



KROSMASTER BLAST

RULES



INTRODUCTION

In the Krosmoz universe, take control of Krosmasters and face off against your opponents in tactical battles!

Choose your heroes with care, study the terrain attentively, capture Glyph cells strategically, and jump into the fray!

GOAL OF THE GAME

The player who knocks out at least half of the opposing Krosmasters wins the game!

If no Krosmasters have been KO'd after five rounds, the player who controls the most Glyph cells wins the fight.

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COMPONENTS



4 double-sided game boards



11 Krosmaster miniatures



15 Blast character cards, including
4 Foil Blast character cards



13 Divine Challenge cards
3 Shushu Challenge cards



10 Krosmic Favor cards (1)
15 Superior Krosmic Favor cards (2)



11 Minion cards
4 JUSTICE KNIGHT
equipment cards (1)



3 dice



18 Minion
tokens / 1 Dofus token
1 DARDONDAKAL
Tempted token (1)



4 Nemesis Challenge cards
15 Nemesis Action cards



8 Glyph tiles



8 Trap tokens / 4 Armor tokens



7 Forbidden City
scenery items / 2 bridges



12 Brawl Mode tokens



20 Special Terrain tiles



11 Arena character cards
(see page 23)



6 trees / 6 bushes



14 Nemesis Mode tokens



41 1-Injury
markers / 21 5-Injury
markers



12 Action Point
markers / 12 Movement Point
markers

SETUP

- 01 Put the board in the center of the table.
The color on your side of the board ( or ) will be yours throughout the game.
- 02 Put the scenery items on their respective spots with the trees on tree trunks and the bushes on tufts of grass.
- 03 Each player forms a team of Krosmasters and takes the corresponding Blast character cards and a die.

THE FIRST TIME YOU PLAY

- 04 Take the 10 Krosmic Favor cards, shuffle them, and put them face down next to the board.
The Divine Challenge and Superior Krosmic Favor cards will only be used in later games. Leave them in the box for now.
- 05 For your first game, we recommend playing with 4 characters from the retail version. Among the Minion cards, take the **Fleeflee** card and the **Black Tiwabbit** cards, and put them within reach.
Put the corresponding Minion tokens on top of them. Leave the other cards and Minion tokens in the box.
- 06 Among the **Special Terrain tiles**, take the **Fire**  and **Ice**  tiles and put them within reach.
You won't need the other **Special Terrain tiles** for your first game.
- 07 Put all the **Glyph tiles**  , and the Injury , Action Point  and Movement Point  markers within reach.

To decide who will be the first player, flip a **Glyph tile**. The player whose color wins the Glyph toss is the first player. The first player chooses the starting positions for their Krosmasters from among the starting cells located on the first two rows on their side of the board.

The starting cells are indicated by Dragoturkey footprints .

Then, their opponent does the same and takes the Dofus token . **LET THE BATTLE BEGIN!**



HOW TO PLAY

Krosmaster Blast is played in several rounds.

When it is their turn, the first player draws a Krosmic Favor and plays their Krosmasters. Then it is their opponent's turn to draw a Krosmic Favor and play their Krosmasters. Then it is the first player's turn again, and so on until a player has won.

Your Krosmasters' Blast character cards provide all the information you need to play:

Movement Points (MP)

These points represent the Krosmasters' ability to move. Krosmasters may move one cell per MP  during their turns.

Health Points (HP)

These points represent the Krosmasters' ability to withstand blows. When a Krosmaster has as many Injury  markers as HP , the Krosmaster is KO'd. *So be careful!*

Action Points (AP)

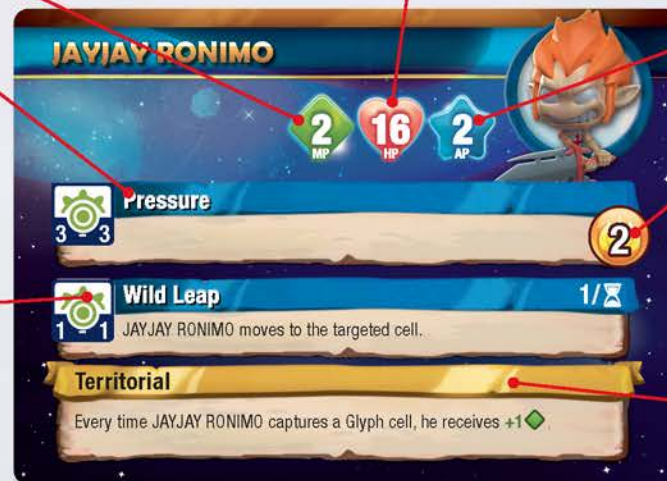
These points represent the Krosmasters' ability to act. Every action a Krosmaster performs uses up one Action Point . During a Krosmaster's turn, you can therefore perform as many actions as the Krosmaster has Action Points.

SPELLS

These are the Krosmasters' attacks.

Range (RA)

The Range of a spell indicates, in number of cells, the distance at which the Krosmaster can reach their target (Min. - Max.).



ELEMENTS

There are four types of elements in the game: Fire, Water, Earth, and Air. Some effects and powers are directly related to these elements.

POWERS

These are the Krosmasters' special abilities. *Don't forget them!*

In Krosmaster Blast, you'll see the term "Fighter". It designates both Krosmasters and Minions.

STAGES OF A PLAYER'S TURN

1. REVEAL A NEW KROSMIC FAVOR
2. PLAY KROSMASTERS
3. PLAY MINIONS

1. REVEAL A NEW KROSMIC FAVOR

At the start of each turn, the active player turns over a new Krosmic Favor and places it to the right or left of the Krosmic Favor draw pile. If the position you choose is already occupied by a Krosmic Favor, the new Krosmic Favor is placed on top of the previous Krosmic Favor, covering it. Therefore, two Krosmic Favors at most are visible at any time.

Krosmic Favors offer additional possible actions or improve certain actions. To receive the effect of a Krosmic Favor, your Krosmaster will need to spend 1★.

Each player may use each Krosmic Favor once per turn: either one of the player's Krosmasters may use both, or each Krosmaster may use one.

IMPORTANT: The player who has the Dofus token may use Krosmic Favors for free without paying the cost in ★, but the player is still subject to the limit of once per turn for each Krosmic Favor. The *Movement* section explains how to get this token.

