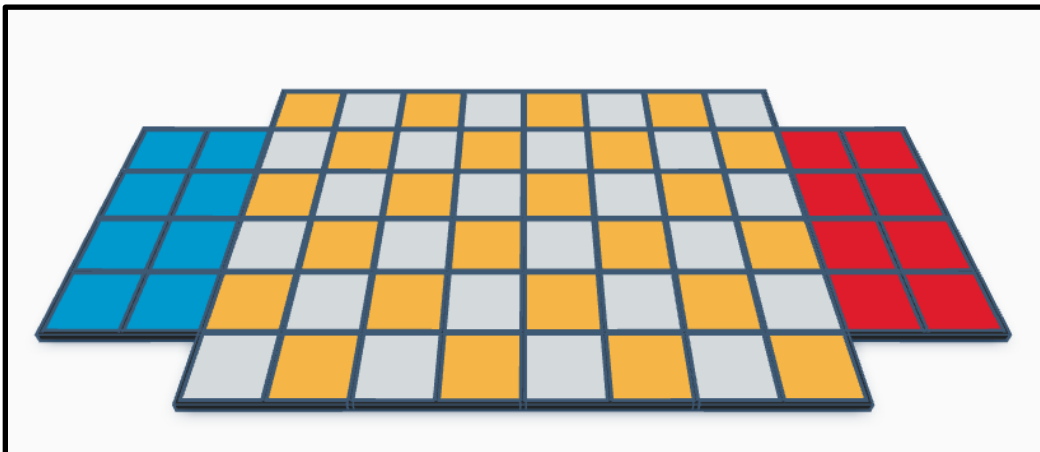
Setup

- 1: Insert the wings into Gildorp the Dread.
 - 2: Attach the Star staff to the Wizard, and the Sword of Virtue to the Paladin.
 - 3: Set each of the Hero HP Counters to 15.
 - 4: Set Gildorp's HP counter to 60.
 - 5: Using the MCB Modules and included connectors you will need to build your battlefield.
- Below is the diagram for Gildorp's Den.



Piece Placement

- 1: Gildorp can be placed anywhere within the Monster Zone (Red).
- 2: Heroes can be placed anywhere within the Hero Zone (Blue).



- 3: You can only move your characters in the direction they are facing, so consider their starting orientations carefully.

Hint: Facing your enemy is usually a good idea!

Turns

1: On their turn, Players will roll their dice, then move and/or attack accordingly.

Character Turn Order

- 1: The player controlling Gildorp moves First.
- 2: From there, turns alternate between that player and the party of heroes. Even though there are 4 Heroes, the party only gets one turn before it is Gildorp's turn again.
- 3: In other words, Turns alternate between one turn for Gildorp and one turn for the Party.
- 4: Players can only use one character per turn.

Player Turn Order

1: If the game is 2 players, one player controls Gildorp and the other controls all 4 heroes
In Such case, turns alternate between players.

2: With 3 or more players, the heroes are assigned to particular players..

Example: In a 3 player game, Gildorp is controlled by Player 1, The Paladin and Rogue could be assigned to Player 2, and the Wizard and Cleric assigned to Player 3.

3: When it is the Party's turn, the players within the party rotate taking turns

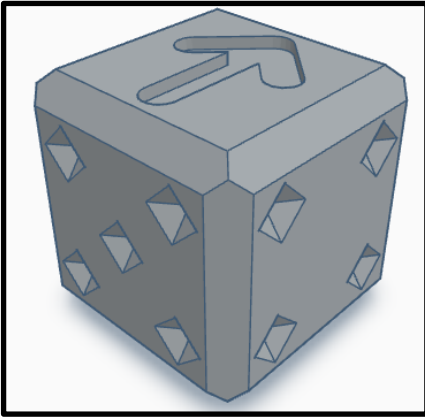
Continuing the example above: The Turn order would be P1, P2, P1, P3, P1, P2, P1, P3.....and so on.

4: On their turn, a player with heroes assigned to them is free to use their own Heroes as they see fit. However, if they want to move another player's Hero, they must get that player's permission. The party needs to work together if they hope to defeat Gildorp!

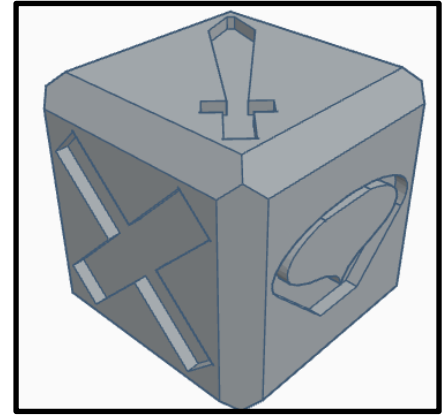
So in the example: If P2 wanted to attack with the Wizard, they would have to get P1's permission.

