

# R3D N★V3MB3R™



**RULES OF PLAY**

# INTRODUCTION

Bad times have hit the experimental gnomish submarine BFGS *Red November*. The sub has gone crazy, and everything is going wrong all at once. Fires are burning, the sub is leaking, and critical systems keep failing. Help is on the way, but the gnomish sailors must work together to survive until the rescuers arrive.

# COMPONENTS

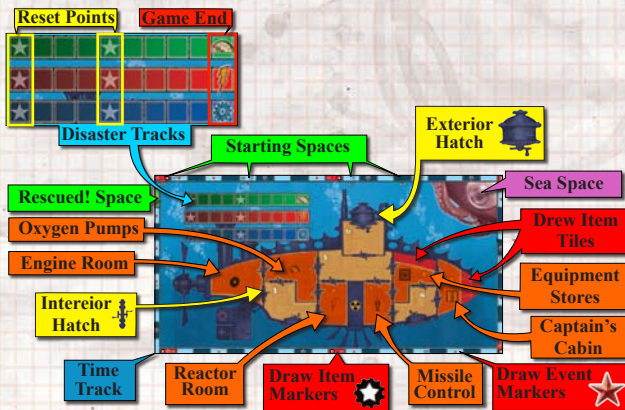


## GNOME SAILOR FIGURES AND TIME KEEPERS

Each player moves a gnome sailor figure around the submarine, and tracks that figure in time with a stackable Time Keeper of the same color. The white Time Keeper is known as the “Ghost Time Keeper,” and is used to track time during a player’s turn.

## THE GAME BOARD

The game board has several distinct features.



**The Submarine and Sea.** A map of the *Red November*, made up of ten numbered spaces, is the main feature of the game board. An eleventh space, with the background of a Kraken, represents the sea outside the sub. The numbered rooms are connected with interior hatches, and three of the rooms (3, 6, and 9) connect to the sea space through exterior hatches. Many rooms in the sub have additional significance. Problems are fixed in the Engine Room (1), the Oxygen Pumps (2), the Reactor Room (4), and Missile Control (7), and equipment can be obtained in the Equipment Stores (8) and the Captain’s Cabin (0). The red regions in the Equipment Stores and the Captain’s Cabin are the “Drew Item Tiles” areas.

**The Time Track.** The Time Track around the edge of the board counts down from the space marked “60” to the green space marked with a “0,” which is referred to as the “Rescued!”



space. Each space represents one minute. Four spaces along the track are marked with starting positions for different quantities of players (3–5, 6, 7, and 8). Throughout the game, the Time Keepers move steadily toward the “Rescued!” space.

**The Disaster Tracks.** Three Disaster Tracks are found on the board: the Asphyxiation Track, the Heat Track, and the Pressure Track. If any of the Disaster Track Markers reaches the end of its track, the game is lost! Each Disaster Track has two reset points, one on the first space and one on the fifth.

## GNOME CARDS

The double-sided Gnome Cards track the gnomes’ intoxication and help the players remember which players control which gnomes.

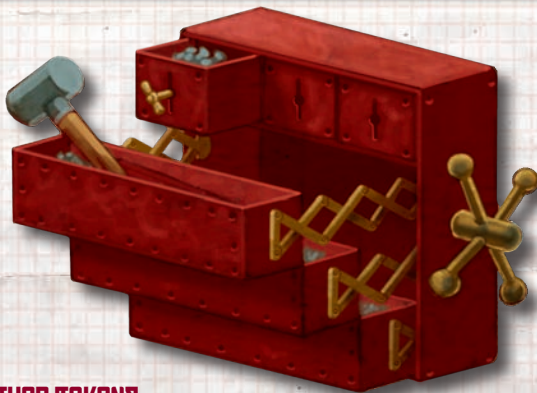
## EVENT CARDS

One or more Event Cards are drawn on most players’ turns during the game. Events are never good, and almost always bad.

In the lower right-hand corner of each card is a Faint Check number.