2. PLAY YOUR KROSMASTERS

At the start of each turn, your Krosmasters have all their AP ★ and MP ♦. These totals may be altered by the presence of ★ and/or ♦ markers placed on the Krosmasters' cards.

On your turn, you may play your Krosmasters one after the other in the order of your choice. You may move a Krosmaster by using its ♦ and cast spells using its ★.

Each one-cell movement uses up 1 of the Krosmaster's ♦, and each spell cast (or Krosmic Favor used) uses up 1★.

IMPORTANT: All Fighters' ★ and ♦ may be spent in any order. For example, you can use 1♦ to move one cell, then cast a spell by spending 1★, then move two cells by using the remaining 2♦, and then cast another spell if the Fighter can and has enough ★. Important: Once a player has spent 1★ or 1♦ with a new Fighter, the player can no longer go back to a Fighter used earlier in the same turn.

MOVEMENT

Using 1♦ lets you move one Fighter to an adjacent cell in a straight line forwards, backwards or sideways (but never diagonally). Fighters may not be moved onto **occupied** cells (i.e. cells containing a tree, bush, or another Fighter).

When one of your Krosmasters moves onto a Glyph cell, put a **Glyph tile** in your color on it and take the Dofus token if you do not already have it. Please note that the Dofus token cannot be taken during the first player's first turn, even if a Glyph cell is captured.

IMPORTANT: Free cells are cells that do not contain a tree, bush or Fighter. Glyph cells with **Glyph tiles** on them are still **free**, so Fighters can be placed on them.

If you capture a Glyph cell controlled by your opponent, simply turn the **Glyph tile** over to your color!

ACTIONS

Using 1★ lets you:

- use a Krosmic Favor;
- cast a spell (see *Casting Spells*, page 8); or
- use a power from a Divine Challenge (see *Divine Challenges*, page 12).

3. PLAY YOUR MINIONS

Once you've played ALL your Krosmasters, you may play your Minions, if you have any on the board, one after another in the order of your choice.

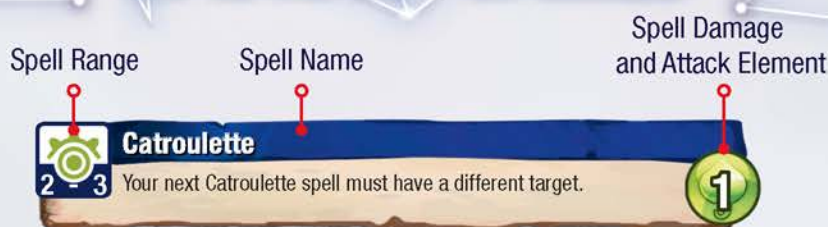


Minions, like Krosmasters, have ★ and ♦. These totals may be altered by the presence of ★ and/or ♦ markers placed on the Minions' tokens. Minions are played following the same rules as Krosmasters.

However, Minions may not use Krosmic Favors, and may not take control of Glyph cells (but they can move onto Glyph cells). See *Minions*, page 10.



CASTING SPELLS



To be able to cast a spell, the following requirements must be met:

- ① THE FIGHTER STILL HAS AT LEAST 1 ★.
- ② THE SPELL IS AVAILABLE.
- ③ THE TARGETED CELL IS WITHIN RANGE.
- ④ THERE IS A CLEAR LINE OF SIGHT BETWEEN THE CASTER AND THE TARGETED CELL (see next page).

1. THE FIGHTER STILL HAS AT LEAST 1 ★

Each spell cast costs 1 ★. Once all the ★ on the card (plus any possible modifiers) have been used up, the Krosmaster in question cannot cast any more spells this turn.

2. THE SPELL IS AVAILABLE

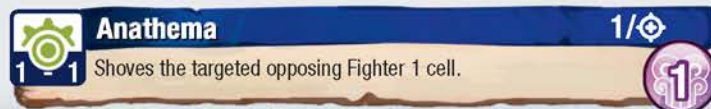
Some spells may only be cast once per turn. If a spell of this type has already been cast, you can no longer cast it during the turn. This is indicated by the 1/⌛ symbol on the card.



Note: Some spells have per-target limits.

These spells can only be cast a certain number of times on the same Fighter in any given turn. This is indicated on the card by a number and the 1/⦿ symbol. This limit is reset with every new turn.

For example, ANATHAR's Anathema spell is marked as 1/⦿. During his turn, he can only cast this spell on the same Fighter a maximum of one time. He can use this spell on several different Fighters during his turn if he wishes, but always only once per target.



3. SPELL RANGE

All spells have a range composed of two values. The first is the minimum range. If your target is closer to you than this, you cannot cast the spell.

The second is the maximum range. If your target is further away than this, you cannot cast the spell.

Like movements, these distances cannot be counted along the diagonal.

4. LINE OF SIGHT

For a spell to reach its target, you must be able to draw an imaginary straight line from the center of the cell occupied by the caster to the center of the targeted cell.

This line must not cross any cells that block line of sight.