Hero Dice

Hero Movement Die



Hero Attack Die



Hero Attack Die

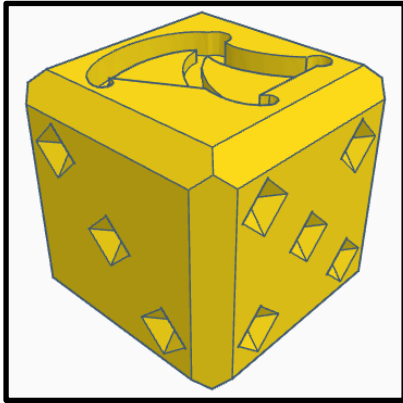
- 1: This die has 6 faces. 2, 3, 4, 5, 6, and an Arrow.
- 2: The numbered faces show you how many actions you are allowed to take.
- 3: There are 4 possible actions with these faces:
 - Move Forward (Each Space = 1 Action)
 - Move Backward (Each Space = 2 Action)
 - Rotate 90 degrees (Each Rotation = 1 Action)
 - Attack (Attacking = 1 Action)
- 4: The Arrow Face represents a Charge.
- 5: A Charging hero may pivot once, move as many spaces as they want, and attack.
Note: The movement section gives a more detailed explanation of exactly how players are allowed to move.

Hero Attack Die

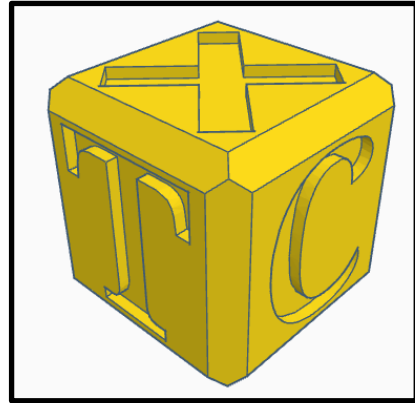
- 1: This die also has 6 faces. 4 Faces show Emblems that correspond to a particular Hero, the remaining 2 faces show W, and X
- 2: The Emblem faces can do one of two things if the player chooses to use the **corresponding** Hero during that turn:
 - Add 1 action to what is shown on the Movement Die (Does not apply to Charge).
 - Add +2 Damage to an Attack.
- 3: The face with the 'W' allows the player to add either the +1 Action or +2 Damage to any character they choose for that turn.
- 4: The face with the 'X' means that the player cannot attack on that turn, though they may still move.

Gildorp Dice

Gildorp Movement Die



Gildorp Attack Die



Gildorp Movement Die

- 1: This die has 6 faces. 2, 3, 4, 5, 6, and a Wing
- 2: The numbered faces operate in exactly the same way as the numbered faces on the Hero Movement Die

Note: Gildorp physically occupies two spaces on the board, but for purposes of gameplay, it is only on the space where it's body is. The space 'occupied' by its tail is technically open for heroes to move onto"

- 3: The Wing face allows Gildorp to take to the skies and land on any unoccupied space on the board, facing any direction the player chooses, and attack

Gildorp Attack Die

- 1: This Die has 6 faces. F, B, T, C, W, and X
- 2: F = Fire: This face allows Gildorp to shoot a column of Fire that is more powerful against closer enemies
- 3: B = Bite: This face allows Gildorp to take a chunk out of his foes with his massive jaws
- 4: T = Tail Whip: This face allows Gildorp to swing his mighty tail to damage the heroes
- 5: C = Claws: This face allows Gildorp to swipe at his opponents with is powerful forelimbs
- 6: W = Wild: This face allows the player to have Gildorp execute the attack of their choice
- 7: The face with the 'X' means that the player cannot attack on that turn, though they may still move

Movement

Basic Movement

- 1: Most movement will be dictated by the number shown on the movement dice.
- 2: Moving Forward a space costs 1 Action.
- 3: Moving Backward a space costs 2 Actions.
- 4: Rotating 90 Degrees costs 1 Action.
- 5: Characters can neither face nor move diagonally.
- 6: Characters cannot jump each other.

Note: The only exceptions to these costs have to do with the Wizard's and Rogue's special abilities. But more on that later.

- 7: Players may move, rotate and attack in any order, any number of times as long as they have the required number of actions available.

Note: Players can only attack once per turn.

- 8: Players do not need to use all of their actions, but must use at least 1.

Examples: If a player Rolls a 5, they could take any of the following series of actions during their turn as they each add up to 5 or fewer actions.

