

# Happiness

## CARD OF HAPPINESS REFERENCE SHEET

Refer to this reference sheet whenever a happiness fate is rolled. Happiness fates are optional.



### BLESSING

The angelic Spirit of Good Fortune rises from a nearby pile of rubble and bestows a powerful blessing on the chosen character. Upgrade the damage of any two weapons on its battle card.



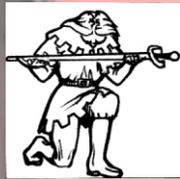
### BRAVERY

The chosen character's bravery and valor on the battlefield has taught them new skills. Upgrade the range of any two weapons on its battle card.



### CAPTURE

Your troops report the capture of an enemy character! Each opposing player with at least one character in play rolls a die, and the lowest roller chooses any one of their in play characters to be captured. The character remains on the board with the same color base, but the player who captured the character gets to hold on to the battle card and control the character as one of their own. The original owner now treats the captured character as an opposing character. The character is returned to the original owner once defeated in battle. One can potentially get captured characters back through the Escape or Rescue fates on the Card of Happiness.



### CHARISMA

After one of your rousing battle speeches to your troops, an unknown character bursts forth and proclaims its fealty to your army. Select a new character from the remaining unselected characters (Mercenaries) if available, and add it to your army.



### CHIVALRY

A simple act of gallantry - carrying a woman you were not acquainted with over a pool of mud - has unexpected results. The powerful sorceress rewards your chivalrous act by blowing an invigorating wind into the hearts of your tired troops. Set ALL of your character's health points to the maximum of 49 including those that are out of play.



### CONQUER

Spies have brought back a copy of the enemy's battle plan! Automatically win your next battle. Your character will take no damage and will earn an upgrade for defeating its foe. Conquer cannot be used to battle the castle.



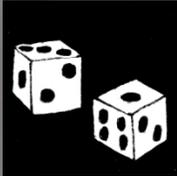
### DIVERSION

A trap you set within the castle temporarily entangles an opponent's attention. Choose an opposing player. That player skips his or her next turn.



### DONE DEAL

You have discovered a mysterious portal through the castle, and order your troops to enter and investigate. Upgrade the starting positions by 1 of all of your characters that are in play.



## DOUBLE DICE

High morale has resulted in your troops working extra hard, and your war plans have leapt ahead of schedule. Finish your current turn, then take another turn rolling two dice rather than one. Choose a character, and move it a number of spaces equal to the sum of the die results if possible. A sum of five, six, or nine puts a character in play instead of one or two. Lucky Seven replaces Lucky Three. A sum of four or less replaces the Optional Four. A sum of ten or higher replaces the Fate Five.



## ECSTASY

The chosen character is ecstatic at the discovery of a hidden portal that lands them further along in the castle. Upgrade the character's starting position by one, and optionally place the character in its new starting position. If it is occupied, the occupying character is taken out of play.



## ESCAPE

An elaborate escape plan pays off. Your trapped and captured characters manage to free themselves and struggle back to your lines. Place any of your characters that are trapped in the Shark Attack, Snake Pit, Spider Lair or Torture Chamber traps into their starting positions, or take them out of play if their starting positions are occupied unless they battle. Any of your characters captured by an opponent are returned to you immediately.



## FAIRY DUST

When a shady merchant introduces himself to you and offers his 'magical' goods for trade, you can't help but be skeptical. But after an awe-inspiring demonstration, you quickly purchase an expensive vial of fairy dust. As you scatter it onto the wind, you can feel yourself being charged with inhuman speed. Roll two dice instead of one on all of your subsequent turns, until the fairy dust wears off. This happens whenever the sum of both dice is six or less. A sum of five, six, or nine puts a character in play instead of one or two. Lucky Seven replaces Lucky Three. A sum of four or less replaces the Optional Four. A sum of ten or higher replaces the Fate Five.



## FORTUNE

A pair of strange gauntlets catch the eye of the chosen character. Upon further investigation, the things leap onto the character's hands transferring all the knowledge of their former owner to the chosen character. Upgrade the damage and range of any two weapons on the chosen character's battle card.



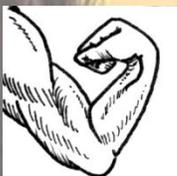
## GROOVY

Sparkling like little disco balls, the stars are full of good omens tonight. Roll three dice and move each of your characters that are in play the number of spaces determined by the sum of the dice. Your characters may move any additional spaces allowed by their battle cards. Moving each character is optional.



## HEALING

A wandering healer stops by your camp, tending to the wounded before walking off into the sunset. All of your characters are healed to their maximum amount of health points allowed by their battle cards. Adjust their battle cards accordingly.



## HEALTH

Hearty meals and good living conditions have contributed to your troops' excellent health. Roll three dice to determine the number of health points that ALL of your characters including those out of play will gain up to a maximum of 49. Adjust their battle cards accordingly.



## HONOR

Do unto others as you would have done unto yourself. Choose any one of your opponents to do a good fate to. You will then gain the same fate for yourself. Choose one fate from the following fates on the Card of Happiness: Health (3 dice of increased health), Power(2 dice of extra movement), or Safety (1 die of safe from attacks).