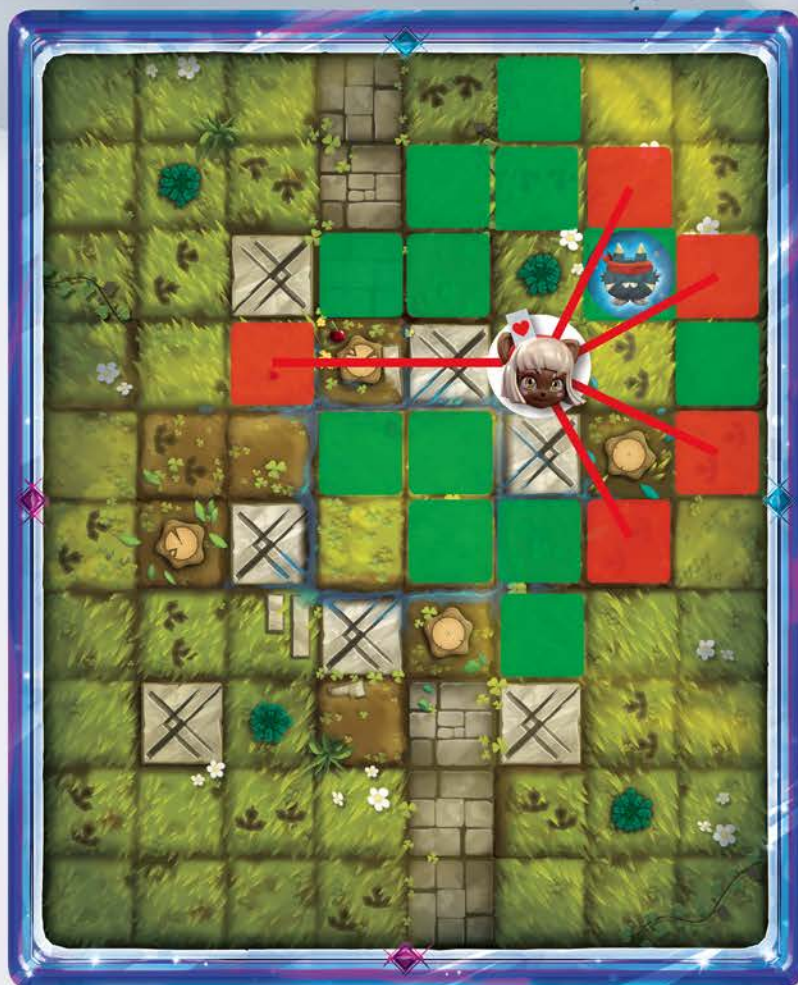
Only cells occupied by a tree or a Fighter block line of sight. Bushes, Traps and Glyphs do not block line of sight. Among the **Special Terrain tiles**, only **Fog tiles** block line of sight.

Example (right):

The Catroulette spell can be cast with a minimum range of two cells and a maximum range of three cells.

The targeted cell must therefore be within the caster's range, i.e. two or three cells away; and there must be a clear line of sight.

 Cells within range.  Cells within range but without line of sight.



SPELL RESOLUTION

Once these verifications have been made, spells are resolved in two stages. First, the spell's effects are applied, if it has any. Then, a combat roll is performed to apply damage.

SPELL EFFECTS

Some spells have additional text describing spell effects. Apply these effects before performing the combat roll and applying damage.

• AP/MP Markers

Some effects say to place  or  markers on the target. The targeted Fighter's AP  and/or MP  are modified accordingly. These markers disappear once the Fighter has been played.

The  /  markers are placed:

- on the targeted Krosmaster's card; or
- on the targeted Minion's token.

Note: If a Fighter receives a  /  marker during their own turn, the effects are applied immediately.

• Summoning

Summoning spells are special spells that put Minion tokens into play on empty targeted spaces on the board but do not do direct damage. When you cast a Summoning spell, put the corresponding Minion card in front of you, next to your Krosmaster cards.

This card indicates the Minion's characteristics. Then, put the corresponding Minion token on the targeted square on the board, with your color showing. Once you've played all your Krosmasters, you can play your Minions.

*Example: MARTINE GALE can cast the Fleabag spell to put a **Fleeflee** into play.*



Each Summoning spell indicates the maximum number of Minions of this type that you can control at any one time.

Note: If more than one Krosmaster on your team can use the same type of Minions, the maximum number of Minions allowed is shared by the entire team; it is not multiplied by the number of Krosmasters.

• Shoving

Some spells shove the target a certain number of cells away from the caster.

Move the target the number of cells indicated or until it runs into the edge of the board or an obstacle (tree, bush, or Fighter).

• Number of Glyphs

Some spell effects are only active when the player who casts the spell controls a certain number of Glyphs. This is indicated as follows: [Number] Glyphs: [Additional effect].

If the player controls at least this many Glyphs (or more), the effect is resolved; if not, the spell doesn't have any secondary effects.

For example, AGATE DISS'S Capitol Punishment spell places a -1★ marker on the target if you control at least three Glyphs. If you don't, it only inflicts damage without any additional effects.



COMBAT ROLLS

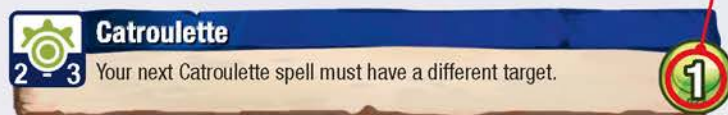
Once the spell effects have been applied, roll a die to perform a combat roll.

> If you roll a or a , you've hit a weak spot and the attack does 1 additional damage.

> If you roll a , the target defended themselves and the attack inflicts 1 less damage.

Put as many (Injury marker(s)) on the target of the attack as damage done.

For example, when you attack with the Catroulette spell, which does 1 base damage:



- if you roll a or a , your spell does 2 damage (1 base + 1 from the combat roll);
- if you roll a , your spell does 0 damage (1 base - 1 from the combat roll); and
- if you roll anything else, your spell does the base damage (1 in this example).

Note: The first time you play the game, only take the , , and sides of the die into account. The other sides are explained on page 11.

COMBAT OUTCOME

Once the markers have been placed on the target, verify whether the number of is equal to or higher than the target's (HP). If that's the case, the target is KO'd.

IMPORTANT: When a Krosmaster is KO'd, remove it from the board. If you're playing a one-on-one game in which both players control only two Krosmasters each, the game is over (see *End of the Game*, pg. 11). When a Minion is KO'd, remove it from the board. The game continues as normal.

END OF THE GAME

The game ends when one of the following two things happen:

- **At least half of the opposing team is KO'd.**

If half of a player's team has been KO'd, that player loses the game and their opponent is declared the winner.

- **The Krosmic Favor draw pile is empty.**

When, at the end of a turn, the Krosmic Favor draw pile is empty, the game ends (each player will have played five turns).

In this case, the players count the number of Glyph cells that they control; the player controlling the most is declared the winner. If both players control the same number of Glyph cells, there is no winner.



ADVANCED RULES

As soon as you feel at ease with the basic rules, we suggest you add the following rules to explore Krosmaster Blast in greater depth.

KROSMIC FAVORS



During setup, add the 15 Superior Krosmic Favors to the 10 basic Krosmic Favors. Shuffle these 25 cards and put 10 of them face down next to the board at random. Put the remaining 15 cards away in the box without looking at them.

