



## Game Rules

### Introduction

UFB is a turn-based strategy tabletop game with a simple goal—grow stronger and defeat the other players. Each player has health and energy, which both increase after collecting items and defeating enemies. Don't let your health fall below zero. Use energy to move across the game board and attack with your powers. Energy resets to the maximum at the beginning of your turn. Collect treasure chests to get gold, powers, and items. Use gold to buy, sell, and upgrade at the merchant and to trade with other players.

### Basic Instructions

1. Moving 1 space costs 1 energy.
2. Collect treasure chests to get a Power, Item, and Gold. Treasure chests permanently increase health and energy by +3.
3. Visit the merchant to get a quest, buy and sell powers and items, and upgrade weapons.
4. Blue monsters have 20 HP and energy. Green monsters have 35 HP and energy.
5. Powers must be equipped before they can be used. Each power has unique moves.
6. Step on a portal to teleport to the other portal.
7. Some powers use items to attack. (Bow and Crossbow use arrows, Cannon uses bombs)
8. Plan your strategy to attack the other players and get their HP to 0.
9. The last one standing wins!

Main Game Screen



Status

Menu

Inventory

# Status Info



**Player Picture** - Tap on this to view the Settings

dwarf 🎲

**Player Name** - the dice appears when it's your turn

G15

**Player Location** - your current coordinates on the map

🕒 01:01

**Turn Timer** - appears when it's your turn, your turn ends when this runs out



**Health** - Don't let your ❤️ fall to 0!



**Energy** - Use ⚡ to move and attack (resets each turn)



**Melee Token** - Use 👊 to attack with melee powers (like sword)



**Magic Token** - Use 🪄 to attack with magic powers (like fire crystal)



**Energy Shard** - Collect 4 to get an energy crystal



**Heart Piece** - Collect 4 to get a heart crystal



**Energy Crystal** - Use this to permanently increase ⚡ by +5



**Heart Crystal** - Use this to permanently increase ❤️ by +10



**Treasure Chest** - Gives 1 power, 1 item, gold, and permanently increases ❤️ and ⚡ by +3



**Gold** - Used to buy and upgrade at the merchant and to trade with other players

# Menu



**Punch** - Use 1 melee or magic token and 2 ⚡ to deal 2 damage  
Range = 1



**Map** - Shows the current state of the board



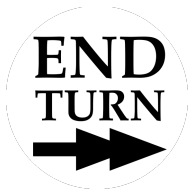
**Quests** - Shows your active quests



**Enemies** - Shows all players and activated monsters



**Move** - Select your coordinates to move to that space  
when its your turn (moving 1 space costs 1 ⚡ )



**End Turn** - End your turn



# Map



**Treasure Chest** - Gives 1 power, 1 item, gold, and permanently increases ❤️ and ⚡ by +3



**Merchant** - Get a quest, buy items, sell your powers and items for gold, and upgrade your powers at the merchant. The merchant respawns in a new location after every visit



**Monsters** - Treasure chests are guarded by monsters. Monsters won't move or attack until they are attacked.

Blue monsters: 20/20 ❤️ , 20 ⚡ , 1 power, 1 item, 💰 = 1 🎲

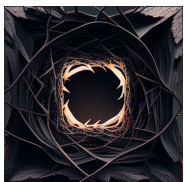
Reward for killing: 1 🖊️ or 🟡 (random) + all inventory

