



 Ages 8+

 30 Minutes

 1-5 Players



Every year the Royal Family holds an exam to find the most skilled teams of heroes to protect the land. Does your team have the skill and coordination to defeat all the opponents and win the honor of defending the kingdom?

Components


35 Jumbo Cards

- 15 Enemy cards
- 12 Boss cards
- 5 Hero cards
- 2 Reference cards
- 1 Shop card

1 Retaliation die (1d6) 

25 Coins 

20 Health tokens 

1 Player pawn 

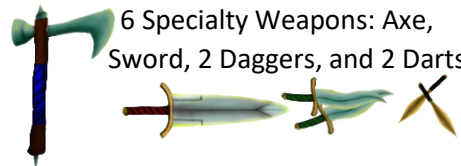
1 Specialty coin 

38 Polyomino Weapons

8 of each Weapon: Axe, Sword, Dagger, and Darts



6 Specialty Weapons: Axe, Sword, 2 Daggers, and 2 Darts



Goal

Heroes Exam is a cooperative, polyomino combat game, where you must work as a team to defeat each wave of opponents and join the Royal Forces.

Setup

Choose your hero and place their card in front of you with 3 heart tokens and their Specialty weapon(s).

Place the Shop on the side of the board and make stacks of each type of weapon on their logos with 1 heart per player.

Place all opponent "Exam" cards next to the Shop to make the Exam Deck. All Boss cards are left alone.

Solo play is best with 2 characters, using the player piece to show which characters turn is up.

Challenge Modes

Young Heroes: For younger players, use only play 2 Waves with no Boss battles.

Team of Friends: In this mode, you may consult one another and plan when you are in the Shopping phase, but no one may tell another what to do.

Mercenaries: In this mode, you are mercenaries, and you don't consult each other for anything, hoping to survive.

Game Sequence

Each Wave has a Shopping phase and Combat phase.

For Combat phases: Wave 1 (1 enemy), Shopping, Wave 2 (2 enemies), Shopping, Wave 3 (3-part Boss battle).

Shopping



	5 Players	4 Players	3 Players	1-2 Players
Wave 1	1	2	2	3
Wave 2	2	3	4	6
Wave 3	4	5	6	9

Before each Wave of combat, each hero is given coins to prepare for the coming battles.

Costs


<p>1 Ability</p> <p>1 Each</p>	<p>1 for 2</p>
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Starting with the youngest player and going clockwise, every player will buy their weaponry, 1 worth at a time. Pass the player pawn around as you go to keep track of who's turn it is. You may also buy a random ability from the Exam Deck for 1.

Heroes may not buy weapons that are grayed out on their card.

Once all 1 are spent, or the players agree they are done shopping, draw your first enemy and pass the player pawn to the next person. Coin will receive one more chance to buy than everyone else.

Battle

Starting with the hero with the player pawn , without communicating, each player will place a weapon on the open squares on the enemy card in turn order.

Ignore the golden icon and abilities until the last battle of each Wave.

Any player unable to place a weapon loses their turn and a heart.

Each weapon (besides Specialties) may only be used once.

Special Spaces:



Recovery

When you place a weapon on this icon, roll the Recovery die.

Remove a weapon of that type from the enemy.

If there isn't one, remove it from the current hero.

If that hero doesn't have that weapon, then they lose one health.



Retaliate

When a weapon is laid on this square, the hero immediately loses one health.

If left uncovered, all heroes lose one health.



Stun

When a weapon is laid on this square, the hero loses their next attack.

They will not lose a health, despite not attacking.



Well-Guarded

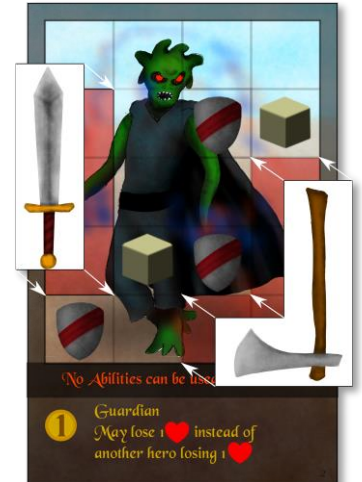
These spaces can only be covered by the weapon shown, and if they are not covered, they will cause their full damage. *Ex: An axe is shown, but not covered, it does 4 damage.*






Blocked

These spaces are completely protected and can't have a weapon placed on them.

These do not count against you when left uncovered.




Coin

Coins Specialty  can be used to turn any 1 weapon into a Specialty for the sake of using an ability. It can also be used as a  during a turn with another  when shopping.

End of Combat


Combat is finished when your party is no longer able to place a weapon, or the enemy is fully covered.

All heroes in the party take damage equal to the number of uncovered spaces.

Specialty weapons go back to their heroes (Coin gets the  back), and all other weapons are returned to the Shop.


Abilities


Every opponent has an Ability that goes to the Shop once they are defeated. These abilities can be purchased by a hero and used accordingly.

During Shopping, a player may spend a  to purchase a random Ability from the top of the opponent deck.

Bosses

The Boss is composed of 3 parts: Head, Body, Bottom.

Learning: 2  cards and 1 Ability card

Veteran: 1  card and 2 Ability cards

Full Throttle: 3 Ability cards


The Boss's abilities can be stopped one of two ways.

1. Cover the card that grants the ability,
2. Cover all the symbols that represents that part of the body.

The Boss is not defeated until all its spaces are covered. A weapon may be placed across two cards, but Specialty weapons that do this may only be returned until both cards are finished.

End of Game

Lose

You lose if one or more of your teammates lose all of their .

Win

You win if you finish the Exam and the Boss.