- Move 5 Spaces Forward (5)
- Move 4 Spaces Forward (4), then Attack (1)
- Rotate Right (1), then move 3 spaces forward (3), then attack (1)
- Move Backward 2 spaces (4), then attack (1)
- Rotate Right (1), Move Forward 1 Space (1), Attack (1), Move Forward 2 Spaces (2)
- Attack (1), Rotate Left 2 Times (2), Move Forward 1 Space (1)
- Move 1 Space Forward (1), then Attack (1)

Charge

- 1: When the Hero Movement Die shows the Arrow, the player must have a character Charge.
- 2: A charge consists of up to 3 elements:
 - 1 Forward Movement
 - 1 Pivot
 - 1 Attack
- 3: The forward movement is unlimited. The character can move as far as they want until they reach another character, or the edge of the board.
- 4: The pivot is also unlimited. The player can make the character face any direction they choose once during the turn.
- 5: These elements can occur in any order or not at all.

Examples: On a charge a player could take any of these series of actions

- Move forward 8 spaces, then Rotate Left, then Attack
- Rotate Left 180 degrees, Move Forward 9 Spaces (Useful as a retreat if a character is low on health)
- Rotate Right, then Move Forward 2 Spaces, then Attack
- Attack, then Rotate Left, then Move forward 5 Spaces

6: Again, these elements can occur in any order, but the player only gets one of each, and does not need to use all 3.

Wing

- 1: When Gildorp's Movement Die shows the Wing, the player must make Gildorp fly.
- 2: Similar to a Charge, a flight consists of up to 3 Elements
 - 1 Movement
 - 1 Pivot
 - 1 Attack
- 3: Also similar to the Charge, the pivot is unlimited, and the actions can take place in any order, or not at all.
- 4: The big difference between the Charge and a Flight is that that when Gildorp flies, it can land on any space on the board that is unoccupied
- 5: A flight can really be a game changer!

Combat

General

- 1: During the game characters will attack each other, reducing enemy HP until only one side remains.
- 2: Each character has their own attacks, ranges and special abilities, so players should think carefully about which hero to use and when!
- 3: In the Attack diagrams below, the red squares show the character's Attack Range and Damage.
- 4: The orientation of the Hero is critical. Which direction the attack range is facing depends on which way the Hero is facing. For example, the Paladin can only attack one adjacent space in front, left, right, and forward diagonally relative to which way it is facing.
- 5: Each Character has their own HP counter with their Emblem on top of it for easy identification.
- 6: When a Character's HP reaches 0 it is removed from the board for the duration of the game.

Hero Combat

The Paladin



1: The Paladin is a strong and righteous fighter. With a massive broadsword, the Paladin has the most powerful attack in the party, but has a limited attack range.

2: The Paladin's special ability is called 'Stand and Strike'.

A: Each consecutive turn where the Paladin attacks without moving or pivoting, it's granted a +2 Attack Damage buff.

B: Once the Paladin moves or pivots, it's attack damage returns to normal

Example: On the Paladin's first attack it will do 6 damage as usual. If on the Party's next turn Gildorp is still in range and the Paladin attacks again, it will deal 8 damage, on the next turn 10, then 12 and so on. Positioning is critical to take advantage of this ability!

The Wizard



- 1: The Wizard is the wisest of the Party and a powerful caster. With its Staff the Wizard can cast powerful ranged spells to deal damage and help his comrades, though help comes at a cost...
- 2: The Wizard's special ability is called 'Teleport'
 - A: On any turn, rather than attacking, the Players controlling the party may choose to use the Wizard to teleport any Hero within range exactly 3 spaces in any vertical or horizontal direction.
 - B: The space the character is teleported to must be unoccupied.
 - C: Every time the Wizard teleports a character (or teleports themselves) the Wizard loses 2 HP.
 - D: The only exception is if the Wizard's Emblem (Star) came up on that turn's dice roll, in which case, the Wizard does not lose any health.
 - E: This ability can come in handy if player's need to get a Party member out of a tight spot. Just be careful not to drain the Wizard too fast!

The Rogue



- 1: The Rogue is quick and stealthy. Capable of quick strikes in any direction, the Rogue is also the most maneuverable member of the party thanks to its special ability.
- 2: The Rogue's Special Ability is called 'Agility'.
 - A: Unlike the other characters, the Rogue can Pivot as much as it wants at no cost!

The Cleric



- 1: A devout warrior, the Cleric can channel divine energy through the symbol on his shield to cast magic that can damage his for or heal his comrades.
- 2: The Cleric's special ability is called 'Divine Renewal'.
 - A: The Cleric can heal any party member (Including the Cleric) rather than attack.
 - B: Healing costs 1 Action.
 - C: Multiple characters can be healed on the same turn, though each Character healed costs 1 Action.
 - D: The character(s) being healed must be within the Cleric's attack range
 - E: The HP restored is identical to the Damage that would be done by the Cleric attacking at the same range.
 - F: If the Hero Attack Die shows the Cleric's Holy Symbol, the +2 Buff can also be added to this power.