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## IMMORTAL

The chosen character finds a flask of Immortal's Blood among other desiccated potions and chugs it down. Wounds heal, scars vanish, and muscles bulge with new strength. Increase the character's health points to the maximum of 49.



## INVINCIBLE

The chosen character discovers a magic ring laying in the dirt. The character dusts it off and it begins to sparkle and light up the dimly lit castle hallway. Putting the ring on, the character becomes almost invincible. Upgrade the characters health, armor/protect and damage of two weapons on the character's battle card.



## JOY

You let out a gloating chuckle as your forged war plans make their way into the hands of your enemies. Take the next turn for all opposing players. You will make their die rolls, move their characters and orchestrate their battles as you see fit.



## KNIGHT MARE

The towering hulk of the Knight Mare, a true fairytale, stands before you awaiting your orders. Send the Knight Mare spirit to battle an opposing character that is in play. Roll a single die to determine the result of the battle. The following action is to be taken depending on the roll of the die:

- 1=The character recognizes its terrible fate and promptly dies of fright. Take the character out of play.
- 2=The Knight Mare finds your request unworthy of her attention and mysteriously disappears.
- 3=In a match of one-sided pounding, the Knight Mare whittles the character's health down to 1 point and rides away.
- 4=The Knight Mare stampedes with the force of 1000 horses taking the character out of play.
- 5= The Knight Mare takes mercy on its designated enemy. She bids you farewell and vanishes.
- 6=Her virtual sword moving in a graceful arc, the Knight Mare easily lops off the character's head. Take what is left of the character out of play.



## LUCK

You have found a four-leaf clover among thousands of clovers, and its legendary luck immediately rubs off on you. Skip all of your opponent's turns until one of them can break your lucky streak. Opposing players roll a single die for their turn as usual. You then roll a single die and can skip their turn keeping your lucky streak going as long as their roll is less than your roll.



## MAGIC

You are empowered by a temporary infusion of magical power. It's your choice - use it to bolster your forces or to wreak havoc on your enemies. Choose a column from the Card of Happiness (one through three) or the Card of Doom (four through six), and a character upon whom you wish to work your magic. The selected character's owner then rolls two dice to determine which row on the card springs into effect. The fate of the card applies to the character.



## POWER

All of your characters are infused with a powerful burst of energy. Roll two dice and move each of your characters that are in play the number of spaces determined by the sum of the dice. Your characters may move any additional spaces allowed by their battle cards. Moving each character is optional.

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## PROWESS

Experience has enhanced the chosen character's capabilities to greater heights. Upgrade a single item on their battle card.



## RAINBOW

You notice an interesting looking bottle hidden in a dark corner. You pick it up and it dissolves in your hands releasing a magic rainbow of colors that light up the entire room. The Rainbow Spirit faintly appears within the rainbow and offers to help you for releasing it. Choose any opposing character that is in play and the Rainbow Spirit will rush off to do battle with it. Roll two dice to determine how much damage the Spirit inflicts. The defending player must then roll two dice and try for a number equal or higher than that of the Spirit's roll to end the battle and avoid the damage. Otherwise the defending character takes the full amount of damage, and cannot deduct their armor/protect points. Repeat until the defending player rolls equal or higher than the Spirit, or until the defending character is defeated.



## RESCUE

Your well-planned rescue mission meets with success. Place any of your characters that are trapped in the Shark Attack, Snake Pit, Spider Lair or Torture Chamber traps into their starting positions, or take them out of play if their starting positions are occupied unless they battle. Any of your characters captured by an opponent are returned to you immediately.



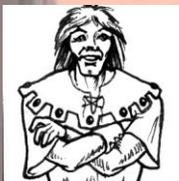
## REVENGE

These pretenders have been getting on your nerves long enough. In the name of revenge, you've ordered a manhunt to show your enemies what payback is like. Choose any enemy character in play except one in Sanctuary, and take it out of play.



## SAFETY

A wizard for hire has placed a spell of protection on your armies. Roll a die to determine the number of turns that the spell will remain in effect. During this time none of your opponents may capture any of your troops, or engage in battle with your characters unless you start the battle.



## SELF ESTEEM

Each of your opponents must give you an upgrade of their choice. Hopefully this will help make up for all the rotten names they have probably been calling you during this game.



## SNEAK ATTACK

Your enemy has walked right into an ambush! Move any one of your out-of-play characters to any valid position on the game board that is within attacking range of an opposing character. Have them duke it out. Take your character back out of play after the battle is over.



## WEALTH

Your greed has finally paid off. You can afford the finest upgrades. Roll a die to determine the number of upgrades you get to distribute among your troops.



## WISHING WELL

The toss of a coin into a local well turns out to be more than the character bargained for. From the well's unseen depths, a thundering voice offers the character a wish to be granted. Choose from the following three fates from the Card of Happiness: Bravery (upgrade two ranges), Immortal (increase health to 49) or Escape (escape from traps and capture).