
KROSMASTER
JUNIOR
RULE BOOK

This kind of story only happens in books...
If one day you wish to travel with an Enutrof or a Pandawa, you'd better think twice: Trouble starts as soon as you get to the Zaap!

Our first guy, Hip Agau, refused to pay his ticket. And the second, Mil Kluva, kept saying she could not stand that kind of transportation... Of course those who abuse tainted bamboo milk should not teleport! So they all cried out loud "Let's sail!"
If only they knew they were heading straight into the lion's den, Tiktokovitch the Xelor would have taken more time to negotiate and Choppy Sue the Iop, well... she would probably have done the same thing, but she never uses her brains anyway.

So that's how you end up on a little raft in the middle of the Tigel Ocean; and how you become easy prey for the Demons of the Hours, who make you wash ashore on a heavenly island...but above all a desert island! Why? To get their kicks, of course! Combats, adventures, tactics and twists of fate: They will test your abilities and choose the one they will release. However, our four shipwrecked adventurers are not completely alone: Their pets, looking for them, might show up to the rescue...

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BOX CONTENTS



4 Arenas



4 Krosmaster notebooks



1 booster of 4 Krosmaster Arena cards



4 Totems



54 Injury markers



8 Bushes



68 Kama tokens



4 Chests



16 Pet tokens



1 Score notepad



4 Krosmaster figures

AIM OF THE GAME

A Krosmaster Junior game is played by **2, 3 or 4 players.** It can consist of one or more adventures, as players see fit. The player that gathers the most **Gallons of Glory** at the end of the game is the winner.

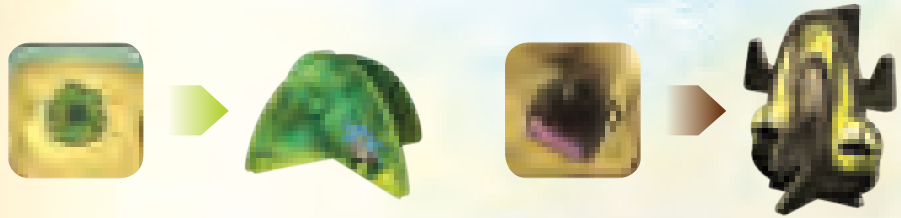
Before getting started, players decide how many adventures they want to play. Each adventure takes between 5 and 15 minutes. The total length of the game depends on the number of adventures the players agree to.

The adventures' objectives and rules are described in the **Krosmaster notebooks.** Place your Krosmaster notebook in front of you and carefully read the objective and rules for your Krosmaster figure to become the ultimate champion. Enjoy!

GENERAL RULES

Scenery

To get started, place bushes and totems on the corresponding squares. The effects of the scenery must be taken into account. Bushes are **obstacles**: Characters cannot move through or occupy their square. Totems are **blocking obstacles**: They also block line of sight.



Squares

The game board squares are here to ease character movement and various actions.



Free square: A square not occupied by any character or obstacle is called a free square. 1 Kama can be on a free square.



Neighboring Squares: Squares that share a border are considered Neighboring Squares. Diagonal squares are not Neighboring Squares.



Target square: Certain effects require a Krosmaster to target a square. A Krosmaster can target a square if a straight line can be traced from the center of its square to the center of the targeted square without cutting through any space containing a blocking obstacle.



Occupied square: A square that contains a Krosmaster, a pet, a totem or a bush prevents character movement. These elements are considered obstacles. Blocking obstacles may block line of sight to certain squares and prevent them from being targeted.



Starting squares: When the adventure begins, players place their figure on a starting square. Each player must place his Krosmaster on a square with the same number as the number of players that take part in the adventure.

Kamas

Kamas represent the game currency. Kamas are not obstacles, but rather awards that each player will choose to gather or not (1 *to pick up one*). There can only be 1 Kama per square. Place kamas on the game board according to the following rule:



Always place 1 kama



1 kama if 2 or 4 players



1 kama if 3 players



Always place 1 kama

Gallons of Glory

Players must earn as many victory points as possible to determine the winner at the end of the game. Each adventure will award players with 1 to 3 victory points, or Gallons of Glory (GG).
As soon as a player meets the adventure's objective, he removes his figure from the game board.

The following chart shows how Gallons of Glory are shared out at the end of each adventure.

The 1 ST to complete the objective gets	3 GG
The 2 ND to complete the objective gets	2 GG
The 3 RD and 4 TH get	1 GG



Set-up

At the beginning of each adventure, the first player to roll a DOFUS with a die goes first (players roll again in case of a tie).

The first player orients the game board so his chosen starting square is in front of him. He then places his Krosmaster on that square. In clockwise order, the other players place their Krosmaster on their starting square.

YOUR KROSMASTER FIGURES

At the beginning of a Krosmaster Junior game, players choose a figure and agree on the number of adventures.

Characters

Krosmaster figures:



Pet tokens:

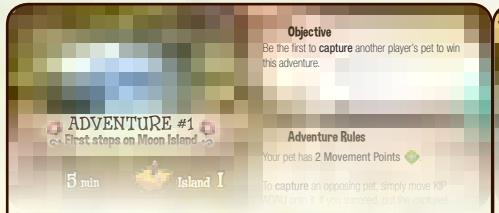


Krosmasters and pets are characters and blocking obstacles.
A Krosmaster is an adventurer who fights and rises to the challenges set by the Demons of the Hours. On the game board, they are represented by a **figure.**

A pet is a small creature that can help an adventurer. On the game board, it is represented by a **token.**
Choose a Krosmaster figure among the available four (or assign them randomly) and look at their characteristics on their **Krosmaster notebook.**
Pet characteristics are directly printed on the **Pet token.**

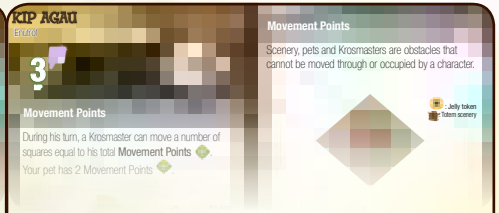
Krosmaster notebooks

At the beginning of an adventure, each player gets his Krosmaster notebook and places it in front of him. The stakes of the adventure are on the first page of your Krosmaster notebook, characteristics of your character on the other page. All players are part of the same adventure.



Information on the "Adventure" page of the notebook only applies to the current adventure.

Example: the pet capture rule is available in adventures 1 and 2, but in the other ones, Krosmasters cannot use it anymore.



Information gathered on the "Krosmaster" page of the notebook adds up gradually with adventures and are used during the entire game.

Example: the way ◆ are used in the first adventure is always valid during subsequent adventures.

Rolling the dice

= Lock = Dodge = Armour = Critical Hit

Dice roll:

- If the dice shows , , or : Perform the corresponding action.
- If the dice shows : You choose or .
- If the dice shows : You choose , , or .

Chest

During an adventure, players fill their chest with various elements they're awarded. When a new adventure begins, all chests must be emptied.





Player's Turn

Players must play their characters (Krosmaster and Pets) one after the other, starting with the Krosmaster.

Action Points AP

Action Points are used to accomplish character actions and spells. During his turn, a character can use any or all of his Action Points. Unused AP are lost.



Movement Points MP

Movement points are used to move characters to nearby squares. During his turn, a character can use any or all of his Movement Points. Squares moved through must be free squares. Unused MP are lost

ENDGAME

The player who gathered the most Gallons of Glory at the end of all the adventures wins the game. In case of a tie, compare the result of the last adventure, then the previous one if there is still a tie, and so on



FREQUENTLY ASKED QUESTIONS



Does a Krosmaster have to pick up the kama in his square?

- No. A figure and a Kama may share the same square, with no penalty.

Can a Krosmaster move on or occupy a square with a pet?

- No. To move on a square occupied by a pet, the Krosmaster must capture it (adventures 1 and 2).

Can a Krosmaster attack his own pets?

- No! They love them too much to do that. Likewise, pets cannot attack their master.

What about the pets in adventures 1 and 2?

- Each player gets 1 pet of the same color as his character (the token with an illustrated pet on each side). During the set-up, after a player has placed their Krosmaster figure on their starting square, put the pet token in a neighboring square. Pets always play after the Krosmaster. Your pet will try to avoid being captured by other Krosmasters, and your Krosmaster will try to capture another player's pet.

How can I capture another player's pet?

- In order to capture another player's pet and put it in their chest, a Krosmaster must move to its square. The captured pet and the capturing Krosmaster are removed from the game board. A player who is left with only one character (Krosmaster or pet) keeps playing.