PLAYING FIELDS

Krosmaster Blast has double-sided boards. In addition, some boards can be played with two different orientations, providing varied challenges for your games.

The two players always place their Krosmasters on the board on the Dragoturkey footprints  on the first two lines on their side, regardless of which side and orientation are chosen.

DICE SIDES

When you roll a die, the  side counts as a joker. You immediately place the die so that it shows one of the following four sides: , ,  or . Then, apply the consequences of the roll.

The  side functions like the  side, except that you may only choose between  and  before applying the consequences of the roll.

TACKLE ZONES

The Krosmasters exercise their influence over the cells adjacent to them (never diagonally). These cells make up the "tackle zone". If you want to move one of your Fighters located in the tackle zone of an opposing Krosmaster, you must succeed at a **dodge roll**. There is no need to perform a **dodge roll** when the movement is caused by the effects of a spell or power.

DODGE ROLLS

Roll one die:

- If you roll a , your Fighter may leave the cell they are on and move normally (paying the  cost for the move).
- If you roll a , you have been "tackled". Your Fighter cannot move and loses all their remaining  and .
- If you do not roll a  or a , you are "caught". Your Fighter cannot move and loses all their remaining .

It is possible to be in the tackle zones of more than one opposing Krosmaster simultaneously. In this case, perform two dodge rolls:

- If you roll two 🌀, your Fighter may leave the cell and move normally.
- If you do not roll any 🌀 or roll only one 🌀, you are "caught". Your Fighter cannot move and loses all their remaining 💎.
- If you roll at least one 🌀, you have been "tackled". Your Fighter cannot move and loses all their remaining ★ and 💎.

Note: Minions do not have tackle zones.

DIVINE CHALLENGES

At the start of the game, draw one of the 13 available Divine Challenge cards and put it next to the board so that it is visible to both players.

This card is in effect throughout the game. It offers new possibilities and makes the Glyph cells more important.

Each Divine Challenge lets you unlock new powers based on the number of Glyph cells that you control.

Each Divine Challenge has three thresholds ● / ●● / ●●●, which are unlocked only when you control the number of Glyph cells required by the card (one Glyph cell / three Glyph cells / five Glyph cells).

The effects of the thresholds are cumulative. If you control three Glyph cells, you get the bonus from the first threshold ● (one Glyph cell) **AND** the second threshold ●● (three Glyph cells).

There are two types of bonuses:

- Passive bonuses apply for free as long as you control the required number of Glyph cells.
- Active bonuses may be used by your Krosmasters for 1 ★ as long as you control the required number of Glyph cells. Each Krosmaster may only use a given active bonus once per turn.

Note: Minions may not use the active bonuses from Divine Challenges.

Example:

During a game with the lop's Brawl-for-All Divine Challenge, the first two thresholds have passive bonuses, and the third has an active bonus.



With the Braaaaaww! passive bonus, if you already have one Glyph cell under your control, each time you capture a new Glyph cell, the Krosmaster that captured it gains +1 💎 for the turn.

Tip:

For a really wild ride, feel free to play with two or even three Divine Challenges at the same time!

PLAYING WITH TEAMS OF THREE, FOUR OR FIVE MINIATURES

You can play Krosmaster Blast with teams of various sizes. The more Krosmasters there are on each team, the more strategic and technical the game becomes. For that, there are a few rules to follow.

Same Size

The two players must each have the same number of Krosmasters on their teams. Agree on the size of the teams you want to play before the start of the game. Each player's team can contain up to a maximum of five Krosmasters. The more Krosmasters there are on each team, the more strategic and technical the game becomes!

IMPORTANT: Certain Krosmasters may be selected twice on the same team. You can recognize these Krosmasters because their names are written in white on their character cards. Krosmasters whose names are written in gold can only appear one time on any one team. You may have several different Krosmasters with gold names on a team.

Appropriate Game Board

Each game board is optimized for a specific team size. If you play with teams of two or three Krosmasters, we recommend you play on a playing field of 10 by 8 cells (with whatever orientation you like). However, if you play with four or five Krosmasters per team, we recommend a playing field of 10 by 10 cells.

Victory Conditions

The game ends when one of the following two things happen:

- If half of a player's Krosmasters have been KO'd (rounding up), that player loses the game and their opponent is declared the winner.
- The Krosmic Favor draw pile is empty. When, at the end of a turn, the Krosmic Favor draw pile is empty, the game ends (each player will have played five turns). In this case, the players count the number of Glyph cells that they control; the player controlling the most is declared the winner. If both players control the same number of Glyph cells, there is no winner.

For everything else, the game is played in the same way as with teams of two Krosmasters.

Have fun exploring the different team sizes and the tactical options they provide, all the way up to teams of five Krosmasters!

BOSS MODE

This game mode lets you create a battle between one team of three Krosmasters ready to do whatever it takes and a single ultra-powerful Krosmaster!

In this game mode, one player plays the Boss and chooses one Krosmaster from the box. It will be the player's only Krosmaster for the game. The other player runs a team of three Krosmasters of their choice.

You play with the entire pile of Krosmic Favors. Shuffle the 25 Krosmic Favor cards and put them in a pile face down next to the board.

The player playing the Boss draws three Divine Challenge cards and puts them on their side of the board.

Only that player can use the advantages from those three cards. Their opponent draws one Divine Challenge card and places it on their side of the board. Only that player can use the advantages from that card.

At the start of each turn, the Boss gains two **+1**  markers and one **+1**  marker. These markers go away at the end of each turn.

End of the Game

The Boss wins the game as soon as at least half of the opposing team has been KO'd. Their opponent wins the game as soon as the Boss has been KO'd.

If the pile of Krosmic Favors is empty before either of those two things happen, the winner is the player who controls the most Glyph cells.

In the event of a tie, the Boss wins.

JUSTICE EQUIPMENT CARDS

The JUSTICE KNIGHT comes with four Justice Equipment cards. At the start of the game, the JUSTICE KNIGHT chooses two and equips them. When one of these cards is equipped on a Krosmaster, the Krosmaster can use the spell or power indicated on the equipment as if it were written on their character card.



RIVER GAME BOARDS

These two boards have special river cells (in blue). When a Fighter moves onto one of these cells, the Fighter receives -1★.