## ITEM TILES

A deck of item tiles aid the players as they attempt to save their troubled vessel. Most item tiles help fix things that have gone wrong on the submarine. A few aid players in other ways.



## OTHER TOKENS

Double-sided **Flood Tokens**, with a low water side and a high water side, represent how flooded a room on the submarine has become.

**Fire Tokens** show that a room is currently on fire.

**Hatch Blocked Tokens** are placed over the interior hatches of the *Red November* when they become blocked. Hatches marked this way are impassable.

Four timed **Destruction Tokens** are placed on the Time Track when called for by certain events. If all players’ Time Keepers pass a Destruction token, the players lose!



Devoured  
by Kraken!



Crushed!



Missiles  
Launched!



Asphyxiated!

## THE ACTION DIE

The die included with *Red November* has 10 sides. The “0” face should be read as “10.”



## GAME SETUP

1. Place the game board in the center of the table.
2. Place each Disaster Track Marker on the left-most space of the matching Disaster Track.
3. Each player selects a color and takes the corresponding gnome figure, Time Keeper, and Gnome Card.
  - a. Each gnome figure is placed in a random room as indicated by a die roll.
  - b. The Time Keepers are placed, in a random stacking order, next to the starting space on the Time Track that corresponds to the number of players (3–5, 6, 7, or 8) in the game.
  - c. Each Gnome Card is placed in front of its player, sober-side up.
4. For the item pile:
  - a. Separate six Grog tiles from the item supply; place them faceup near the Captain's Cabin.
  - b. Shuffle the items and make the item pile facedown next to the board.
  - c. Deal two item tiles facedown to each player.
5. For the event deck:
  - a. Remove and set aside the “Kraken” card.
  - b. Shuffle the remaining event cards to form an event deck, and place it facedown next to the board.
6. The game begins.



## TIME AND TURN ORDER

Time operates a little differently in *Red November* than in most board games. Instead of taking turns as they are seated around the table, *the player whose turn is next is always the one whose Time Keeper is furthest back in time* (that is, closest to “60” and furthest from “Rescued”). Even though players’ actions always move their Time Keepers forward along the Time Track, it is possible that the same player will take several turns in a row before his Time Keeper passes another player’s Time Keeper and he ceases to be furthest back in time.

Whenever two (or more!) Time Keepers occupy the same space of the Time Track, they are stacked on top of each other. Whenever this happens, the player whose Time Keeper is on the top of the stack takes the next turn.

The number of minutes that can be spent on a turn, whether moving or acting, is limited by the amount of time left. In other words, a player may not spend so many minutes that his Time Keeper would move past the “Rescued!” space.

## THE PLAYER TURN

On a submarine where everything is going haywire, problems constantly plague the sub and its hapless sailors. Players have to weigh problems carefully and then meticulously send their gnomes to solve the most pressing ones first – either that, or desperately hurl their half-drunk gnomes at whatever seems good at the time.

## OVERVIEW OF PLAY

The first part of each player’s turn involves moving his gnome around the *Red November*. Movement takes time, and more bad things happen with each passing moment.

The second part of each player’s turn provides the opportunity for the gnome to take an action. Usually this action will be a gnome’s attempt to fix one of the many problems on board. Fixing a problem always takes time, and more bad things happen with each passing moment.

After a gnome moves and acts, the player then figures out all the bad things that happened to the *Red November* while his gnome was dashing about, trying to hold it together.

Players take turns this way until the sub is lost or saved, at which point they all either lose collectively, or win collectively. We all hope help comes soon!

## TURN SEQUENCE

Each player's turn consists of the following sequence of phases:

1. Movement
2. Action
3. Faint Check
4. Updates

## ITEM TILES

Players start with two item tiles each and acquire more as the game progresses. Players may only play item tiles on their own turn. However, an item tile may be played at any time during that turn, as long as it is played before any die roll that it affects is made. Any number of item tiles (even multiple copies of the same item) may be played on a turn. Each item tile's effects persist for the player's entire turn.

