



LUTERZ

RIGOR MORTIS

RULEBOOK



The Dark Overlord Rigor Mortis and his servants have left the Tower of Dark Sorcery on an important mission. Before leaving, the overlord entrusted the tower to his business partner, the warrior Romolo. The latter is not the most brilliant guy, but he's a willing hard-worker for sure. Romolo (and other creations and experiments of the sorcerer) is tasked to protect Rigor's precious treasure, which is accidentally getting smaller and smaller every time he leaves for a few hours.

It looks like some damn thief has found a way to sneak in the dungeon, the so-called Crazy Mice Maze. Here the Evil Genius works on his sinister experiments with magic.

However the sorcerer never realized his experiments had produced a magic air that infected the mice inside the labyrinth. The rodents spread their magic illness to the colony of cats the sorcerer adopted to get rid of the rats, and... Well, these cats now sport an unnatural yet deviant intelligence... They are the LOOTERZ! A kind of evolved, chaotic felines without any restraint.

In fact, the Looterz are slowly but steadily decreasing the size of treasure! They're accomplished thieves, attracted by the sparkle of coins (and the consequential nice holiday, far away from the icy Grey Mountains where Rigor built his tower). In truth, others crave the treasure, too: The creatures the wizard tasked to protect his tower (and the trustworthy Romolo, too) from time to time take a coin or two from the treasure of the Dark Overlord.

Will the Looterz manage to get more coins than their opponents before being caught by the guards, and above all before the Evil Genius himself comes back? Yes, Rigor has secretly filled the maze with magic alarms...

GAME MATERIALS

60 LOOTERZ CARDS

- 1 Life Points
- 2 Title
- 3 Power
- 4 Text of the Skill



4 RIGOR MORTIS CARDS



40 LIFE POINTS



36 COINS



6 DICE



6 HELP CARDS



1 RULEBOOK



SETUP

Randomly determine the first player. Shuffle the four Rigor Mortis cards in the second half of the Looterz card deck. Give three cards to the first player and four cards to other players.

Thing should never be too easy for the first player, don't you think?

Place the remaining cards face down at the center of the table. These cards make up the game deck (the Tower).

As soon as the Dark Overlord left the Tower of Dark Sorcery, many creatures have begun slithering in the darkness towards the precious treasure of Rigor.

Make place near the game deck for the discard pile. Whenever a player discards a card, place it there, face up. This pile is called The Graveyard.

Here you may find infamous dead thieves who have been destroyed, sacrificed or discarded in the name of pillage, a noble yet unappreciated art.



GOAL OF THE GAME

The goal of the game is to collect enough Coins to leave the Tower of Dark Sorcery and run away as far as you can from the Dark Overlord, before he might catch you.

How much do you need? It depends on the number of players:

2 PLAYERS – The first player who gets 15 Coins wins the game.

3 TO 4 PLAYERS – The first player who gets 10 Coins wins the game.

5 TO 6 PLAYERS – The first player who gets 7 Coins wins the game.

NOTE: These numbers are recommended according to the usual duration of the trips of Rigor Mortis in the continent of Kragmortha. You may change the required loot to make your matches shorter or longer. In this case however, we cannot ensure the safety of your Looterz.

Remember, the Tower is peppered with magic alarms and various sorceries which, sooner or later, will begin to cry out loud and catch the attention of His Majesty, no matter where he is.



GAMEPLAY

In a match of Looterz, the players take turns, starting with the first player and proceeding clockwise. The match goes on until a player collects enough Coins to win the game, OR until the Dark Overlord returns from his journey.

Whenever a player draws a Rigor Mortis card from the deck, place that card on the table to compose the picture of Rigor. That player immediately draws another card.

As soon as a player draws the fourth Rigor Mortis card, the picture of the Dark Overlord is complete and the game ends. Rigor has come back to the Tower of Sorcery and will strike down the unlucky thieves who got lost inside the maze of the Tower.



YOUR TURN

A game turn is divided into four steps in the following order:

- 1- FIRST RECRUITMENT PHASE**
- 2- DUNGEON PHASE**
- 3- SECOND RECRUITMENT PHASE**
- 4- SACRIFICE PHASE**

At the end of the fourth phase your turn ends. The player to your left begins his/her own turn.