How do we dispatch Gallons of Glory at the end of an adventure?

- The first player to meet the objective of the adventure earns 3 Gallons of Glory (GG). The second player gets 2 GG, and third and fourth players are tied; they each get 1 GG but they can finish the adventure if they want to. During adventures 3 and 6, the amount of Kama in each Krosmaster's chest defines their ranking.

What about the Kanniball cages in adventure 4?

- During this adventure, each pet starts in captivity in a cage. Before set-up, all cage tokens are flipped so that their cage side is visible. They are then shuffled and placed randomly on the corresponding squares. Cages are considered obstacles, like bushes. A Krosmaster can inflict 1 injury to the cage with the “punch” action. A cage has 2 HP. A Krosmaster can set free a pet of his own color if the cage has no more HP.

What about the Kanniball cages in adventure 5?

- Before the set-up, all cage tokens are flipped so their cage side is visible, and shuffled. Place them randomly on the corresponding squares and then flip them on the other side.

In adventure 5, in which order should I play my pets?

- They can be played in any order, but you must finish a pet’s turn before playing another pet. Don’t forget that pets always play after your Krosmaster figure.

What about the pets in adventure 7?

- A Krosmaster may spend 1 and some kamas while on a Demon square to receive a pet of his color. The pet is placed on a square next to that Krosmaster.

Can one pass through a Kanniball cage square?

- No. A character cannot move through or stop their movement on a square occupied by a Kanniball cage.

Can one buy several pets on a “Demon” square?

- Yes, as long as your Krosmaster is left with at least 1 to use and enough kama to spend, they can buy a pet.



GAME STEPS

1. Each player chooses a figure.
2. Set up the game board.
3. Roll for first player.
4. According to turn order, each player places his figure on a starting square.
5. First player starts. During his turn, a Krosmaster can:
   - Use Movement Points to move.
   - Use Action Points to pick up kamas, punch...
6. Keep in mind the objective and its victory condition.
7. When all players meet the objective, write down their GG on the score notepad.
8. Move on to the next adventure!

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ADVENTURE NOTEBOOK
Kip Agau



ADVENTURE #1

First steps on Moon Island

5 min

Island I

Set-up

Take your JELLY pet and place it on a square next to your Krosmaster KIP AGAU.



Objective

Be the first to **capture** another player's pet to win this adventure.

Adventure Rules

Your pet has **2 Movement Points** MP.

To **capture** an opposing pet, simply move KIP AGAU onto it. If you succeed, put the captured pet in your chest and remove KIP AGAU from the island. Continue to play your JELLY to flee from the opposing Krosmasters.

KIP AGAU

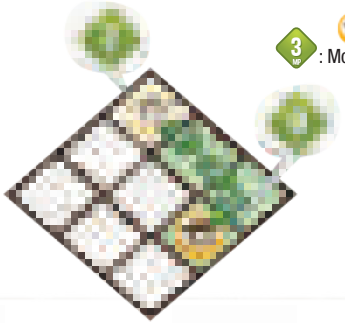
Enutrof

3 MP

Movement Points

During his turn, a Krosmaster can move a number of squares equal to his total **Movement Points** MP.

Your pet has 2 Movement Points MP.



: Kip Agau

3 MP : Movement Points

Movement Points

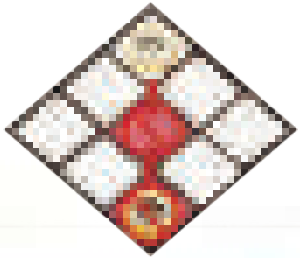
Scenery, pets and Krosmasters are obstacles that cannot be moved through or occupied by a character.



: Jelly token

: Totem scenery

It is impossible to move diagonally.





ADVENTURE #2

Super glue-pot

5 min

Island I

Set-up

Take your JELLY pet and place it on a square next to your Krosmaster KIP AGAU.



Objective

Be the first to **capture** another player's pet to win this adventure. Be careful, because this time opposing Krosmasters can **lock** you. The good news is that you can lock them too!

Adventure Rules

Your pet has **2** MP.

As in the first adventure, simply move KIP AGAU onto an opposing pet to **capture** it. If you succeed, put the captured pet in your chest and remove KIP AGAU from the island. Continue to play your JELLY to flee from the opposing Krosmasters.

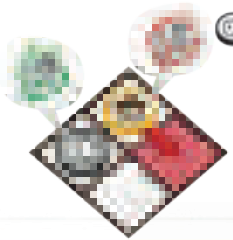
KIP AGAU

Enutrof

3 MP

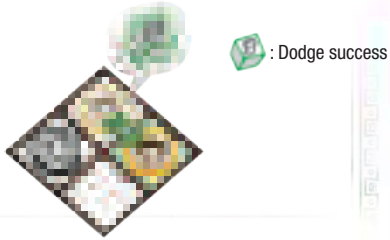
Locking an opponent

Lock: During their turn, if a Krosmaster wishes to move and he's on a square next to an opposing Krosmaster, he might be **locked** while trying to move. In order to **lock**, the opposing Krosmaster must roll a **magnet** with the dice. If he succeeds, the Krosmaster's turn is interrupted.
Note: *If a player rolls a* ***DOFUS*** *, he can choose the symbol.*



Dodging a lock

Dodge: In order to **dodge** a **lock**, the Krosmaster must roll a **boot** with the dice. If he succeeds he continues his turn normally.



Note: *Starting from this adventure, Krosmasters play with the 3 following symbols:* ***Magnet*** *,* ***Boot*** *,* *and* ***DOFUS*** *.*
The ***Armour*** *, and* ***Critical Hit*** *, symbols are not used yet.*



ADVENTURE #3

Pacmaster

5 min

Island III

Set-up

Place **1 kama** on each square according to the number of players. Do not touch your pet for now, he's gone beddy-byes.



ALWAYS | 2 AND 4 PLAYERS | 3 PLAYERS

Objective

Pick up more **kamas** than the opposing Krosmaster to win this adventure

Adventure Rules

Use your **Actions Points** to **pick up** the most **kamas** possible and place them into your chest. The adventure is over when every single **kama** has been picked up.

KIP AGAU

Enutrof

3 MP

2 AP

Action Points

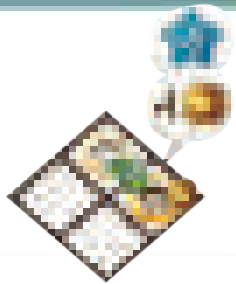
The AP characteristic represents the total **Action Points** available each turn for your Krosmaster.



: Kamas

During their turn, a character can spend as many **Action Points** as they have available. At the end of each turn, unspent **Action Points** are lost.

Picking up kamas



Pick up a kama: It is possible to pick up a kama for **1** AP **(Action Point)**.
The Krosmaster must be on the same square as the **kama** they want to pick up. Once **picked up**, the kama is placed into the **chest**.





ADVENTURE #4

Set your pets free

5 min

Island II

Set-up

Shuffle and place face-down the **12** Kanniball cages on the corresponding squares. Place the **injury** markers next to the island.



Objective

Find and **set free** your **3** JELLY pets from the Kanniball cages, then reach one of the **4** starting squares.

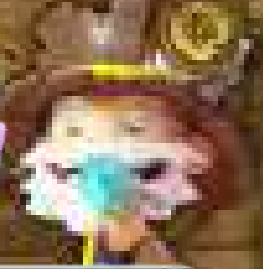
Adventure Rules

Each cage has **2 Health Points** HP.

Punch a cage to inflict **1 injury** and secretly check what is inside. Injury markers stay on the cages. Once a cage has suffered **2** , put the pet in your chest if it is one of yours, or let it wait face-down for his real master if it's not.

KIP AGAU

Enutrof

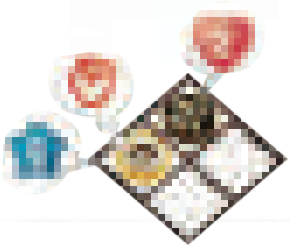


3 MP

6 AP

Punch 5 1

The Punch Action



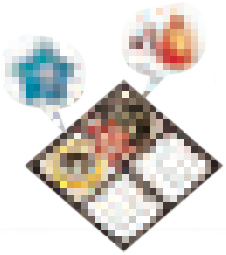
: Kanniball cage

2 : Cage HP

A Krosmaster's **punch** attack action is always available even if it's not detailed on their card.