## PHASE 1: MOVEMENT

The first task in the Movement Phase is to place the white Ghost Time Keeper atop the active player's Time Keeper. The Ghost Time Keeper moves forward in time as the active gnome moves and acts, and indicates how many new events happen during that player's turn, and at what points.



Then, the active player may move his gnome (the “active” gnome) around the board, opening hatches and passing through them from room to room. Moving a gnome is always optional, but not moving can sometimes be deadly.

To move, the player carries out the following three steps as many times as he wishes before moving on to the Action Phase:

1. Open a hatch (1m)
2. Reflow water (0m)
3. Enter a room (optional; 0-1m)  
or  
Leave the sub (1m)

### OPEN A HATCH (1M)

A gnome may open an unblocked hatch attached to the room he is in, usually to enter the room on the other side, but sometimes for other reasons, like reflowing flood-water to put out a fire. Opening a hatch always takes one minute. A blocked hatch may not be opened without first unblocking it.

All exterior hatches are considered to be attached to the sea space outside the sub.

### REFLOW WATER

When a hatch is opened, water may flow between the two rooms it connects. This takes no additional time.

If one of the rooms connected by the opened hatch contains a High Water token, and the other room has no Flood token at all, water equalizes between the two rooms. Replace the High Water token with a Low Water token, and add a Low Water token to the room with no Flood token.

If a Flood token is added to a room with a Fire token, remove the Fire token.

Water never flows into or out of the sub through an exterior hatch.

### ENTER A ROOM (0M OR 1M)

A gnome may only enter a room if the hatch leading to that room is first opened. Entering a room after a hatch is opened is optional. Hatches close automatically after each iteration of the steps of a player's Movement Phase.



## SPENDING TIME

At the beginning of the active player's Movement Phase, the Ghost Time Keeper is placed on top of his Time Keeper. For every minute spent during the Movement Phase (whether opening hatches, entering rooms, or leaving the sub), the Ghost Time Keeper is moved forward one space on the track toward the "0" space.

The Ghost Time Keeper is similarly moved as minutes are spent taking actions.

The player's Time Keeper is moved forward in time to meet the Ghost Time Keeper during Phase 4: Update Time Track.

The time it takes to move into a room (ordinarily 0m), or whether or not it is even possible to move into a room, is affected by environmental factors. If the room is **on fire**, it may only be entered on a turn in which the Fire Extinguisher item or the Grog item has first been played. If the room is at **high water**, it is not possible to enter the room at all. If the room is at **low water**, moving into the room takes one additional minute.

### LEAVE THE SUB (1M)

A gnome may only leave the sub if the exterior hatch leading from the sub is first opened. In addition, leaving the sub is only possible if the Aqualung item tile has been played first.

Moving from a room with an exterior hatch to the sea space outside the sub takes one minute. Gnomes returning to the sub may enter through any external hatch, not just the one they used to leave.

Players should be careful to avoid keeping their gnomes outside of the sub for too long, as the air in the Aqualung is limited (see "Kicking the Bucket" on page 16).

## PHASE 2: ACTION

There are two main types of actions in *Red November*. Fix-it actions try to stem the tide of failing systems, and item actions, which deal with items. There are a few other miscellaneous options as well. Each turn a player's gnome can take one action.

### FIX-IT ACTIONS

Most of the actions a player can choose for his gnome revolve around trying to fix something that has gone horribly wrong on the *Red November*. All fix-it actions function essentially the same way. A player decides how many minutes he wishes his gnome to spend trying to fix the problem, from 1 to 10. He then adds any modifiers from item tiles he's played that help his gnome fix this particular problem. The player then rolls the die. If he rolls less than or equal to the sum of time and modifiers, the gnome succeeds in his task; otherwise he fails.

Failing to fix the problem doesn't make things any worse (except that it takes time, and with the passing of time more bad things happen). The results of fixing problems differ with what the gnome was trying to do. Possible choices are:

**Token Actions:** Unblock Hatch, Extinguish Fire, Pump Water

**Room Actions:** Fix Engine, Fix Oxygen Pumps, Fix Reactor, Stop Missile Launch, Kill Kraken

Note that if the active gnome's room is currently on fire, the *only* action the gnome may perform is Extinguish Fire.