Green monsters: 35/35 ❤️ , 35 ⚡ , 2 powers, 2 items, 💰 = 2 🎲

Reward for killing: 2 🖊️ / 🟡 (random) + all inventory



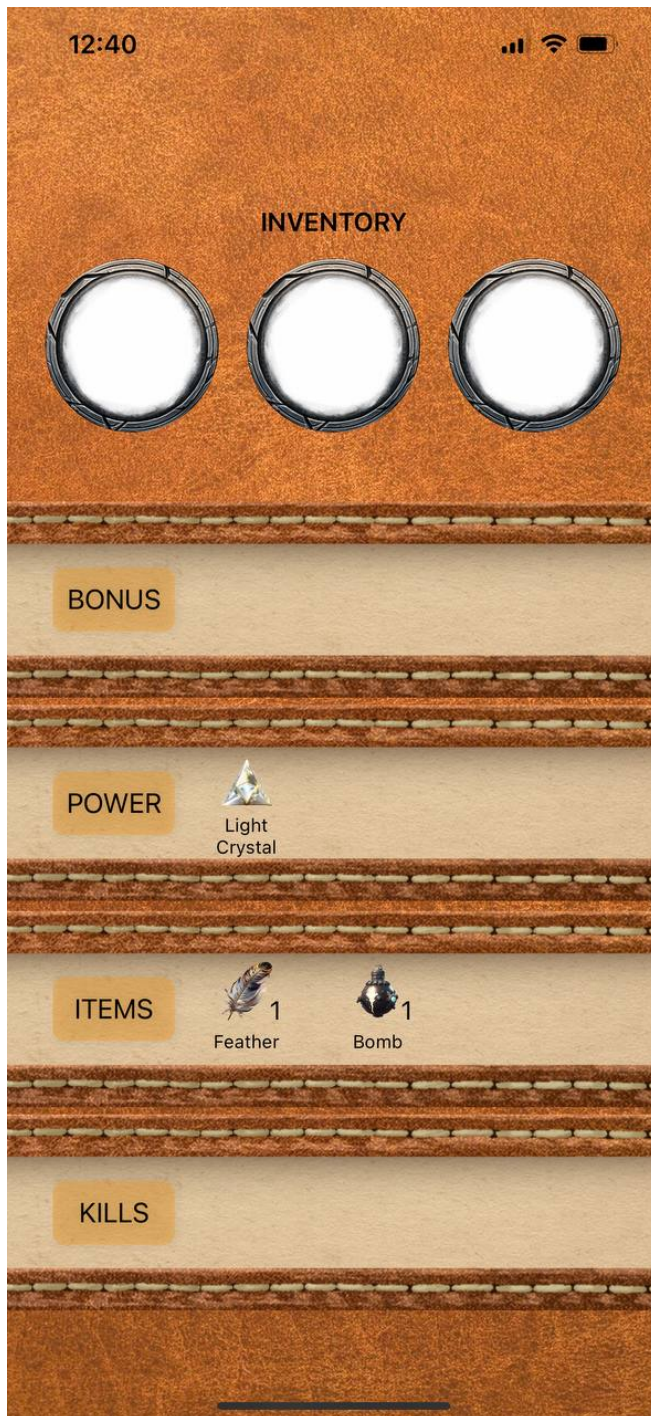
**Portal** - Step onto a portal to be immediately transported to an identical portal. Use portals to get around the map quickly.



**Void Space** - Cannot be stepped on. If the player is pushed or pulled into a void space, add +5 damage.

# Inventory

The bottom part of the screen shows your currently equipped powers. You can equip up to three powers at one time. Swipe up to view the inventory.



**Equipped Powers** - Powers must be equipped before they can be used.

**Bonuses** - Some powers give bonuses when they are equipped

**Unequipped Powers** - All your other powers that are waiting to be equipped

**Items** - All items that can be used

**Kills** - All the monsters you've killed

# Powers

Each power has 3 levels. Powers can be upgraded at the merchant by trading in 2 identical powers and paying gold. Each power has unique power moves and bonuses.

Key:

- ❤️ = health
- ⚡ = energy
- 🎲 = dice (1-6)
- 👊 = melee
- 🔮 = magic
- 📏 = range
- 🔥 = area of effect (hits all enemies in range)

## Items

- 🧴 = potion
- 🏹 = arrows
- 💣 = bombs
- 💰 = gold
- 💣 = landmine
- 🧴 = elixir

## Bonuses




- ⚔️ = counter
- 🌐 = reflect
- 🛡️ = block
- 🚫 = deflect
- ⭐️ = charge
- 🔥 = burn
- ❄️ = freeze
- 🪨 = steady

## Power Boost




- 👊 = push
- 🏹 = pull
- 🧱 = wall
- 🧛 = vampire
- 🌀 = confuse
- 🍷 = poison
- 💖 = regenerate
- 👻 = ghost

# Melee Powers




## Sword

	Power Move	Cost	Result	Range	Bonus
 <b>Level 1</b>	Sword Strike	-2 ⚡, -1 👊	❤️ = - 🎲	📏 = 1	1 ⚔️
 <b>Level 2</b>	Fighter Stance	-2 ⚡, -1 👊	+1 ⚔️	📏 = 0	1 ⚔️
	Charge	-2 ⚡, -1 🔮	+1 ⭐️	📏 = 0	
 <b>Level 3</b>	Holy Sword	-5 ⚡, -1 👊, -1 🔮	❤️ = - 🎲 + 🔥	📏 = 1	1 ⚔️ 1 🔥