The Punch Action

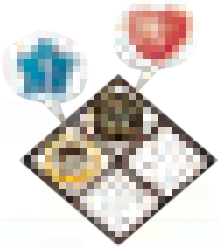
Kip Agau can spend **5** AP in order to **punch** a cage and inflict **1** to it. The cage must be on a square next to his.



: Injury marker

: Punch Action

Note: *In the following adventures, you will be able to punch opposing Krosmasters. It's mean, but it's so much fun!*





ADVENTURE #5

A familiar island

10 min

Island II

Objective

Be the first to KO **3** opposing pets to win this adventure.

Adventure Rules

Your 3 pet have **2** MP, **5** AP and **2-4** HP.
They can move, attack and defend with the **Punch** action exactly the same way your Krosmaster can.

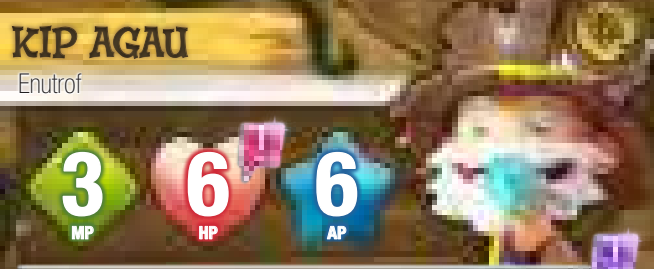
Your pets play their turn after your Krosmaster, one by one and in any order of your choice. Of course, you cannot attack a JELLY pet, you love them too much!

Set-up

Shuffle and place face-down the **12** Kanniball cages on the corresponding squares, and flip the cages face-up for everyone to see the pets of each Krosmaster. Remove unused pets when playing 2 or 3 player games.

KIP AGAU

Enutrof



Punch 5 1

Critical Hit

For each of his attacks, a Krosmaster can try to get a **Critical Hit**. In order to succeed, the Krosmaster must roll a **Critical Hit** (, or) with the dice. This will increase the damage by **1**.



Armour and Health Points

A Krosmaster can reduce by **1 injury** each damage he received by rolling an **Armour** with the dice.



Note: *If a player rolls a* ***DOFUS*** *with a die, he can choose which symbol to use.*

All characters have a **Health Points** **HP** **value**. The number inside the heart indicates how many injuries must be inflicted in order to **KO** them. When a Krosmaster is **KO'd**, remove them from the island, they cannot be played anymore until the next adventure.»



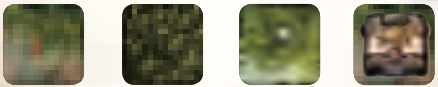
ADVENTURE #6
For a handful of Kamas

10 min

Island III

Set-up

Place **1 kama** on each square according to the number of players. Do not touch your pets for now, they're having a snack.



Objective

Pick up more **kamas** than the opposing Krosmasters to win this adventure.

Adventure Rules

Use your **Actions Points** to **pick-up** the most **kamas** possible and place them into your **chest** as in adventure 3.

The adventure is over when every single **kama** has been picked up.

Beware the opposing Krosmasters, they might try to KO your Krosmaster with their attacks.

KIP AGAU

Enutrof

3 MP

6 HP

6 AP

Fireball

5

1

1 - 5

Ranged Action

The **range** of a spell is the distance you can attack an opponent from to inflict injuries. The left number is the **minimum distance** and the right number is the **maximum distance**. The Fireball spell can be cast from **1** to **5** squares away.

***Note**: This spell cannot hit a Krosmaster that stands behind a blocking obstacle.*

Line Spell

A Krosmaster can only cast a spell with "**Line Spell**" in a straight line, horizontal or vertical.





ADVENTURE #7

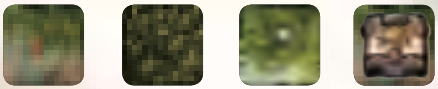
Butterfly mission!

15 min

Island IV

Set-up

Place **1 kama** on each square according to the number of players.



ALWAYS | 2 AND 4 PLAYERS | 3 PLAYERS | ALWAYS

Objective

KO opponents and be the last Krosmaster on the island in order to win this adventure.

Adventure Rules

You can buy a pet on a Demon square to help you in the rumble.

When you buy a JELLY, place it on a square next to KIP AGAU's square. JELLIES can use the **Punch action**.

Use every rule you have learned in the previous adventures: **Lock**, **Dodge**, **Critical Hit**, **and Armour**.

KIP AGAU

Enutrof

3 MP

8 HP

6 AP

Fireball 5 1

1 - 5

Demon Squares

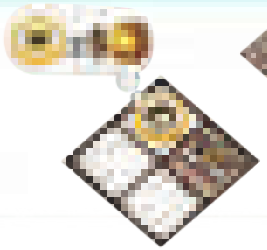
A Krosmaster that occupies a Demon square can spend **1** AP and the right amount of **kama** to receive the corresponding pet.

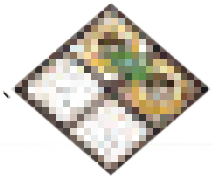
2 HP = 2

3 HP = 4

4 HP = 6

Demon Squares









THE ADVENTURE CONTINUES ON
WWW.KROSMASTER.COM AND ON FACEBOOK.COM/KROSMASTER

1580 - LIV - ANG


ADVENTURE NOTEBOOK
Tiktokovitch



ADVENTURE #1

First steps on Moon Island

5 min

Island I

Set-up

Take your TIWABBIT pet and place it on a square next to your Krosmaster TIKTOKOVITCH



Objective

Be the first to **capture** another player's pet to win this adventure.

Adventure Rules

Your pet has **2 Movement Points** MP.

To **capture** an opposing pet, simply move TIKTOKOVITCH onto it. If you succeed, put the captured pet in your chest and remove TIKTOKOVITCH from the island. Continue to play your TIWABBIT to flee from the opposing Krosmasters.

TIKTOKOVITCH

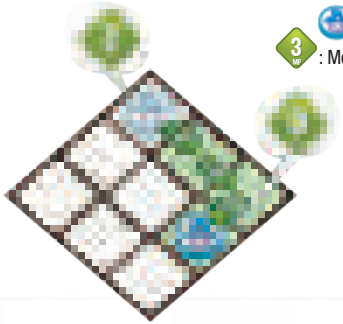
Xelor

3 MP

Movement Points

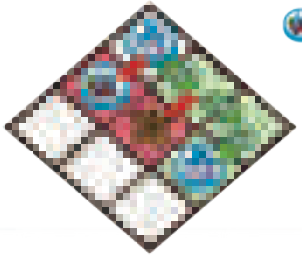
During his turn, a Krosmaster can move a number of squares equal to his total **Movement Points** MP.

Your pet has 2 Movement Points MP.

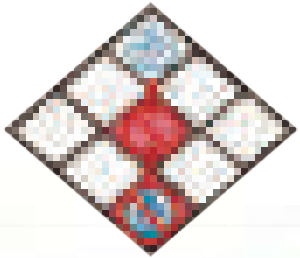


Movement Points

Scenery, pets and Krosmasters are obstacles that cannot be moved through or occupied by a character.



It is impossible to move diagonally.





ADVENTURE #2

Super glue-pot

5 min

Island I

Set-up

Take your TIWABBIT pet and place it on a square next to your Krosmaster TIKTOKOVITCH.



Objective

Be the first to **capture** another player's pet to win this adventure. Be careful, because this time opposing Krosmasters can **lock** you. The good news is that you can lock them too!

Adventure Rules

Your pet has **2** MP.

As in the first adventure, simply move TIKTOKOVITCH onto an opposing pet to **capture** it. If you succeed, put the captured pet in your chest and remove TIKTOKOVITCH from the island. Continue to play your TIWABBIT to flee from the opposing Krosmasters.

TIKTOKOVITCH

Xelor

3 MP

Locking an opponent

Lock: During their turn, if a Krosmaster wishes to move and he's on a square next to an opposing Krosmaster, he might be **locked** while trying to move. In order to **lock**, the opposing Krosmaster must roll a **magnet** with the dice. If he succeeds, the Krosmaster's turn is interrupted.
Note: *If a player rolls a* ***DOFUS*** *, he can choose the symbol.*



Dodging a lock

Dodge: In order to **dodge** a **lock**, the Krosmaster must roll a **boot** with the dice. If he succeeds he continues his turn normally.



Note: *Starting from this adventure, Krosmasters play with the 3 following symbols:* ***Magnet*** *,* ***Boot*** *,* *, and* ***DOFUS*** *.*
The ***Armour*** *, and* ***Critical Hit*** *, symbols are not used yet.*



ADVENTURE #3

Pacmaster

5 min

Island III

Set-up

Place **1 kama** on each square according to the number of players. Do not touch your pet for now, he's gone beddy-byes.