Special tiles may not be placed on river cells.

Note: On the diagram to the right, the cells marked with red cannot be crossed or targeted.

IMPORTANT: Bridges let you move normally on and over these cells. In addition, **Special tiles** may be placed normally on bridges.

At the start of the game, before placing the Krosmasters on the board, the first player takes one of the two bridge scenery items and puts it on four river cells of their choice, then their opponent does the same. The bridges will not move for the rest of the game. Bridges cannot be destroyed or moved.

The rest of the game is played normally.



uncrossable, untargetable cells

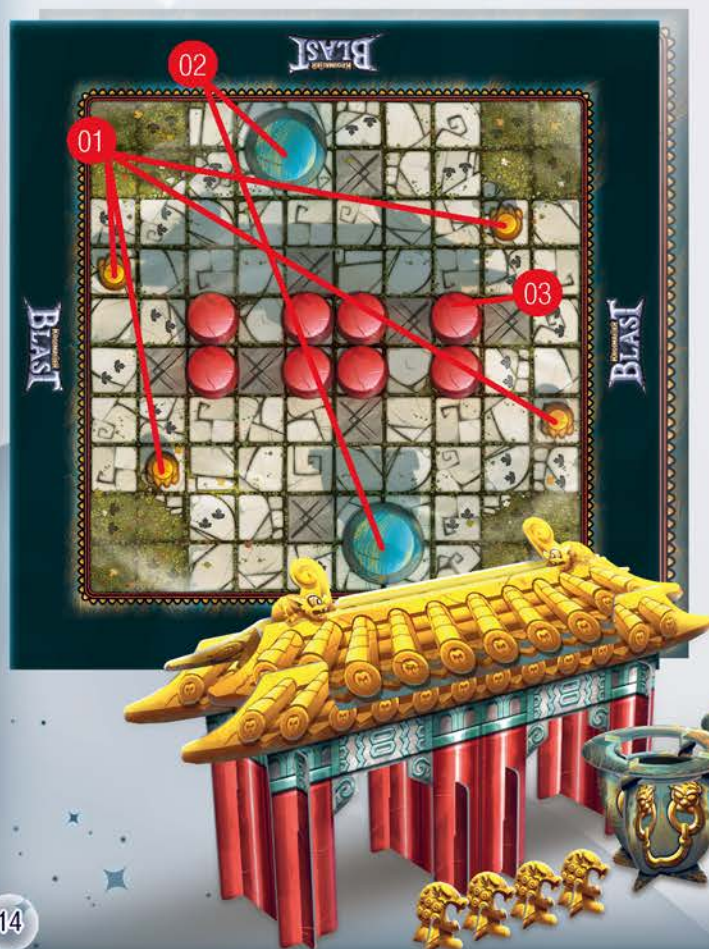


FORBIDDEN CITY BOARD

Put the lions (1), vases (2), and the imperial palace (3) on their respective spots. On this board, vases are treated as four inseparable adjacent trees, lions are treated as bushes, and the imperial palace is treated as a special zone with the characteristics shown below. The vases and imperial palace cannot be moved or destroyed.

free cells

uncrossable, untargetable cells



assembly instructions



lion



vase



imperial palace

BRAWL MODE (THREE OR FOUR PLAYERS)

This game mode involves several competitors in a ruthless brawl. Each player controls two Krosmasters, and will try to be the team that has accumulated the most Glory points at the end of the game.

COMPONENTS



4 scoring markers



8 Treasure tiles
numbered from 1 to 8.



3 Shushu Challenges



Throughout the game, all players are considered to be in control of a Dofus. The Dofus token is left in the box.

Shuffle the 25 Krosmic Favors, then draw 16 at random to form the Krosmic Favor draw pile, face down.

Choose one of the three Shushu Challenges for the game.

Reminder: The player who drew the blue token plays first.

SETUP

Put the trees and bushes on their respective spots. Put the numbered **Treasure tiles** on their respective spots (see below). — 01

Each player draws a scoring marker at random and puts it at the beginning of the scoring track 02. This drawing will determine which starting cells the players will have access to and the order of play. The player who draws the blue scoring marker plays first, followed by the other players rotating clockwise.

The players place their Krosmasters on the starting cells for their team, starting with the first player and followed by the other players in playing order (see example).

THREE PLAYERS

The setup is slightly different when playing a three-player game.

Only 12 Krosmic Favors are placed in the pile.

The black scoring marker is removed from the game.

The player with the blue scoring marker plays first and can start directly on the **Treasure IV tile** in addition to their starting cells. The player with the green scoring marker goes second, and can start on the **Treasure I tile** in addition to their starting cells.

SPECIAL RULES FOR BRAWL MODE

TREASURES

Brawl mode includes **Treasure tiles**. These tiles are decisive for victory and obey specific rules.

Collecting Treasure

When a Krosmaster moves (or is moved) onto a cell containing a **Treasure tile**, that Krosmaster collects it and puts it on their character card (even when it's not their turn).

IMPORTANT: Minions cannot collect Treasure tiles.



Stealing Treasures

Krosmasters can steal **Treasure tiles** from opposing Krosmasters.

To do so, they simply inflict at least one 🔥 on an opposing Krosmaster that has a **Treasure tile**.

Any injury inflicted during the active Fighter's turn is considered to have been inflicted by the active Fighter and lets the latter steal **Treasure tiles** from opposing Krosmasters regardless of their source (power, Shushu Challenge, Krosmic Favor, etc.).

Instead of stealing **Treasure tiles** when they injure an opposing Krosmaster during their turn, Minions make the injured Krosmaster drop a **Treasure tile**. This **Treasure tile** is put back on the corresponding Treasure cell.

IMPORTANT: Each Krosmaster can only lose or have one **Treasure tile** stolen during any one Fighter's turn.

KO

When an opposing Krosmaster is KO'd, the active player earns one Glory point (the player moves their scoring marker up one notch on the scoring track). In addition, all the **Treasure tiles** on the KO'd Krosmaster are put back on the corresponding Treasure cells.

At the start of their next turn, the player controlling the KO'd Krosmaster can put the Krosmaster in the game on one of their team's starting cells.