## Ax

	Power Move	Cost	Result	Range	Bonus
 <b>Level 1</b>	Ax Throw	-2 ⚡, -1 👊	❤️ = -🎲	🔪 = 1	1 🪨
 <b>Level 2</b>	Vampire Ax	-3 ⚡, -1 👊, -1 🟣	❤️ = -🎲, 🧛	🔪 = 0	1 🪨
	Harden	-2 ⚡, -1 👊	+1 🪨	🔪 = 0	
 <b>Level 3</b>	Tornado Slice	-8 ⚡, -2 👊	❤️ = -🎲🎲🎲	🔥 = 1	1 🪨

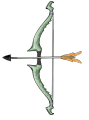


## Spear

	Power Move	Cost	Result	Range	Bonus
 <b>Level 1</b>	Lance	-5 ⚡, -1 👊	❤️ = -🎲, 🧱	🔪 = 1	
 <b>Level 2</b>	Ice Lance	-2 ⚡, -1 🟣	❤️ = -2, ❄️	🔪 = 1	
	Harpoon	-4 ⚡, -1 👊	❤️ = -4, 🌀	🔪 = 3	
 <b>Level 3</b>	Poison Lance	-6 ⚡, -1 👊, -1 🟣	❤️ = -2 - 🎲, +3 🟢	🔪 = 1	1 ❄️




## Shield

	Power Move	Cost	Result	Range	Bonus
 <b>Level 1</b>	Shield Bash	-2 ⚡, -1 👊	❤️ = -3 ⚡ = -2	🔪 = 1	1 🛡️
 <b>Level 2</b>	Defensive Stance	-2 ⚡, -1 👊	+1 🛡️	🔪 = 0	1 🛡️ 1 🚫
 <b>Level 3</b>	Mirror Shield	-4 ⚡, -2 🟣	+1 🌐	🔪 = 0	1 🛡️
	Battering Ram	-5 ⚡, -1 👊	❤️ = -5, 🏹	🔪 = 1	2 🚫 1 🌐




# Neutral Powers

Bow		Power Move	Cost	Result	Range	Bonus
	<b>Level 1</b>	Shoot Arrow	-2 ⚡, -1 🏹	❤️ = -3	📏 = 5	1 🏹 per turn
	<b>Level 2</b>	Craft Arrow	-2 ⚡, -1 👊, -1 💰	+1 🏹	📏 = 0	2 🏹 per turn
	<b>Level 3</b>	Bomb Arrow	-2 ⚡, -1 👊, -1 🏹	+1 💣 🏹	📏 = 0	3 🏹 per turn 👻
		Fire Arrow	-2 ⚡, -1 💎, -1 🏹	+1 🔥 🏹	📏 = 0	




Note: Shoot Arrow can shoot a regular arrow, a Fire Arrow, an Ice Arrow, a Poison Arrow, or a Bomb Arrow. Each of these arrows has unique effects, which are described in Items.

Crossbow		Power Move	Cost	Result	Range	Bonus
	<b>Level 1</b>	Shoot Arrow	-2 ⚡, -1 🏹	❤️ = -4	📏 = 2	1 🏹 per turn
	<b>Level 2</b>	Ice Arrow	-2 ⚡, -1 💎, -1 🏹	+1 ❄️ 🏹	📏 = 0	2 🏹 per turn
		Stake Down	-2 ⚡, -1 🏹	+1 🪨	📏 = 0	
	<b>Level 3</b>	Poison Arrow	-3 ⚡, -1 💎, -1 🏹	+1 🤢 🏹	📏 = 0	3 🏹 per turn
		Hook Shot	-2 ⚡, -1 👊, -1 🏹	❤️ = -4, 🌀	📏 = 3	

# Cannon




	Power Move	Cost	Result	Range	Bonus
 <b>Level 1</b>	Cannonball	-3 ⚡, -1 💣	❤️ = -5, 🙌	🔫 = 4	1 💣 per turn
 <b>Level 2</b>	Alchemy	-3 ⚡, -1 💎, -1 💰	+1 💣	🔫 = 0	1 💣 per turn
 <b>Level 3</b>	Launch Landmine	-3 ⚡, -1 🦊, -1 💣	Place landmine	🔫 = 4	2 💣 per turn 👾
	Flashbang	-3 ⚡, -1 💎, -1 💣	❤️ = -5, 🙌, 🌀	🔫 = 4	