ALWAYS | 2 AND 4 PLAYERS | 3 PLAYERS

Objective

Pick up more **kamas** than the opposing Krosmaster to win this adventure

Adventure Rules

Use your **Actions Points** to **pick up** the most **kamas** possible and place them into your chest. The adventure is over when every single **kama** has been picked up.

TIKTOKOVITCH

Xelor



Action Points

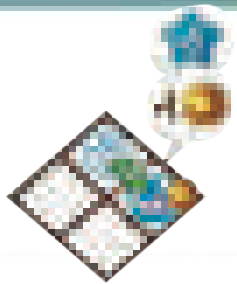
The AP characteristic represents the total **Action Points** available each turn for your Krosmaster.



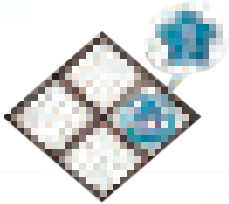
: Kama

During their turn, a character can spend as many **Action Points** as they have available. At the end of each turn, unspent **Action Points** are lost.

Picking up kamas



Pick up a kama: It is possible to pick up a kama for **1** AP **(Action Point)**.
The Krosmaster must be on the same square as the **kama** they want to pick up. Once **picked up**, the kama is placed into the **chest**.





ADVENTURE #4

Set your pets free

5 min

Island II

Set-up

Shuffle and place face-down the **12** Kanniball cages on the corresponding squares. Place the **injury** markers next to the island.



Objective

Find and **set free** your **3** TIWABBIT pets from the Kanniball cages, then reach one of the **4** starting squares.

Adventure Rules

Each cage has **2 Health Points** HP.

Punch a cage to inflict **1 injury** and secretly check what is inside. Injury markers stay on the cages. Once a cage has suffered **2**, put the pet in your chest if it is one of yours, or let it wait face-down for his real master if it's not.

TIKTOKOVITCH

Xelor

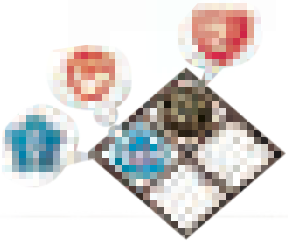


3 MP

6 AP

Punch 5 1

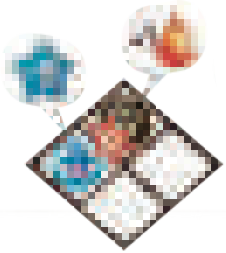
The Punch Action



A Krosmaster's **punch** attack action is always available even if it's not detailed on their card.

The Punch Action

TIKTOKOVITCH can spend **5** AP in order to **punch** a cage and inflict **1** to it. The cage must be on a square next to his.



Note: *In the following adventures, you will be able to punch opposing Krosmasters. It's mean, but it's so much fun!*





ADVENTURE #5

A familiar island

10 min

Island II

Objective

Be the first to KO **3** opposing pets to win this adventure.

Adventure Rules

Your 3 pet have **2** MP, **5** AP and **2-4** HP.
They can move, attack and defend with the **Punch** action exactly the same way your Krosmaster can.

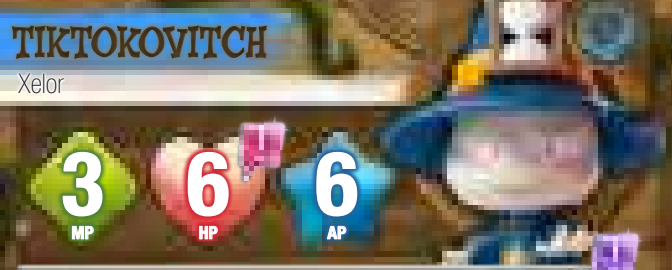
Your pets play their turn after your Krosmaster, one by one and in any order of your choice. Of course, you cannot attack a TIWABBIT pet, you love them too much!

Set-up

Shuffle and place face-down the **12** Kanniball cages on the corresponding squares, and flip the cages face-up for everyone to see the pets of each Krosmaster. Remove unused pets when playing 2 or 3 player games.

TIKTOKOVITCH

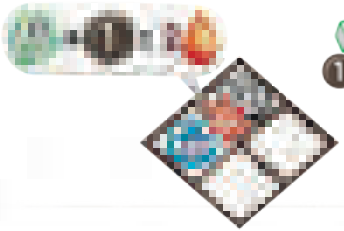
Xelor



Punch 5 1

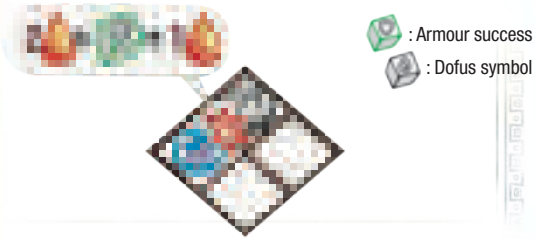
Critical Hit

For each of his attacks, a Krosmaster can try to get a **Critical Hit**. In order to succeed, the Krosmaster must roll a **Critical Hit** (, or) with the dice. This will increase the damage by **1**.



Armour and Health Points

A Krosmaster can reduce by **1 injury** each damage he received by rolling an **Armour** with the dice.



Note: *If a player rolls a* ***DOFUS*** *with a die, he can choose which symbol to use.*

All characters have a **Health Points** **HP** **value**. The number inside the heart indicates how many injuries must be inflicted in order to **KO** them. When a Krosmaster is **KO'd**, remove them from the island, they cannot be played anymore until the next adventure.»



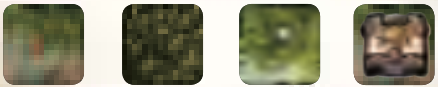
ADVENTURE #6
For a handful of Kamas

10 min

Island III

Set-up

Place **1 kama** on each square according to the number of players. Do not touch your pets for now, they're having a snack.



Objective

Pick up more **kamas** than the opposing Krosmasters to win this adventure.

Adventure Rules

Use your **Actions Points** to **pick-up** the most **kamas** possible and place them into your **chest** as in adventure 3.

The adventure is over when every single **kama** has been picked up.

Beware the opposing Krosmasters, they might try to KO your Krosmaster with their attacks.

TIKTOKOVITCH

Xelor



3 MP

6 HP

6 AP

Fireball 5 1

1 - 5

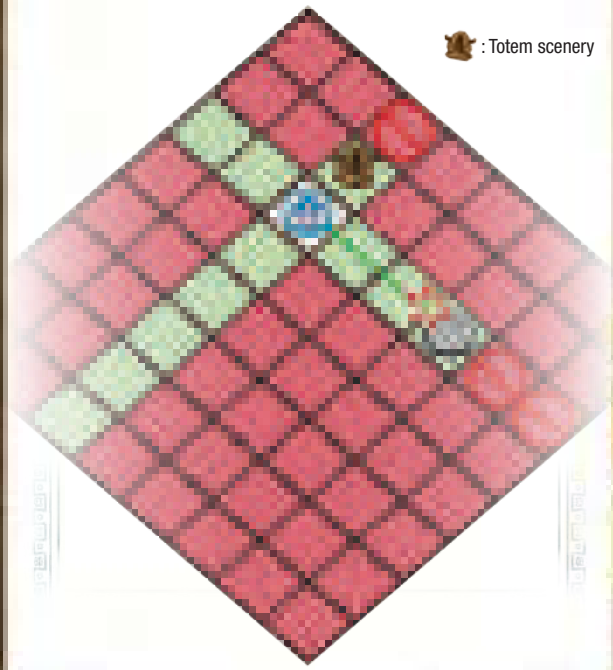
Ranged Action

The **range** of a spell is the distance you can attack an opponent from to inflict injuries. The left number is the **minimum distance** and the right number is the **maximum distance**. The Fireball spell can be cast from **1** to **5** squares away.

***Note**: This spell cannot hit a Krosmaster that stands behind a blocking obstacle.*

Line Spell

A Krosmaster can only cast a spell with "**Line Spell**" in a straight line, horizontal or vertical.





ADVENTURE #7

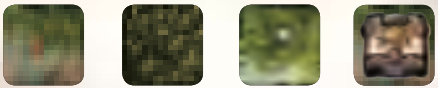
Butterfly mission!

15 min

Island IV

Set-up

Place **1 kama** on each square according to the number of players.