GLYPH CELLS

When an effect depends on the number of Glyph cells controlled by a team (for example, AGATE DISS's Capitol Punishment spell), use the number of **Treasure tiles** owned by the team of Krosmasters instead.

When a Krosmaster gets a **Treasure tile**, that Krosmaster is considered to have captured a Glyph cell and the effects of capturing Glyph cells are triggered. For example, JAYJAY RONIMO's Territorial spell gives him +1💎 every time he gets a **Treasure tile**.

CENTRAL ZONE

The central zone on the board is indicated by its glowing outline.

At the end of your turn, you earn one Glory point for every one of your Krosmasters on one of the cells in the central zone. Don't neglect this source of points, as it can really make a difference!



SHUSHU CHALLENGES

In Brawl mode, the Divine Challenge is replaced by a Shushu Challenge. All Shushu Challenges are composed of two effects:

- a first, passive effect that applies to all players at all times; and
- a second, active effect that requires 1★ to be used, and that each player may use only once per turn. This second effect can only be used if the **Treasure tiles** on opposing Krosmasters total six or more.



PLAYERS' TURNS

The players take turns playing until the last Krosmic Favor has been revealed. (All the players will have played four turns each.)

1. REVEAL A NEW KROSMIC FAVOR
2. PLAY KROSMASTERS
3. PLAY MINIONS
4. COLLECT VICTORY POINTS

1. REVEAL A NEW KROSMIC FAVOR

The active player draws a Krosmic Favor and reveals it, putting it on top of the previously visible Krosmic Favor. In this game mode, only one Krosmic Favor is revealed at a time.

Players may use their Krosmic Favor for free because they are all considered to be in control of the Dofus token at all times.

2. PLAY KROSMASTERS

The players play their Krosmasters in the same way that they do in classic mode.

3. PLAY MINIONS

Minions are played normally. They can't collect **Treasure tiles**.

4. COLLECT POINTS

At the end of their turn, each player moves their marker up one point on the scoring track for each **Treasure tile** on their Krosmasters and one point for each of their Krosmasters located in the central zone.

END OF THE GAME

The game ends when the Krosmic Favor draw pile is empty. The player who revealed the last Krosmic Favor finishes their turn and then the players compare their Glory scores. The player with the highest score wins the game. In the event of a tie, victory is shared.



NEMESIS MODE (TWO TO FOUR PLAYERS)

In this game mode, two teams face off in asymmetrical scenarios:

One player plays as the Nemesis. That player plays a single Krosmaster strengthened by various cards to make the Krosmaster ultra-powerful. If the Nemesis chooses the CHAFER KING, OGREST or ANATHAR as their Krosmaster, play the corresponding specific scenario (given on pages 19 and 20). With all other Krosmasters, play the Nemesis Alteration scenario (given on page 21).

A group of one to three players fights the Nemesis, sharing six Krosmasters among them. This group makes up the team of Heroes.

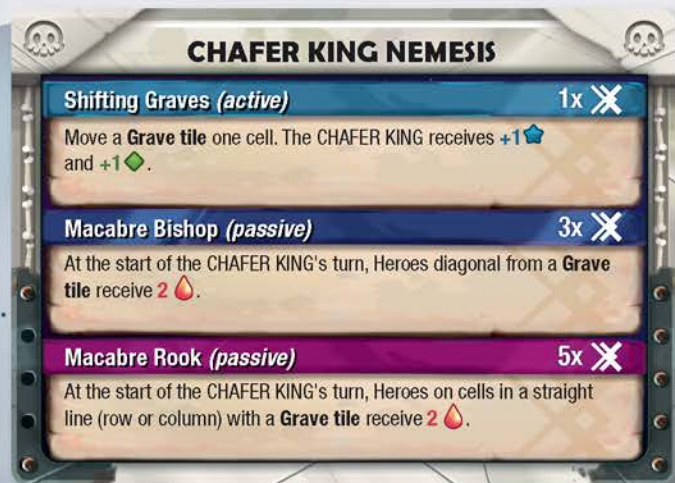
This game mode is designed to be played on 10-by-10 game boards.

It is better if the team of Heroes does not contain the Krosmaster chosen as the Nemesis (this concerns players who have more than one of the same miniature).

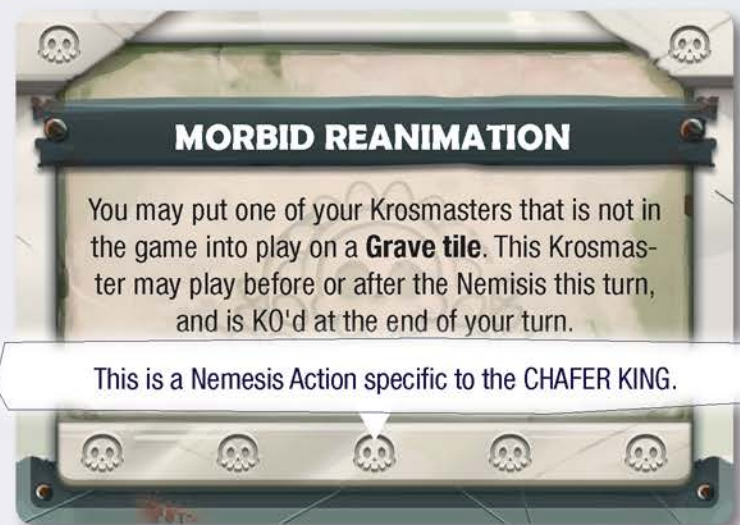
RULES FOR ALL SCENARIOS

NEMESIS SETUP

The player playing the Nemesis chooses their starting position and plays first. That player takes the Nemesis Challenge card matching the Krosmaster they control. The Nemesis Challenge card works like a Divine Challenge card, except that only the Nemesis can use it during the game.



The player then takes the three Nemesis Action cards specific to their Krosmaster, shuffles them with three non-specific Nemesis Action cards chosen at random, and forms a draw pile with the six cards. The player then draws two Nemesis Action cards from this draw pile into their hand.



TEAM OF HEROES SETUP

The players on the team of Heroes form a Krosmic Favor draw pile. The size of this draw pile depends on the size of the team: 5 for one player, 10 for two players, or 15 for three players. This pile is placed next to the board.

Control of the Dofus token and control of Glyphs are shared by all players on the team of Heroes. At the start of the game, this team takes the Dofus token.