# Armor

	Power Move	Cost	Result	Range	Bonus
 <b>Level 1</b>	Defensive Stance	-2 ⚡, -1 🦊	+1 🛡️	🔫 = 0	1 🛡️, 1 🪨 +10 ❤️, -5 ⚡
 <b>Level 2</b>	Harden	-2 ⚡, -1 🦊	+1 🪨	🔫 = 0	1 🛡️, 1 🪨 +20 ❤️, -10 ⚡
	Charge	-2 ⚡, -1 💎	+1 ✨	🔫 = 0	
 <b>Level 3</b>	Haste	-1 🦊	+5 ⚡	🔫 = 0	1 🛡️, 1 🪨 +30 ❤️, -15 ⚡
	Regenerate	-10 ⚡, -1 💎, -1 🍷, -1 🍷	+3 ❤️	🔫 = 0	


# Magic Powers

## Fire Crystal

	Power Move	Cost	Result	Range	Bonus
 <b>Level 1</b>	Fireball	-5 ⚡, -1 💎	❤️ = -🎲, 🙌	🔫 = 3	
 <b>Level 2</b>	Ignite	-2 ⚡, -1 💎	+1 🔥	🔫 = 0	1 🔥
	Fire Arrow	-2 ⚡, -1 💎, -1 🏹	+1 🔥 🏹	🔫 = 0	
 <b>Level 3</b>	Fire Storm	-6 ⚡, -2 💎	❤️ = -🎲, 🔥	🔥 = 4	1 🔥
	Craft Landmine	-8 ⚡, -1 🦊, -1 💣, -1 💰	+1 💣	🔫 = 0	






## Ice Crystal

	Power Move	Cost	Result	Range	Bonus
 <b>Level 1</b>	Icicle	-2 ⚡, -1 🟣	❤️ = -2, ❄️	📏 = 3	
 <b>Level 2</b>	Freeze	-2 ⚡, -1 🟣	+1 ❄️	📏 = 0	1 ❄️
	Ice Arrow	-2 ⚡, -1 🟣, -1 🏹	+1 ❄️ 🏹	📏 = 0	
 <b>Level 3</b>	Blizzard	-6 ⚡, -2 🟣	❤️ = -🎲, ❄️	🔥 = 4	1 ❄️
	Ice Wall	-8 ⚡, -1 🖊️, -2 🟣	+1 🧱	📏 = 0	

## Light Crystal

	Power Move	Cost	Result	Range	Bonus
 <b>Level 1</b>	Heal	-10 ⚡, -1 🟣	+1 🩺	📏 = 0	1 🌟
 <b>Level 2</b>	Divine Blessing	-10 ⚡, -1 🖊️, -1 🩺	+1 🏺	📏 = 0	1 🌟 1 🌐
	Charge	-2 ⚡, -1 🟣	+1 🌟	📏 = 0	1 💖
 <b>Level 3</b>	Guardian Angel	-4 ⚡, -2 🟣	+1 🌐	📏 = 0	1 🌟
	Regenerate	-10 ⚡, -1 🟣, -1 🩺, -1 🏺	+3 💖	📏 = 0	1 🌐 2 💖

## Void Crystal

	Power Move	Cost	Result	Range	Bonus
 <b>Level 1</b>	Vampire Bite	-4 ⚡, -1 🖊️, -1 🟣	❤️ = -🎲, 🧛	📏 = 1	
 <b>Level 2</b>	Soul Drain	-5 ⚡, -2 🟣	❤️ = -🎲, 🧛, 🏹, 🧛	📏 = 4	
	Void Jump	-2 ⚡, -1 🟣, -1 ❤️	Pass through 1 void space	📏 = 0	
 <b>Level 3</b>	Poison Cloud	-10 ⚡, -2 🟣	+3 🤢, 🧛	🔥 = 4	
	Poison Arrow	-2 ⚡, -1 🟣, -1 🏹	+1 🤢 🏹	📏 = 0	



# Items



## Bomb

Place a bomb in an adjacent square or launch it from a Cannon.

Cost: -1 ⚡ Effect: -4 ❤️, 🧠



## Landmine

Place a landmine in an adjacent square or launch it from a L.3 Cannon.

Cost: -1 ⚡ Effect: -10 ❤️, -10 ⚡



## Potion

Drink a potion to recover some HP.