Objective

KO opponents and be the last Krosmaster on the island in order to win this adventure.

Adventure Rules

You can buy a pet on a Demon square to help you in the rumble.

When you buy a TIWABBIT, place it on a square next to TIKTOKOVITCH's square. TIWABBITS can use the **Punch action**.

Use every rule you have learned in the previous adventures: **Lock**, **Dodge**, **Critical Hit**, **and Armour**.

TIKTOKOVITCH

Xelor

3 MP

8 HP

6 AP

Fireball

1 - 5

5

1

Demon Squares

A Krosmaster that occupies a Demon square can spend **1** AP and the right amount of **kama** to receive the corresponding pet.

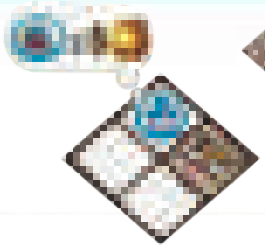
2 HP = 2

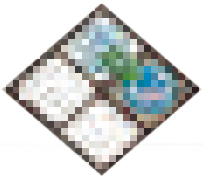
3 HP = 4

4 HP = 6

Demon Squares

: Demon Square









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ADVENTURE NOTEBOOK
Mil Kluva



ADVENTURE #1

First steps on Moon Island

5 min

Island I

Set-up

Take your BOW MEOW pet and place it on a square next to your Krosmaster MIL KLUVA.



Objective

Be the first to **capture** another player's pet to win this adventure.

Adventure Rules

Your pet has **2 Movement Points** MP.

To **capture** an opposing pet, simply move Mil Kluva onto it. If you succeed, put the captured pet in your chest and remove Mil Kluva from the island. Continue to play your BOW MEOW to flee from the opposing Krosmasters.

MIL KLUVA

Pandawa

3 MP

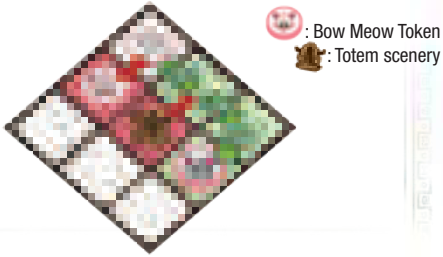
Movement Points

During her turn, a Krosmaster can move a number of squares equal to her total **Movement Points** MP. Your pet has 2 Movement Points MP

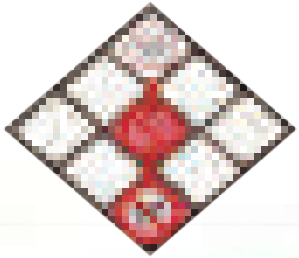


Movement Points

Scenery, pets and Krosmasters are obstacles that cannot be moved through or occupied by a character.



It is impossible to move diagonally.





ADVENTURE #2

Super glue-pot

5 min

Island I

Set-up

Take your BOW MEOW pet and place it on a square next to your Krosmaster MIL KLUVA.



Objective

Be the first to **capture** another player's pet to win this adventure. Be careful, because this time opposing Krosmasters can **lock** you. The good news is that you can lock them too!

Adventure Rules

Your pet has **2** MP.

As in the first adventure, simply move Mil Kluva onto an opposing pet to **capture** it. If you succeed, put the captured pet in your chest and remove Mil Kluva from the island. Continue to play your BOW MEOW to flee from the opposing Krosmasters.

MIL KLUVA

Pandawa

3 MP

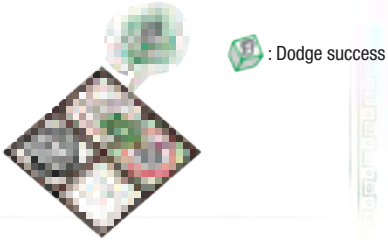
Locking an opponent

Lock: During their turn, if a Krosmaster wishes to move and he's on a square next to an opposing Krosmaster, he might be **locked** while trying to move. In order to **lock**, the opposing Krosmaster must roll a **magnet** with the dice. If he succeeds, the Krosmaster's turn is interrupted.
Note: *If a player rolls a* ***DOFUS*** *, he can choose the symbol.*

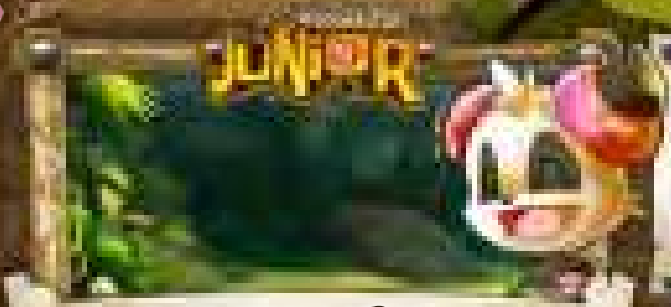


Dodging a lock

Dodge: In order to **dodge** a **lock**, the Krosmaster must roll a **boot** with the dice. If he succeeds he continues his turn normally.



Note: *Starting from this adventure, Krosmasters play with the 3 following symbols:* ***Magnet*** *,* ***Boot*** *, and* ***DOFUS*** *.*
The ***Armour*** *, and* ***Critical Hit*** *, symbols are not used yet.*



ADVENTURE #3

Pacmaster

5 min

Island III

Set-up

Place **1 kama** on each square according to the number of players. Do not touch your pet for now, he's gone beddy-byes.



ALWAYS | 2 AND 4 PLAYERS | 3 PLAYERS

Objective

Pick up more **kamas** than the opposing Krosmaster to win this adventure

Adventure Rules

Use your **Actions Points** to **pick up** the most **kamas** possible and place them into your chest. The adventure is over when every single **kama** has been picked up.

MIL KLUVA

Pandawa







Action Points

The AP characteristic represents the total **Action Points** available each turn for your Krosmaster.



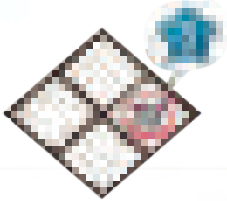
: Kama

During their turn, a character can spend as many **Action Points** as they have available. At the end of each turn, unspent **Action Points** are lost.

Picking up kamas



Pick up a kama: It is possible to pick up a kama for **1** AP **(Action Point)**.
The Krosmaster must be on the same square as the **kama** they want to pick up. Once **picked up**, the kama is placed into the **chest**.





ADVENTURE #4

Set your pets free

5 min

Island II

Set-up

Shuffle and place face-down the **12** Kanniball cages on the corresponding squares. Place the **injury** markers next to the island.



Objective

Find and **set free** your **3** BOW MEOW pets from the Kanniball cages, then reach one of the **4** starting squares.

Adventure Rules

Each cage has **2 Health Points** HP.

Punch a cage to inflict **1 injury** and secretly check what is inside. Injury markers stay on the cages. Once a cage has suffered **2**, put the pet in your chest if it is one of yours, or let it wait face-down for his real master if it's not.

MIL KLUVA

Pandawa

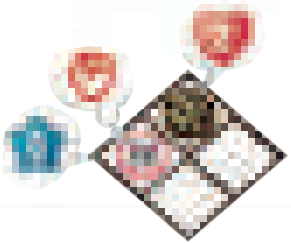


3 MP

6 AP

Punch 5 1

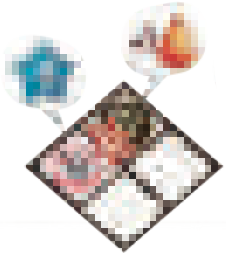
The Punch Action



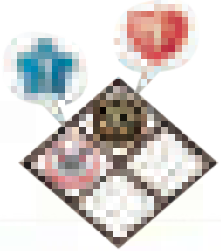
A Krosmaster's **punch** attack action is always available even if it's not detailed on their card.

The Punch Action

Mil Kluva can spend **5** AP in order to **punch** a cage and inflict **1** to it. The cage must be on a square next to his.



Note: *In the following adventures, you will be able to punch opposing Krosmasters. It's mean, but it's so much fun!*





ADVENTURE #5

A familiar island

10 min

Island II

Objective

Be the first to KO **3** opposing pets to win this adventure.

Adventure Rules

Your 3 pet have **2** , **5** and **2-4** .
They can move, attack and defend with the **Punch** action exactly the same way your Krosmaster can.

Your pets play their turn after your Krosmaster, one by one and in any order of your choice. Of course, you cannot attack a BOW MEOW pet, you love them too much!

Set-up

Shuffle and place face-down the **12** Kanniball cages on the corresponding squares, and flip the cages face-up for everyone to see the pets of each Krosmaster. Then remove unused pets when playing 2 or 3 player game.