The game can begin. In this game mode, the Nemesis is always the first player, even if OGREST is on the team of Heroes.

Each Nemesis scenario comes with a specific setup and different goals.

Note: The icons in the corners of the Nemesis cards let you identify their various affiliations. Below, you can see non-specific Nemesis cards (1), and the Nemesis cards for ANATHAR (2), OGREST (3) and the CHAFER KING (4).



PLAYERS' TURNS

The player controlling the Nemesis will be able to activate ultra-powerful cards called Nemesis Actions during their turns.

THE NEMESIS'S TURNS

- **Resolve the revealed Nemesis Action:** Apply the effects of the Nemesis Action revealed during the previous turn. This phase is skipped on the Nemesis's very first turn.
- **Play the Krosmaster:** The player plays their Krosmaster normally.
- **Play the Minions:** The player plays their Minions (if any) normally.
- **Choose a Nemesis Action:** The player chooses one of the two Nemesis Action cards in their hand and puts it near the board, face up. Its effect will not be applied immediately but rather at the start of this player's next turn. The player playing the Nemesis then draws a card from their draw pile and adds it to their hand.

THE HEROES' TURNS

The players on the team of Heroes each play in turn clockwise. At the start of each of these players' turns, the active player reveals a new Krosmic Favor, which replaces the previous one.

IMPORTANT: In this game mode, only one Krosmic Favor is revealed at a time. Only Heroes can use these Favors, not the Nemesis.

KO COMEBACK

Several scenarios allow the Nemesis to come back into the game when the Nemesis should have been KO'd.

When this is the case, remove all the Nemesis's , ,  and special markers before putting the Nemesis back in play. If the Nemesis was the active Krosmaster, their turn ends.

END OF THE GAME

In each scenario, the Nemesis and the team of Heroes have victory conditions. The game ends when one of the two sides meets their victory condition, or when the Krosmic Favor pile is empty.

CHAFER KING SCENARIO

You'd been promised wealth and glory if you brought back the CHAFER KING's crown. Now, the only thing you want to bring back is... you, alive! Defeated over and over, the CHAFER KING rises again and again. What is his secret? Is there any way to defeat him once and for all? Figure it out quickly or you'll be the next corpse joining his kingdom!

SCENARIO-SPECIFIC SETUP

The CHAFER KING puts 4 **Grave tiles** on the Glyph cells of his choice.



SCENARIO-SPECIFIC RULES

Conquering Graves: As long as a **Grave tile** is on a Glyph cell, this cell is considered to have been captured by the CHAFER KING and cannot be captured by one of his opponents.

Not Dead Yet: When the CHAFER KING is KO'd, he is put back in the game on the **Grave tile** of his choice, and that tile is removed from the board. If there aren't any **Grave tiles** left, or if they are all occupied, this power does not work.

GOAL OF THE GAME

- Team of Heroes: Knock out the CHAFER KING, making sure that he cannot come back into the game.
 - CHAFER KING: Knock out three Krosmasters from the team of Heroes.
- If the game ends because the Krosmic Favor pile is empty but neither of these two conditions has been met, compare the number of **Grave tiles** removed from the board to the number of Krosmasters KO'd on the team of Heroes.
- In the event of a tie, the side controlling the most Glyph cells is declared the winner.



ANATHAR SCENARIO

ANATHAR has stolen YUGO's power and endangered the World of Twelve by opening portals to the Shustuft Crust. What are those mysterious tentacles coming out of the portals?

No time to investigate! You must neutralize ANATHAR or close all the portals before his demonic plan succeeds!

SCENARIO-SPECIFIC SETUP

The player playing ANATHAR puts four **Portal tiles** on cells adjacent to four different Glyph cells.



SCENARIO-SPECIFIC RULES

Portal Tiles are Special Terrain tiles (see page 22). There cannot be more than four in the game at any one time. If you must place a fifth tile in the game, remove one from the board before placing the new tile.

Opening Portals: When ANATHAR puts a **Portal tile** into play, he captures the Glyph cell adjacent to that tile. (**Portal tiles** are always placed on cells adjacent to Glyph cells.)

Closing Portals: Whenever a Krosmaster from the team of Heroes moves onto a **Portal tile** while their team controls the Dofus token, that tile is removed from the board, that Krosmaster's turn ends, and control of the Dofus token is given to ANATHAR. ANATHAR cannot use the Infernal Portals rule in this situation.

Infernal Portals: Whenever an opposing Fighter moves onto a **Portal tile**, ANATHAR may choose to move the Fighter to another free cell adjacent to another **Portal tile**. This Fighter receives 2 🔥 and their turn ends. In addition, when ANATHAR moves onto a **Portal tile**, he may move to another free **Portal tile**. If he does, remove 2 🔥 from his card. His turn is not interrupted.

GOAL OF THE GAME

- Team of Heroes: Close all portals before the allotted time runs out, or knock out ANATHAR.
- ANATHAR: Knock out three Krosmasters from the opposing team, or survive until the end of the game with at least one portal still open.

OGREST SCENARIO

OGREST is waiting for you on top of Mount Zinit. Will you be just another group climbing to your downfall? Or will you save the World of Twelve by freeing it from OGREST's titanic tears? Brute force has never worked, but is there some other way to defeat him?

SCENARIO-SPECIFIC SETUP

OGREST starts the game with four Mini-Dofus tokens drawn at random, and the team of Heroes starts with the last two Mini-Dofus tokens (control of these tokens is shared by the Heroes).

This scenario is played on the 9-by-9 Brawl game board. OGREST is placed on the central cell, then the Heroes' Krosmasters are placed on any of the starting cells.

For this game, use the Treasure cells like Glyph cells. During setup, OGREST captures four Treasure cells of his choice and puts **Glyph Tiles** in his color on them. When a Krosmaster moves onto a Treasure cell, the Krosmaster can capture it and put one of their team's **Glyph tiles** on it.

SCENARIO-SPECIFIC RULES

Ogre's Got a Dofus: When he captures a Glyph cell, OGREST receives +1 ★.

Waves of Adventurers: When a Krosmaster opposing OGREST is KO'd, the player controlling that Krosmaster may, at the start of their turn, place this Krosmaster (or another from their collection) on the starting cell of their choice. The player controlling OGREST immediately steals one Mini-Dofus token from the opposing team.