### TOKEN FIX-IT ACTIONS: FIRE, FLOOD, AND BLOCKED HATCHES

These Token Actions can be valid in any room on the sub, as fire, flooding, and jammed doors can happen anywhere.

The **Unblock Hatch** action is an option if one of the hatches connecting to the active gnome's room has a Hatch Blocked token on it. A successful fix allows the player to remove one such token.





The **Extinguish Fire** action is only an option if the active gnome's room is on fire. In fact, if the room is on fire, it's the only option. With a successful fix, remove the Fire token from the room. If the Extinguish Fire action fails, the active player must make

a supplemental move to exit the

room to an adjacent room, spending time as per the normal movement rules. If he is unable to exit the room (because he is trapped by high water, fire, and/or blocked hatches), his gnome will die this turn.

The **Pump Water** action is an option if the active gnome's room has a Low Water token in it. With a successful fix, remove the Low Water token.

### ROOM FIX-IT ACTIONS: THE SERIOUS PROBLEMS

Failing to accomplish any of the Room Actions in time will end the game. Each Room Action can only be attempted if the active gnome is at the specific board location associated with that action.

**The Disaster Tracks.** The three Disaster Tracks each correspond to problems in a particular room. The Asphyxiation Track corresponds to the Oxygen Pumps (room 2), the Heat Track corresponds to the Reactor (room 4), and the Pressure Track corresponds to the Engine (room 1). Events push these tracks ever-higher toward disaster.

If any Disaster Track Marker reaches the end of its Disaster Track, the game ends immediately – the *Red November* is destroyed and the players lose.

Successfully performing a **Fix Reactor**, **Fix Engine**, or **Fix Oxygen Pumps** action brings the corresponding Disaster Track Marker down to the next lower reset point on the Disaster Track; i.e., to the fifth space if it is on the sixth or higher position, or to the first space if it is on the fifth or lower position.

**Timed Destruction.** There are four timed Destruction tokens, which are placed on the Time Track due to event effects. These are “Crushed!” (prevented with a **Fix Engine** action), “Asphyxiated!” (prevented with a **Fix Oxygen Pumps** action), “Missiles Launched!” (prevented with a **Stop Missile Launch** action in room 7), and “Devoured by Kraken!” (prevented with a **Kill Kraken** action in the sea space outside the sub).

If all players' Time Keepers pass a Destruction token on the Time Track, the game ends immediately and the players lose. A player becomes unable to prevent a given Destruction event when his Time Keeper moves past the corresponding Destruction token on the Time Track, and automatically fails such an attempt if his Time Keeper moves past it as the attempt is being made.

For the actions associated both with a Disaster Track and a Destruction token (e.g., Fix Oxygen Pumps), successfully performing the action both resets the track *and* removes the token.

### ITEM ACTIONS

A player whose gnome finds himself in the Equipment Stores (room 8) or the Captain's Cabin (room 10) may **Draw Item Tiles**. It takes one minute per item drawn.

A gnome in the Captain's Cabin draws from the captain's private stash of Grog (until it's all been claimed), and may spend up to two minutes doing so.

A gnome in the Equipment Stores may equip himself with the gear there, and may spend up to four minutes doing so. His player draws from the shuffled item pile.



A player may not Draw Item Tiles again, in whatever room his gnome was in, before his gnome first takes an action in some other room. To note that the gnome has already equipped, after performing a Draw Item Tiles action, the player places his gnome on the “Drew Item Tiles” area in the room. The gnome remains on this area until he leaves the room.

A player whose gnome finds himself in a room with another player’s gnome may **Trade Item Tiles**. The active player may give the target player any number of item tiles from his hand, and the target player may give the active player any number of tiles from his hand. This action takes one minute (for the active player only).

### OTHER ACTIONS

Several other actions are possible. A player may choose to take **No Action**, which requires one minute. A player might do this to allow another player to act before him, for example.