MIL KLUVA

Pandawa



3 MP

6 HP

6 AP

Punch 5 1

Critical Hit

For each of his attacks, a Krosmaster can try to get a **Critical Hit**. In order to succeed, the Krosmaster must roll a **Critical Hit** (, or) with the dice. This will increase the damage by **1**.



: Critical Hit success

: Neutral type damage

Armour and Health Points

A Krosmaster can reduce by **1 injury** each damage he received by rolling an **Armour** with the dice.



: Armour success

: Dofus symbol

***Note**: If a player rolls **DOFUS** with a die, she can choose which symbol to use.*

All characters have a **Health Points** HP **value.** The number inside the heart indicates how many injuries must be inflicted in order to **KO** them. When a Krosmaster is **KO'd**, remove them from the island, they cannot be played anymore until the next adventure.»



ADVENTURE #6

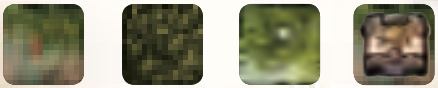
For a handful of Kamas

10 min

Island III

Set-up

Place **1 kama** on each square according to the number of players. Do not touch your pets for now, they're having a snack.



Objective

Pick up more **kamas** than the opposing Krosmasters to win this adventure.

Adventure Rules

Use your **Actions Points** to **pick-up** the most **kamas** possible and place them into your **chest** as in adventure 3.

The adventure is over when every single **kama** has been picked up.

Beware the opposing Krosmasters, they might try to KO your Krosmaster with their attacks.

MIL KLUVA

Pandawa



3 MP

6 HP

6 AP

Fireball 5 1

1 - 5

Ranged Action

The **range** of a spell is the distance you can attack an opponent from to inflict injuries. The left number is the **minimum distance** and the right number is the **maximum distance**. The Fireball spell can be cast from **1** to **5** squares away.

***Note**: This spell cannot hit a Krosmaster that stands behind a blocking obstacle.*

Line Spell

A Krosmaster can only cast a spell with "**Line Spell**" in a straight line, horizontal or vertical.





ADVENTURE #7

Butterfly mission!

15 min

Island IV

Set-up

Place **1 kama** on each square according to the number of players.


ALWAYS


2 AND 4 PLAYERS


3 PLAYERS


ALWAYS

Objective

KO opponents and be the last Krosmaster on the island in order to win this adventure.

Adventure Rules

You can buy a pet on a Demon square to help you in the rumble.

When you buy a BOW MEOW, place it on a square next to Mil Kluva's square. BOW MEOW can use the **Punch action**.

Use every rule you have learned in the previous adventures: **Lock**, **Dodge**, **Critical Hit**, **and Armour**.

MIL KLUVA

Pandawa

3 MP

8 HP

6 AP

Fireball

1 - 5

5

1

Demon Squares

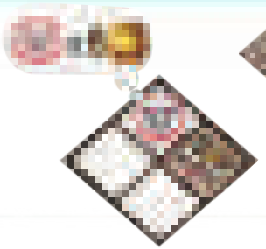
A Krosmaster that occupies a Demon square can spend **1** AP and the right amount of **kama** to receive the corresponding pet.

2 HP = 2

3 HP = 4

4 HP = 6

Demon Squares









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ADVENTURE NOTEBOOK
Choppy Sue



ADVENTURE #1

First steps on Moon Island

5 min

Island I

Set-up

Take your MINIFOUX pet and place it on a square next to your Krosmaster CHOPPY SUE.



Objective

Be the first to **capture** another player's pet to win this adventure.

Adventure Rules

Your pet has **2 Movement Points** MP.

To **capture** an opposing pet, simply move CHOPPY SUE onto it. If you succeed, put the captured pet in your chest and remove CHOPPY SUE from the island. Continue to play your MINIFOUX to flee from the opposing Krosmasters.

CHOPPY SUE

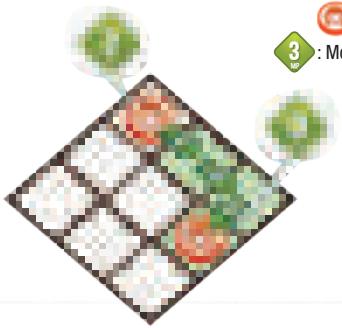
lop

3 MP

Movement Points

During his turn, a Krosmaster can move a number of squares equal to his total **Movement Points** MP.

Your pet has 2 Movement Points MP.

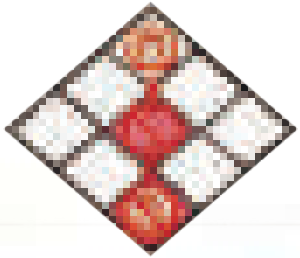


Movement Points

Scenery, pets and Krosmasters are obstacles that cannot be moved through or occupied by a character.



It is impossible to move diagonally.





ADVENTURE #2

Super glue-pot

5 min

Island I

Set-up

Take your MINIFOUX pet and place it on a square next to your Krosmaster CHOPPY SUE



Objective

Be the first to **capture** another player's pet to win this adventure. Be careful, because this time opposing Krosmasters can **lock** you. The good news is that you can lock them too!

Adventure Rules

Your pet has **2** MP.

As in the first adventure, simply move CHOPPY SUE onto an opposing pet to **capture** it. If you succeed, put the captured pet in your chest and remove CHOPPY SUE from the island. Continue to play your MINIFOUX to flee from the opposing Krosmasters.

CHOPPY SUE

lop

3 MP

Locking an opponent

Lock: During their turn, if a Krosmaster wishes to move and he's on a square next to an opposing Krosmaster, he might be **locked** while trying to move. In order to **lock**, the opposing Krosmaster must roll a **magnet** with the dice. If he succeeds, the Krosmaster's turn is interrupted.
Note: *If a player rolls a* ***DOFUS*** *, he can choose the symbol.*



: Opposing Krosmaster
: Lock success
: Dodge failure

Dodging a lock

Dodge: In order to **dodge** a **lock**, the Krosmaster must roll a **boot** with the dice. If he succeeds he continues his turn normally.



: Dodge success

Note: *Starting from this adventure, Krosmasters play with the 3 following symbols:* ***Magnet*** *,* ***Boot*** *, and* ***DOFUS*** *.*
The ***Armour*** *, and* ***Critical Hit*** *, symbols are not used yet.*



ADVENTURE #3

Pacmaster

5 min

Island III

Set-up

Place **1 kama** on each square according to the number of players. Do not touch your pet for now, he's gone beddy-byes.



ALWAYS | 2 AND 4 PLAYERS | 3 PLAYERS

Objective

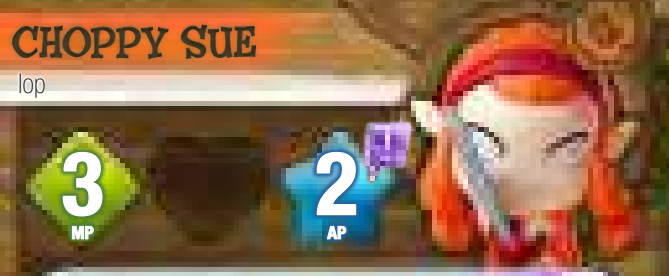
Pick up more **kamas** than the opposing Krosmaster to win this adventure

Adventure Rules

Use your **Actions Points** to **pick up** the most **kamas** possible and place them into your chest. The adventure is over when every single **kama** has been picked up.

CHOPPY SUE

lop



Action Points

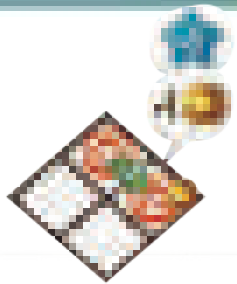
The AP characteristic represents the total **Action Points** available each turn for your Krosmaster.



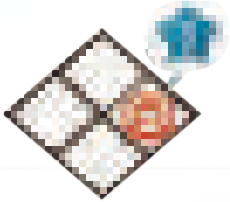
: Kama

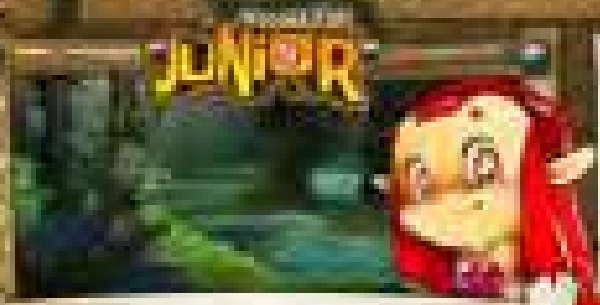
During their turn, a character can spend as many **Action Points** as they have available. At the end of each turn, unspent **Action Points** are lost.