Unshakable: When OGREST is KO'd, the team of Heroes steals a Mini-Dofus token from him, and all 🔥 and markers are removed from OGREST. OGREST remains on the board.

GOAL OF THE GAME

If one of the two sides obtains all six Mini-Dofus tokens, that side wins immediately. If the game ends because the Krosmic Favor pile is empty, but no side has obtained six Mini-Dofus tokens, the side with the most tokens wins the game. If both sides have the same number of Mini-Dofus tokens, the game ends in a tie.

NEMESIS ALTERATION SCENARIO

You can play this scenario with any Krosmaster in your collection as the Nemesis.

Important: The difficulty level and strategies to adopt for both sides can vary greatly depending on the Krosmaster chosen.

SCENARIO-SPECIFIC SETUP

The player controlling the Nemesis places four **Glyph tiles** in their color and four **Glyph tiles** in the opposing team's color on the eight Glyph cells. That player takes the NEMESIS ALTERATION Nemesis Challenge.



SCENARIO-SPECIFIC RULES

Fountain of Health: When a Krosmaster (either Nemesis or Hero) captures a Glyph cell, they are healed by 4 🔥.

Nemesis: The Nemesis's Health Points ❤️ and Action Points ⭐ are doubled. If a card applies a modification to one of these characteristics, the modification is taken into account before multiplying by two.

GOAL OF THE GAME

- Team of Heroes: Knock out the Nemesis.
- Nemesis: Knock out three opposing Krosmasters.

If the game ends because the Krosmic Favor pile is empty but neither of these two conditions has been met, compare the number of Glyph cells controlled by each side to determine the winning side.



SPECIAL TERRAIN TILES

There are five different types of **Special Terrain tiles**: Ice, Fire, Quicksand, Springy Flower, and Fog.



Ice



Fire



Quicksand



Springy
Flower



Fog

Special Terrain tiles can only be put into play on free cells, that is to say on cells that do not contain a tree, bush, or Fighter.

Note: **Terrain tiles** cannot be placed on Glyph cells, nor on other **Special Terrain tiles**.

There cannot be more than four **Special Terrain tiles** of the same type on the board at any one time.

If you can place a new **Special Terrain tile** on the board but this limit has already been reached, remove one **Special Terrain tile** of the same type from the board before placing the new one.

Example: There are four **Ice tiles** and two **Fire tiles** on the board. You want to place an additional **Ice tile**, but the maximum has already been reached for this type of tile. You must therefore remove one **Ice tile** from the board before placing the new one.



ICE TILES

Whenever a Fighter moves onto an **Ice Tile**, the Fighter slips and continues to move one cell further in the same direction.



FIRE TILES

Whenever a Fighter moves onto a **Fire tile**, the Fighter suffers 2 .



QUICKSAND TILES

Whenever a Fighter moves onto a **Quicksand tile**, the Fighter receives a -1  marker.



SPRINGY FLOWER TILES

Whenever a Fighter is on a **Springy Flower tile**, the maximum range of the Fighter's spells is increased by 1 cell.

Example: The Catroulette spell's range is normally two to three cells, but it increases to two to four cells when MARTINE GALE is on a **Springy Flower Tile**.



FOG TILES

Fog tiles block line of sight.

Fighters may move onto **Fog tiles**.

When they do, the Fog dissipates (remove the **Fog tile** from the board).



EVEN MORE MINIATURES

Krosmaster Blast is the newest addition to the Krosmaster line, a set of collectible miniatures. Thus, if you get other Krosmasters, you can combine them with yours to make new teams!



KROSMASTER ARENA

This box contains 11 cards to play the game Krosmaster Arena with your miniatures. These cards are read vertically. Visit www.krosmaster.com for more information!

CREDITS

Based on an original idea by Tot.

Products Team: Pierre-Henri Dupont, Faye Hu, Isabelle Vandamme, Wen Zhu.

Author: Matthieu Berthier.

Illustrations (cover and cards): Frédéric Simon.

Graphic Identity: Alexandre Papet.

Graphic design: Justine Levasseur, Alexandre Papet.

Character Design: Véronique Guannel.

2D Artists: Justine Levasseur, Alexandre Papet.

3D Artists: Laurent Boucher, Damien Levaufre, Studio Virtuos.

Rulebook Editing and Proofreading: Lara Andahazy, Matthieu Berthier, Jean-Michel Caillat, Pierre-Henri Dupont, Pierre-François Fiasse, Geoffrey Wood.

Translation: Lara Andahazy (English).

Web Team: François Chenet, Rémy Hétru, Julien Laurent, Samuel Volk.

Reviews: Eduardo Baraf, Jeux Découvre, Jason Frowde, Raymond from Boardgame Heaven.

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PLAYER AID

PLAYERS' TURNS

1. Draw a new Krosmic Favor.
2. Play your Krosmasters.
3. Play your Minions.

REMINDER

NAME	MOVEMENT Free Cells ✓ Impassable ✗	LINE OF SIGHT Don't Block ✓ Block ✗
Bushes	✗	✓
Trees	✗	✗
Krosmasters	✗	✗
Minions	✗	✗
Special Terrain Tiles (except Fog)	✓	✓
Fog Tiles	✓	✗
Glyph Cells	✓	✓
Trap Tokens	✓	✓

LINE OF SIGHT

- Line of sight is an imaginary straight line that starts in the center of the attacker's cell and stops in the center of the target's cell.
- It must not pass through any cells that block line of sight (trees, Fighters, or **Fog tiles**).

CASTING SPELLS

REQUIREMENTS

- Check that **1 AP** ★ is left.
- Check availability.
- Check range.
- Check line of sight.

SPELL RESOLUTION

- Spell effects.
- Combat roll.
- Apply 🔥.

USING MP AND AP

MOVEMENT

Move one cell **1 MP** ◆

ACTION

Cast a spell **1 AP** ★

ACTIONS RESERVED FOR KROSMASTERS

Use an active bonus from a Divine Challenge **1 AP** ★

Use a Krosmic Favor **1 AP** ★ (0 AP with the Dofus token)

Capture a Glyph cell Free