Cost: -1 ⚡ Effect: +5 ❤️



## Elixir

Drink an elixir to gain extra energy for one turn and cure poison

Cost: - Effect: +10 ⚡, -3 🤢



## Feather

Use a feather to move through 1 wall

Cost: -1 ⚡ Effect: move through 1 wall



## Warp Crystal

Use a warp crystal to warp to any portal on the map

Cost: -1 ⚡ Effect: instantly warp to your chosen portal



## +1 Melee

Use a +1 Melee to add one more melee token to every turn

Cost: - Effect: permanently add +1 melee token



## +1 Magic

Use a +1 Magic to add one more magic token to every turn

Cost: - Effect: permanently add +1 magic token



### Arrow

Throw an arrow at an enemy or shoot it from a Bow or Crossbow

Cost: -1 ⚡ Effect: -2 ❤️



### Fire Arrow

Throw a fire arrow at an enemy or shoot it from a Bow or Crossbow

Cost: -1 ⚡ Effect: -2 ❤️, 🔥



### Ice Arrow

Throw an ice arrow at an enemy or shoot it from a Bow or Crossbow

Cost: -1 ⚡ Effect: -2 ❤️, ❄️



### Poison Arrow

Throw a poison arrow at an enemy or shoot it from a Bow or Crossbow

Cost: -1 ⚡ Effect: -2 ❤️, +3 🤢



### Bomb Arrow

Throw a bomb arrow at an enemy or shoot it from a Bow or Crossbow

Cost: -1 ⚡ Effect: -6 ❤️, 🙌



### Energy Shard

Use 4 energy shards to get an energy crystal

Cost: - Effect: use 4 to get an energy crystal



### Energy Crystal

Use an energy crystal to permanently increase your energy

Cost: - Effect: +5 ⚡



### Heart Piece

Use 4 heart pieces to get a heart crystal

Cost: - Effect: use 4 to get a heart crystal



### Heart Crystal

Use a heart crystal to permanently increase your HP

Cost: - Effect: +10/+10 ❤️

# Bonus



**Counter:** If attacked from an adjacent space, hit attacker with 1 🎲. Cannot be blocked.



**Reflect:** Roll 1 🎲 and subtract that number from 1 attack and reflect that amount back to the attacker in damage. Cannot be blocked.



**Block:** Roll 1 🎲 and subtract that number from 1 attack.



**Deflect:** Completely ignore 1 arrow or bomb.



**Charge:** Add 1 🎲 in damage to an attack.



**Burn:** Add 1 🎲 in damage to an attack OR if attacked from an adjacent space, hit attacker with 1 🎲 in unblockable damage. Canceled out by ❄️.



**Freeze:** Add 1 🎲 to an attack that subtracts energy OR if attacked from an adjacent space, hit attacker with 1 🎲 in energy damage. Canceled out by 🔥.



**Steady:** Ignore 1 push or pull.

# Power Boost



**Push:** Move the defender 1 space away from the attacker. If the defender hits:

- a wall = +1 damage
- treasure chest = no extra damage
- another player = both players get +1 damage
- Void space = +5 damage



**Pull:** Move the defender 1 space away from the attacker. If the defender hits:

- a wall = +1 damage
- treasure chest = no extra damage
- another player = both players get +1 damage
- Void space = +5 damage



**Wall:** Set down a wall with 20 HP.



**Vampire:** Roll 🎲 to add HP to the attacker.



**Confuse:** Randomly unequip 1 power card.



**Regenerate:** Stackable. For every 💖, roll 🎲 to add to player HP and remove 1 💖. Keep going until all 💖 is gone. 1 💖 is canceled out by 1 🤢.



**Poison:** Stackable. For every 🤢, roll 🎲 to subtract from player HP and remove 1 🤢. Keep going until all 🤢 is gone. Canceled out by 💖 or elixir.



**Ghost:** This attack or power ignores walls.

# Quests

Quests are given out automatically when visiting a merchant. Quests come in 2 types: Normal and Hard. Rewards for completed quests can be obtained in the quest button in the menu at any time after the conditions for the quests are met.

Normal Quest Rewards:

- 1 power
- 1 item
- 1 🎲 = gold
- Choice of 🦊 or 🌟

Normal Quest Rewards:

- 2 powers
- 2 items
- 2 🎲 = gold
- Choice of 2 🦊 / 🌟

Quests:



**Collect 3 treasure chests**



**Collect 6 treasure chests**



**Collect 20 gold**



**Collect 40 gold**



**Collect 1 heart crystal**



**Collect 2 heart crystals**



**Collect 1 energy crystal**



**Collect 2 energy crystals**



**Kill 2 enemies**



**Kill 4 enemies**



**Kill a green enemy**



**Kill a barbarian**



**Kill a werewolf**



**Kill an archer**



**Kill a mage**