Picking up kamas



Pick up a kama: It is possible to pick up a kama for **1** AP **(Action Point)**.
The Krosmaster must be on the same square as the **kama** they want to pick up. Once **picked up**, the kama is placed into the **chest**.





ADVENTURE #4

Set your pets free

5 min

Island II

Set-up

Shuffle and place face-down the **12** Kanniball cages on the corresponding squares. Place the **injury** markers next to the island.



Objective

Find and **set free** your **3** MINIFOUX pets from the Kanniball cages, then reach one of the **4** starting squares.

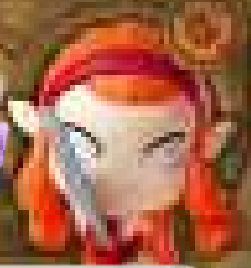
Adventure Rules

Each cage has **2 Health Points** HP.

Punch a cage to inflict **1 injury** and secretly check what is inside. Injury markers stay on the cages. Once a cage has suffered **2** , put the pet in your chest if it is one of yours, or let it wait face-down for his real master if it's not.

CHOPPY SUE

lop

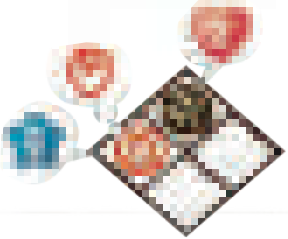


3 MP

6 AP

Punch 5 1

The Punch Action



: Kanniball cage

2 : Cage HP

A Krosmaster's **punch** attack action is always available even if it's not detailed on their card.

The Punch Action

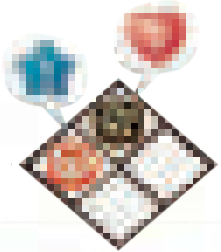
CHOPPY SUE can spend **5** AP in order to **punch** a cage and inflict **1** to it. The cage must be on a square next to his.

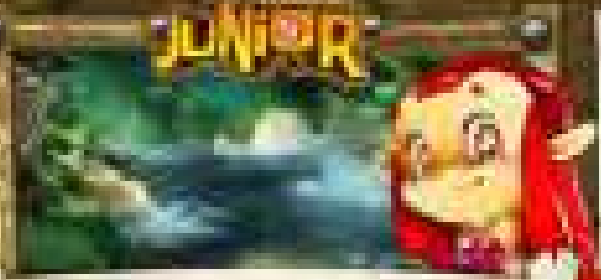


: Injury marker

: Punch Action

Note: *In the following adventures, you will be able to punch opposing Krosmasters. It's mean, but it's so much fun!*





ADVENTURE #5

A familiar island

10 min

Island II

Objective

Be the first to KO **3** opposing pets to win this adventure.

Adventure Rules

Your 3 pet have **2** MP, **5** AP and **2-4** HP.
They can move, attack and defend with the **Punch** action exactly the same way your Krosmaster can.

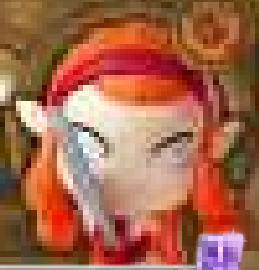
Your pets play their turn after your Krosmaster, one by one and in any order of your choice. Of course, you cannot attack a MINIFOUX pet, you love them too much!

Set-up

Shuffle and place face-down the **12** Kanniball cages on the corresponding squares, and flip the cages face-up for everyone to see the pets of each Krosmaster. Then remove unused pets when playing 2 or 3 player game.

CHOPPY SUE

lop



3 MP

6 HP

6 AP

Punch 5 1

Critical Hit

For each of his attacks, a Krosmaster can try to get a **Critical Hit**. In order to succeed, the Krosmaster must roll a **Critical Hit** (, or) with the dice. This will increase the damage by **1**.



: Critical Hit success

: Neutral type damage

Armour and Health Points

A Krosmaster can reduce by **1 injury** each damage he received by rolling an **Armour** with the dice.



: Armour success

: Dofus symbol

***Note**: If a player rolls **DOFUS** with a die, she can choose which symbol to use.*

All characters have a **Health Points** **value.** The number inside the heart indicates how many injuries must be inflicted in order to **KO** them. When a Krosmaster is **KO'd**, remove them from the island, they cannot be played anymore until the next adventure.»



ADVENTURE #6

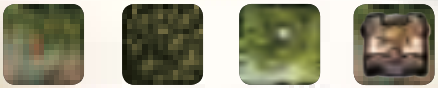
For a handful of Kamas

10 min

Island III

Set-up

Place **1 kama** on each square according to the number of players. Do not touch your pets for now, they're having a snack.



Objective

Pick up more **kamas** than the opposing Krosmasters to win this adventure.

Adventure Rules

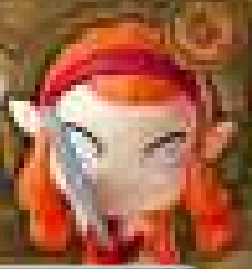
Use your **Actions Points** to **pick-up** the most **kamas** possible and place them into your **chest** as in adventure 3.

The adventure is over when every single **kama** has been picked up.

Beware the opposing Krosmasters, they might try to KO your Krosmaster with their attacks.

CHOPPY SUE

lop



3 MP

6 HP

6 PA

Fireball

5

1

1 - 5

Ranged Action

The **range** of a spell is the distance you can attack an opponent from to inflict injuries. The left number is the **minimum distance** and the right number is the **maximum distance**. The Fireball spell can be cast from **1** to **5** squares away.

***Note**: This spell cannot hit a Krosmaster that stands behind a blocking obstacle.*

Line Spell

A Krosmaster can only cast a spell with "**Line Spell**" in a straight line, horizontal or vertical.





ADVENTURE #7

Butterfly mission!

15 min

Island IV

Set-up

Place **1 kama** on each square according to the number of players.



ALWAYS | 2 AND 4 PLAYERS | 3 PLAYERS | ALWAYS

Objective

KO opponents and be the last Krosmaster on the island in order to win this adventure.

Adventure Rules

You can buy a pet on a Demon square to help you in the rumble.

When you buy a MINIFOUX, place it on a square next to CHOPPY SUE's square. MINIFOUX can use the Punch action.

Use every rule you have learned in the previous adventures: **Lock**, **Dodge**, **Critical Hit**, **and Armour**.

CHOPPY SUE

lop

3 MP

8 HP

6 AP

Fireball 5

1 - 5

1

Demon Squares

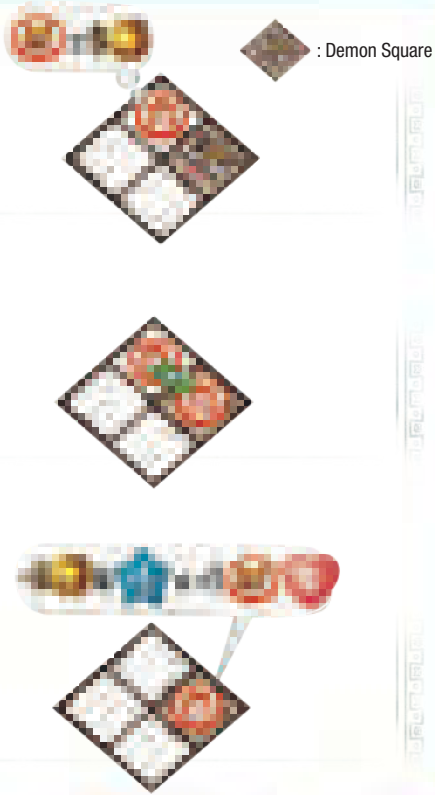
A Krosmaster that occupies a Demon square can spend **1** AP and the right amount of **kama** to receive the corresponding pet.