PHASE 1

FIRST RECRUITMENT PHASE

In this phase, you have two options. Select only one:

Recruit one looterz
OR
Draw one card

RECRUITMENT

In order to recruit a Looterz, play one Looterz card from your hand and place it face up in front of you. Place on the card as many Life Points as shown on the top left corner of the card.

Life Points represent the amount of wounds a Looterz may sustain before being moved to the Graveyard. Duh!

DRAW A CARD

Draw a card from the top of the game deck and add it to your hand.

You're going to do this many times during a match, otherwise you'll end up with no cards. But are you sure a Looterz in your hand is better than two Looterz in the Dungeon?



PHASE 2

DUNGEON PHASE

Time to explore the Dungeon! All of your Looterz in game are trapped inside the Dungeon of the Tower. Each turn, each one of your Looterz may perform a single action among the following ones:

- **Search for a treasure!**
- **Attack**
- **Use a special skill**

Life is unfair indeed and many Looterz don't know a thing about magic! These Looterz with no special skills may only choose between the first two options.

Select one option for each Looterz you control. It may be different for each one of them.

You may activate your Looterz in the order you prefer: Select one action for each one of them and perform it.

SEARCHING FOR THE LOOT!

In order to search in the Dungeon, roll as many dice as the Life Points shown on your card: If the result is equal or less than the Power (the number on the top right of the card), you will gain one Coin.

The subtle art of pillaging requires a combination of two skills: A Looterz healthy enough to carry its own loot and a sufficient Power to avoid all hidden traps. Be careful, the treasure is never unprotected. Even a low level Looterz should always remember this.

SEARCHING FOR THE LOOT - EXAMPLE

Hal-R-Tel, the Demon from Another Dimension, is searching for treasures. It has 3 Life Points, so it rolls 3 dice. The results are: 2, 3, and 5. Since its Power is equal to 3, the results of 2 and 3 provide 1 Coin each. The result of 5 represents a failure.



REMEMBER - The game ends as soon as you have enough money to win the match, or when Rigor Mortis returns to the Tower.

ATTACK

Your Looterz may attack any other Looterz inside the Dungeon. You may even attack one of your own Looterz, if that helps you towards your final goal.

Yes, the Dark Overlord is away but that doesn't mean surviving in the depths of the Crazy Mice Maze is a simple thing...

In order to attack, first you need to declare your target; Then roll as many dice as the current amount of Life Points of your Looterz: For each result equal or inferior than the Power of the Looterz, inflict 1 Damage to the attacked Looterz – Remove 1 Life Points token from its card. When a Looterz has no Life Points on its card, it dies. Place its card in the Graveyard.

Don't feel too bad when you kill a Looterz. Necromancy after all is a well-known practice in the Tower of Dark Sorcery; Moreover, resurrection is the third most popular activity in Kragmortha (after fights and pillages). This doesn't apply to those Looterz who dabble with Magic: They already know that dying is not a fun experience at all.

ATTACK - EXAMPLE

Rollork, the Viking, is attacking the useless Rat King. At the moment, Rollork has 2 Life Points, so it rolls 2 Dice: 1 and 4! Only 1 is inferior than its Power (which is 2), so the King will lose 1 Life Point.



USING A SPECIAL SKILL

Some Looterz have special abilities. If the text of your Looterz shows the word "Activation", you may use this skill as its action. You do not roll any dice: Simply follow the instructions on the card.

Just a few Looterz know magic; However many claim to be expert sorcerers: These Looterz are highly sought-after. They're not actually powerful, but extremely arrogant! Inside the Dungeon, nobody likes magic dabblers who brags too much. It's truly disrespectful.

USING A SPECIAL SKILL - EXAMPLE

The Mysterious Ninja may use its special action to eliminate any Looterz in game, no matter its Life Points.



PHASE 3 SECOND RECRUITMENT PHASE

Once all Looterz have completed their action, the second recruitment phase begins. This phase is exactly the same as the first one (who would have imagined?)

It's weird. For some unknown reason, many Looterz forget they may summon other Looterz after completing their own actions inside the Dungeon. Maybe the excitement of the loot produces some incredible amnesiac effects? In order to counter this, some Looterz tattooed the following words on their right arm: "Don't forget the second recruitment phase." If you think such a tattoo on your own body isn't cool enough, you may use a summary card as reminder.

PHASE 4

SACRIFICE PHASE

If you have more than three Looterz in game, sacrifice any number of them until you have only three. Place the discarded Looterz in the Graveyard.