After a player’s Time Keeper has passed the space marked “10” on the Time Track, the **Abandon Comrades** action becomes possible. If the player can get his gnome to the sea space outside the sub (requiring the Aqualung item), he may swim for safety, leaving his comrades to their fate. This action uses up all of the active gnome’s remaining minutes. This player’s victory condition becomes reversed from that of the other players. If they lose the game, he wins. If they win, he loses.








### SITUATIONAL MODIFIERS TO ACTIONS

**On Fire.** The *only* action that can be attempted in a room on fire is Extinguish Fire.

**Low Water.** All actions except Pump Water and No Action take two additional minutes in a room at low water.

**High Water.** The only action possible in a room at high water is No Action. A gnome stuck in a room at high water during his action will die this turn (see the “Kicking the Bucket” on page 16).

### ACTION SUMMARY

ACTION	TIME
Unblock Door	1–10 m + 2m 
Extinguish Fire	1–10 m
Pump Water	1–10 m
Fix Engine	1–10 m + 2m 
Fix Oxygen Pumps	1–10 m + 2m 
Fix Reactor	1–10 m + 2m 
Stop Missile Launch	1–10 m + 2m 
Kill Kraken	1–10 m
Draw Item Tiles	1–4 m + 2m 
Trade Item Tiles	1 m + 2m 
No Action	1 m
Abandon Comrades	all remaining minutes

### PHASE 3: FAINT CHECK

If a player played one or more Grog tiles during his turn, he must make a Faint Check for his gnome. To do so, the player draws an Event Card and checks the Faint Number in the lower right-hand corner. If a dash is present instead of a number, the gnome automatically passes. Otherwise, if the number is equal to or less than the gnome’s current intoxication level, he passes out. In any case, the Event Card is discarded, and the event on it ignored.

If the gnome passes out, the affected player lays his figure on its side and moves the Ghost Time Keeper forward 10 additional spaces. When the player’s turn comes around again, he stands his figure back up.

Fainted gnomes are at great risk of perishing as they nap. If a room containing a sleeping gnome catches fire or floods before he wakes up, he dies. See the “Kicking the Bucket” on page 16.

A gnome who wakes up retains the intoxication level he had when he passed out. Only the Coffee item may sober a gnome up.



## TRACKING INTOXICATION

A gnome's level of intoxication is tracked with his player's Gnome Card. When the gnome is not intoxicated, the sober side is kept faceup. Intoxication levels one through four are tracked on the other side of the card; as the gnome's intoxication level changes, the card is rotated so the current level is closest to the player.

## PHASE 4: UPDATES

During the final phase of a player's turn, his Time Keeper "catches up" to the Ghost Time Keeper.

To catch up, the active player moves his Time Keeper forward in time toward the "Rescued!" space, stopping in turn at each Event Marker and each Draw Items Marker to either draw cards or items. For each Event Marker reached, the player draws an Event Card and resolves its effects. If the active player plays a Lucky Charm item, the first three Event Markers are ignored. For each Draw Items Marker reached, the player draws an item tile and adds it to his hand.

On the occasion where both an Event Marker and Draw Items Marker are found on the same space on the Time Track, resolve the Event Card before drawing an item tile.

If the event deck is exhausted, shuffle the discard pile to make a new event deck. The first time the event deck is exhausted and reshuffled, add the "Kraken" card that was set aside during setup.

## KICKING THE BUCKET

The *Red November* is a dangerous place. Deadly, even. As a result, it is possible for one – or many – of its brave sailors to pass on before help arrives or the submarine sinks.

If, at any time during the Updates Phase, *any* fainted gnome occupies a room with either high water or is on fire, that gnome is immediately killed.

The *active* gnome is exposed to a few additional risks.

- If the room containing the active gnome is at high water or on fire as the updates phase begins (i.e., he was unable to move his gnome out of the room during his turn), the active gnome is killed.
- If the active gnome both started and ended his turn in the space outside of the sub, the Aqualung runs out of air and the gnome is killed.