2 HP = 2

3 HP = 4

4 HP = 6

Demon Squares





THE ADVENTURE CONTINUES ON
WWW.KROSMASTER.COM AND ON FACEBOOK.COM/KROSMASTER

1579 - LIV - ANG

CHOPPY SUE

3

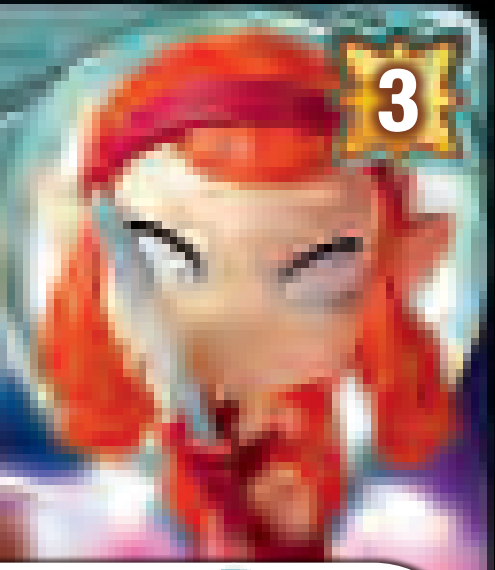
Iop

1

3 MP

10 HP

6 AP



Verdict 6 — 2

1 - 5

Strong Sword 3 — 1

1 - 3

Pushes back 2.

At the tip of his sword

Choppy Sue is a bit of a cheeky imp! If you leave her unsupervised even a minute, this little Iopette will make the most of it with her tomfoolery. Raiding the neighbour's Shigekax stores, 'borrowing' her big brother's sword to 'train', trying to braid a Sadida...

Power(s)

Critical Hit.

Illustration : DOUD

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CHOPPY SUE

TIKTOKOVITCH

3

Xelor

4

3 MP

6 HP

7 AP

Frostbite

3 - 6

3

1

Nebu-Ray

3 - 5

4

1

«Cross» area of effect.

Enter the sandman

A big little Xelor… Tiktokovitch can't wait to become a valiant warrior, loved by all. Some day, he'll be a real hero! How the crowds will cheer! Clocks will go nuts when he passes by! The entire Krosmoz will see what he's hiding under his bandages!

Power(s)

Armour.

Illustration : DOUD

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TIKTOKOVITCH

KIP AGAU

3

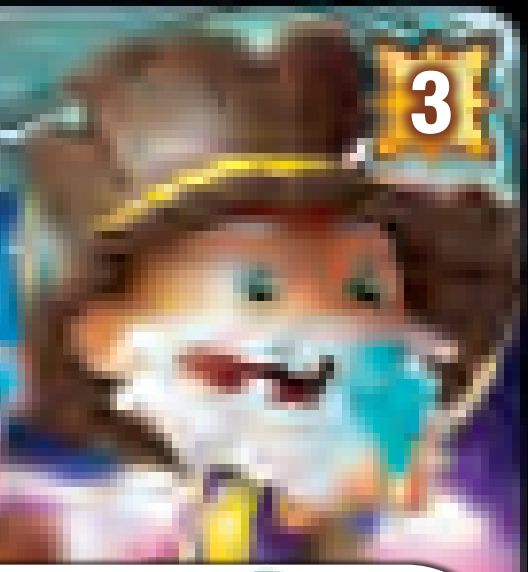
Enutrof

2

4 MP

8 HP

6 AP



Killer Spade

6

3

Charity

3

1

2 - 4

Pierces armour.

Kamas are a guy's best friend

Can you dig it? He can dig it! Kip is 100% Enutrof: he's always ready and raring to go as soon as anyone mentions digging up gold and treasure!

Power(s)

Dodge.

Illustration : DOUD

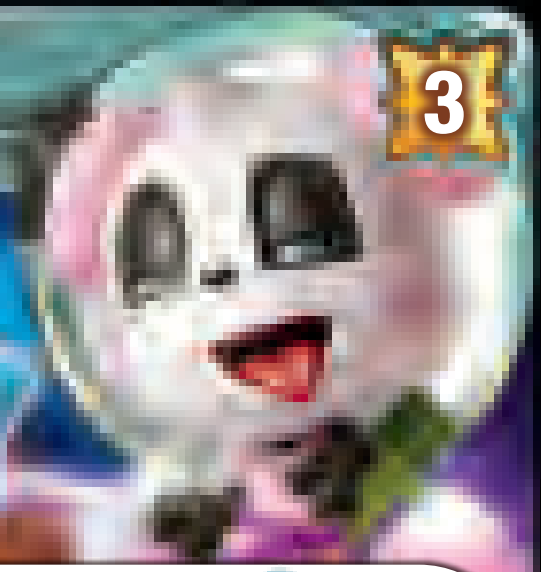
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KIP AGAU

MIL KLUVA

3

Pandawa



3

3 MP

12 HP

6 AP

Pandatak

3

2

Melancholy

5

2

1 - 2

Steals health.

It's my private stock

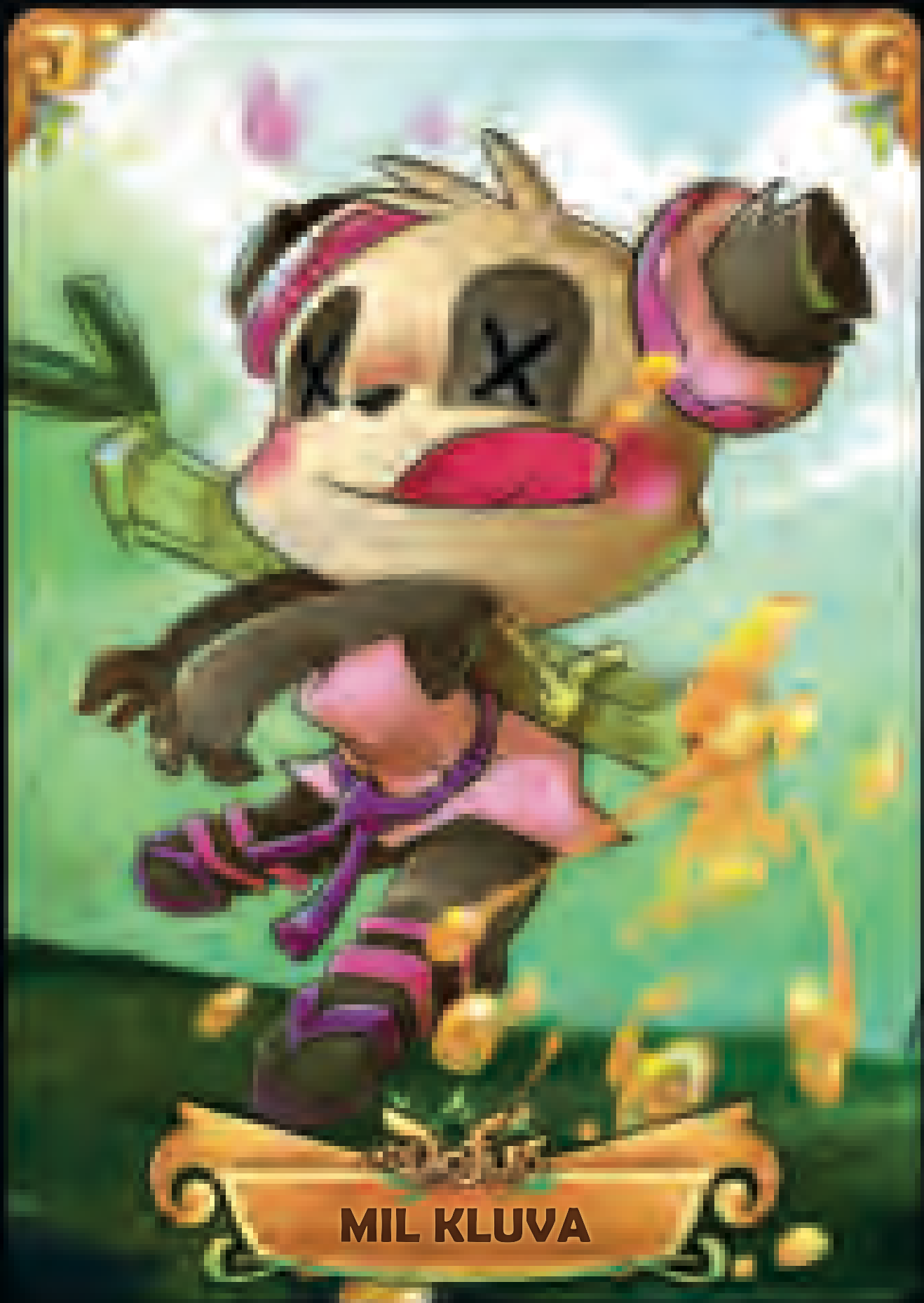
A proper Pandawa is permanently prepared for potations! After a long hard day, Mil likes to kick back, relax, and sip on a bamboo milk. Before, after, or even during a fight, she knows there's nothing more refreshing.

Power(s)

Lock.

Illustration : DOUD

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MIL KLUVA