Gildorp Combat

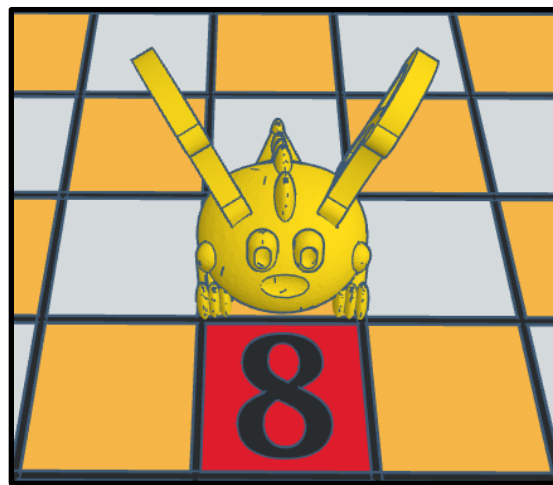
- 1: Unlike the heroes, Gildorp is capable of attacking in several ways. But each attack has it's own range and power.
- 2: Whichever attack is shown on the Gildorp Attack Die is the attack the Player must use if they attack.
- 3: Any and all heroes in range of the attack used receive damage.
- 4: It is definitely to Gildorp's advantage to try and herd the heroes together.
- 5: Recall that the W on the attack die is a Wild, allowing players to choose which of Gildorp's attacks they will use.

Claws



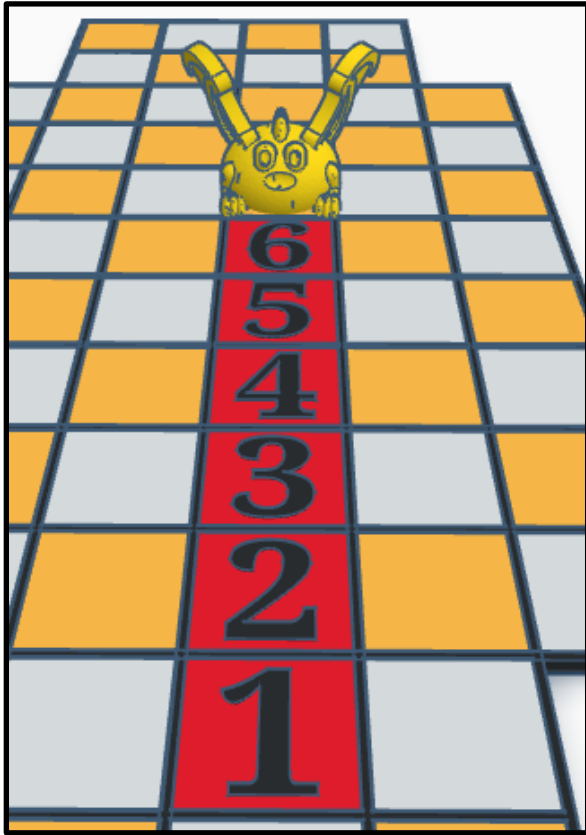
- 1: Using its razor sharp claws, Gildorp attacks in an arc in front of its current position for 5 Damage.

Bite



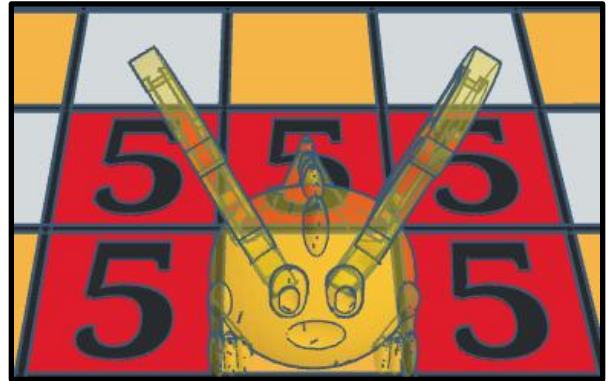
- 1: Gildorp's bite is his most powerful attack, and causes 8 damage.
- 2: Unfortunately, it is limited to one space and therefore only one Hero at a time.
- 3: Nevertheless, a Hero would be foolish to stay for long in range of this devastating attack.

Fire Breath



- 1: Gildorp unleashes a 6 space column of fire forward from its current position.
- 2: A Hero on the first space in front of Gildorp will receive 6 damage.
- 3: Each space further away from Gildorp reduces the damage by 1.
- 4: So a Hero that is 6 spaces away will receive only 1 Damage.
- 5: This attack is ideal for enemies that have lined themselves up.

Tail Whip



- 1: What good is a dragon's tail if it can't be used for a sweeping attack to a pesky Hero sneaking up from behind?
- 2: Tail Whip causes 5 damage.

Victory Conditions

The last man standing wins! If the player controlling Gildorp reduces all enemy HP's to zero, that player wins. If the Heroes reduce Gildorp's HP to zero, they win!

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