When a gnome is killed, the associated player immediately removes his gnome figure and Time Keeper from the game board, and is eliminated from the game. If the active player's gnome is killed, also remove the Ghost Time Keeper, and resolve no further events until the next player's turn.

If the optional rule Less Deadly Dying is in effect, follow those rules instead.

## EXAMPLE OF PLAY

You can find an example of play on the Fantasy Flight Games website.

<http://www.fantasyflightgames.com/>



## EVENTS

The following sections summarize the rules for the various event cards.

### DISASTER TRACK EVENTS

Some events move the Disaster Track Marker on one of the Disaster Tracks forward by one or two spaces.

The Event Cards “Descent” and “Fast Descent” add to the Pressure Track, while “Reactor Warmup” and “Reactor Malfunction” add to the Heat Track.

Fires are a little more complicated. A fire adds to the Asphyxiation Track if the room where the fire starts is not already flooded. See “Fire Events,” below.

If a Disaster Track Marker reaches the end of any of the Disaster Tracks, the game ends immediately and the game is lost.

### TIMED DESTRUCTION EVENTS

Some events call for Destruction tokens to be placed on the Time Track. The appropriate Destruction token is placed relative to the space with the Event Marker that caused the Event Card to be drawn, either 10 or 15 spaces in the future, as specified on the Event Card. If the space where the marker should be placed would be beyond the “Rescued!” space, the Destruction token is not placed and the disaster is avoided – hurray!

If all players’ Time Keepers pass a Destruction token on the Time Track, the game ends immediately and is lost. A player attempting to prevent the event automatically fails if the Ghost Time Keeper passes the Destruction token.



## ROOM EVENTS

These events take place in, or relative to, a specific room on the board.

### FIRE EVENTS

When a fire starts, the fire’s location must be determined. Most of the time, the location is decided randomly, by die roll. If the room selected is already flooded, no new fire starts.

If a non-flooded room is selected, the Asphyxiation Track increases by one, even if the selected room already has a Fire token in it.

Finally, if the selected room does not have a Fire token in it, add one.

In the case of fire spreading, the selection process is different. Candidate rooms are those next to a room (i.e., connected by a hatch) that is already on fire, but are neither on fire nor flooded themselves. The active player picks any available room from the candidates (and increases the Asphyxiation Track by one and adds a Fire token to the room). If there is no available room for the fire to spread to, the event has no effect.

### FLOODING EVENTS

There are two kinds of flooding events: new flooding and increased flooding.

When flooding is called for, a room is selected by a die roll. The water level in that room is brought to high water from whatever state it was before. If it was on fire, the fire is extinguished and the Fire token is removed.

When existing flooding increases, all rooms that are flooded at low water are immediately changed to high water.

### BLOCKED HATCH EVENTS

When a “Blocked Hatch” card is drawn, one of the hatches attached to a room determined by die roll receives a Blocked Hatch token. The active player selects any non-blocked hatch adjacent to this room to block; exterior hatches are not eligible. If all hatches adjacent to the selected room already have Blocked Hatch tokens, no additional token is placed.

## HAND LIMIT EVENTS

When an Event Card calls for a hand limit, all players must discard item tiles down to the number specified. In the case of the “Stumble” card, only the active player is required to discard.

## OTHER EVENTS

When the “Overheated” Event Card comes up, all players who are able must play a Grog tile (they’re *really* thirsty). They receive no benefit, but their intoxication levels increase normally.

From time to time, the “Respite” Event Card will come up. When this happens, breathe a sigh of relief, and discard the card without any event effect.

## ITEMS

Don’t lose hope. All is not lost on Red November. The sub is stocked with a variety of equipment that could be just what the gnomes need to save the sub, or at least make their demise more pleasant. The following sections describe the effects of the various item tiles when they are played. Items tiles with multiple effects (e.g., Grog) produce all of them when used. For example, a Grog tile allows the gnome who uses it to *both* enter burning rooms *and also* take a +3 bonus to fix-it actions.