Too many Looterz spoil the broth... Or something like that.

HAND LIMITATIONS

By the end of the Sacrifice Phase, you cannot have more than 10 cards in your hand. If you do, discard any number of cards until you have 10 cards.

GLOSSARY

Some key words may be present on the cards of your Looterz. These words specify when you and how you may use their skills:

ACTIVATION – You may use this skill as an action during the Dungeon phase.

(Instead of pillaging or attacking? Why would you?!)

LAST WISH – This skill gets activated as soon as the Looterz is placed into the Graveyard. It might have been killed, destroyed or **Sacrificed** (Although it does not work if you simply discard a Looterz from your hand.)

RECRUITMENT – This skill gets activated as soon as your Looterz enters the Dungeon for the first time. It doesn't matter how it happens: From the Graveyard, from your hand, or the Deck.

The **Recruitment** skill doesn't trigger in case the Looterz moves from one control area to another one.

SACRIFICE - This means you have to pick one of the Looterz you control and place it in the Graveyard. Sometimes, this is a "requirement" you need to pay in order to use a skill. Some Looterz may compel another player to **Sacrifice** a Looterz for no reason, just for fun.

STEAL – This means you may take one Coin from the loot of another player and add it to yours (instead of taking it from the treasure.)

Usually you're allowed to steal only from the wealthiest player. After all pillaging a player who's already losing is rather unsportsmanlike.

TAUNT – If an opponent is crazy enough to attack your Looterz for any reason (with an attack, magic or because of the effect of a **Recruitment**), he/she is forced to target first a Looterz with the **Taunt** skill, if you have one. If you control more than one Looterz with **Taunt**, your opponent may choose which one to target among them.

Some Looterz are really noisy. Others are too big to be ignored (Those are usually boars, and they're not exactly smart). You don't need to be very clever to figure out that drawing the attention in a deadly Dungeon is not a great idea. Anyway I'm sure you'll find a useful way to employ these guys, too.

END OF THE GAME

The game ends IMMEDIATELY as soon as a player obtains the necessary amount of Coins to win the game.

If the fourth Rigor Mortis card is drawn before any player collects enough Coins, the player who has the highest amount of Coins is the winner. In case of a tie, the player who has most Looterz in game is the winner. In case of a further tie, the tied players lose and the wealthiest player among the remaining ones is the winner (in case of further ties, proceed with this method.)

Rigor Mortis doesn't like a tie. He hates a double tie even more, and such an eventuality will probably have him unleash his wrath – both mentally and physically – on the tied players... Whose souls will get trapped in the Tower of Dark Sorcery... Forever.

TAUNT - EXAMPLE

A berserker, a medic and a viking enter a bar... No, wait, it's a Dungeon! Since these three Looterz are together, you may attack only Rollork, the Viking, because of its **Taunt** skill. Sure, you wanted to target that useless medic, but you know...



WEIRD SITUATIONS THAT MAY HAPPEN IN GAME

What's going to happen if you recruit Rrugh, the Golem, and you don't control any other Looterz?

The Golem only targets your opponents.

That's a smart move and you should feel really proud of yourself!

In which order do the **Recruitment skills of the Golem and Elsar the Witch trigger?**

Start with the active player (the one controlling the Looterz) and continue clockwise around the table. For example, the player who controls the Golem should be the first to sacrifice a Looterz, then the other players proceed clockwise to do the same.

Can I recruit a Looterz or activate the skill of Pru, the Charming Cat, even though this means I'll have more than three Looterz in game?

Of course! You check the number of Looterz only during the Sacrifice Phase. You may even Sacrifice a Looterz you stole from another player through Pru's skill, before giving it back (This means your opponent will never have it back, because you have sacrificed it before returning it to its owner's area.)

You should always follow the Code of Looterz! Anyway there is no Code Police inside the Dungeon, so you have a lot of time before your conscience starts eating at you, and you have to get rid of some extra Looterz in your party.

If in a game two players are tied for the biggest loot, whom should I steal from with my Steal skill?

You decide. If you're tied with the highest loot, you cannot steal anything.

Of course, we suggest you to steal from the most competitive or baddest player around.

Can I attack two different Looterz with the skill of Blink, the Failed Experiment?

Yes. You solve these attacks one at the time and you may choose the second target after you have completed the first one. However, Blink cannot perform the first attack and then search for the treasure in the same turn!



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