**Note:** All items are discarded when played. When the item pile is exhausted, all discarded items (including discarded Grog tiles) are shuffled together to make a new draw pile.

## GROG

The active gnome may enter a room that is on fire.

The active gnome gets a +3 bonus to any fix-it action this turn. Also, he must increase his intoxication level by one and make a Faint Check during the next Faint Check phase.



## TOOLBOX

The active gnome gains a +3 bonus to a Fix Engine, Fix Oxygen Pumps, or Fix Reactor action this turn.



## ENGINE MANUAL

The active gnome gains a +4 bonus to a Fix Engine action this turn.



## PUMP MANUAL

The active gnome gains a +4 bonus to a Fix Oxygen Pumps action this turn.



## REACTOR MANUAL

The active gnome gains a +4 bonus to a Fix Reactor action this turn.



## DEACTIVATION CODE

The active gnome gains a +4 bonus to a Stop Missile Launch action this turn.



## CROWBAR

The active gnome gains a +3 bonus to an Unblock Door action this turn.



## FIRE EXTINGUISHER

The active gnome may enter a room that is on fire.

The active gnome gains a +3 bonus to an Extinguish Fire action this turn.



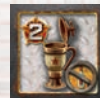
## WATER PUMP

The active gnome gains a +3 bonus to a Pump Water action this turn.



## COFFEE

The active gnome may reduce his intoxication level by two.



## AQUALUNG

The active gnome may leave the submarine through an external hatch and arrive at the sea space outside of the sub.

There is only enough air in the Aqualung to support a gnome for a single action's worth of time outside the sub (see "Kicking the Bucket" on page 16).



## DIVING GUN

The active gnome gains a +4 bonus to a Kill Kraken action this turn.



## LUCKY CHARM

The active player may ignore the first three Event Markers he encounters on the Time Track this turn.



## GAME END

There are many ways to lose a game of *Red November*, and only one way to win. The game is lost if at any time the marker on one of the Disaster Tracks reaches the end of its track, the players fail to prevent a timed Destruction event in time, or all Gnomes are killed in the line of duty while trying to save their sub. The game is won if all Time Keepers of surviving gnomes reach the "Rescued!" space at the end of the Time Track, *and* all events have been resolved without causing the game to be lost. (Remember, though, that a player whose gnome abandons the ship loses when the other players win, and wins when the other players lose. See "Other Actions" on page 14.)

## OPTIONAL RULES

### LESS DEADLY DYING

Players who don't care for player elimination in their games can use the following optional rule.

When gnome-death occurs during Updates Phase, remove the player's gnome from the board, but do not remove the Ghost Time Keeper or the player's Time Keeper from the Time Track. The player whose gnome perished discards all of his item tiles and returns his Gnome Card to the sober side. Then, the player rolls the die to determine a random room. A new gnome, sober but itemless, stumbles out of his hiding place there to take the place of our brave, fallen sailor. The game then continues as normal.

### CRAZED GNOMES

Players who want even more carnage in their game of *Red November*, or a means of stopping a comrade from abandoning ship can use the following optional rule.

If the active player plays a Crowbar item tile and his gnome is in the same room as another gnome, he may take the **Attack Gnome** action, which takes one minute to perform, plus two additional minutes if the room is flooded.

When an attack is declared, the defending player may play a Crowbar in response, to defend himself, even though it is not his turn. If he fails to do so, the defending gnome is immediately slain. If the defending player does play a Crowbar, each player rolls a die and subtracts his current intoxication level. The high roller's gnome slays the low roller's gnome, with ties going to the attacker.

The winner of the fight takes the loser's item tiles. Gnome death is resolved normally (as modified by Less Deadly Dying, if that optional rule is being used); see "Kicking the Bucket" on page 16.

### A GREATER CHALLENGE

To make the game more challenging, instead of placing the "Respite" Event Cards in the discard pile when drawn, remove them from play. The second time through, the event deck will be even more disaster-packed. To make the game even *more* challenging, draw and resolve as many event cards as there are players before the first turn.

# CREDITS

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