

Bloodborne™

THE BOARD GAME

CHALICE DUNGEON

RULES 

*The Chalice Dungeon offers a unique way to experience **Bloodborne: The Board Game**. Instead of the standard Campaign-based gameplay, the Chalice Dungeon sees players venturing into a single-game experience with a heavy focus on combat and slaying Enemies. Alternatively, players may also elect to play in Hunter-vs.-Hunter mode, competing against each other until only one remains standing!*

COMPONENTS



1 RIFLE SPEAR HUNTER



1 STAKE DRIVER HUNTER



1 BEAST CLAW HUNTER



1 CHIKAGE HUNTER



4 GRAVEKEEPER SCORPION



2 FLUORESCENT FLOWER



4 RABID DOG



4 KEEPER OF THE OLD LORDS



4 BELL RINGER



4 HUNTING DOG



4 LABYRINTH RAT



BEAST-POSSESSED SOUL



WATCHDOG OF THE OLD LORDS



PHTUMERIAN DESCENDANT



UNDEAD GIANT



YHARNAM, PHTUMERIAN QUEEN



12 MAP TILES



4 DOUBLE-SIDED TRICK WEAPON DASHBOARDS



4 PVP SCREENS



9 CHALICE RITE CARDS



1 SETUP CARD



4 FIREARM CARDS



20 CHALICE TRAP CARDS



7 ENEMY CARDS



5 BOSS HP CARDS



50 BOSS ACTION CARDS



1 RULES LEAFLET

CHALICE DUNGEON

SETUP

- Each player chooses their Hunter, then sets up their starting **Hunter deck** and their **Hunter dashboard** as usual.
- Set up the **Hunt board** as usual, placing the **Chalice Dungeon Setup** card on the Chapter slot of the Hunt board.
- Shuffle the **Chalice Trap** deck and place it facedown near the Hunt board.
- Hunters begin every game on the **Chalice Entrance** tile. Place this tile in the middle of your play area. Place all Hunter miniatures on it, in any space.
- Construct the **tile deck** using **only** Chalice Dungeon tiles, identified by the  symbol, as per the Chalice Dungeon Setup card:
 - Always include the **Arena Gate** tile and the 2 **Arena Gate Lever** tiles.
 - Add  +4 random tiles.
 - The **Arena** tile is **never** shuffled into the deck. Place it to the side. It is automatically connected to the Arena Gate tile when the Arena Gate is revealed.
- Select 3 Enemies randomly (from any game set, in any combination). Gather their miniatures and Enemy cards, randomly placing 1 in each Enemy slot of the Hunt board. Shuffle the Enemy Action deck and place it facedown near the Hunt board.
- The **Chalice Boss** is only revealed when a player first enters the Arena tile. When the time comes, randomly select 1 Boss from among any Bosses (from any game set).

CHALICE RITES

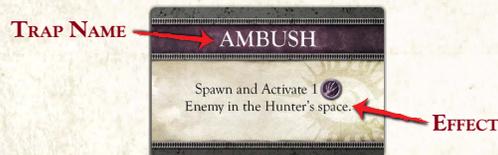
Rites are arcane rituals that offer power to those who seek it... at a cost.



- Chalice Rites add additional difficulty to the dungeon, but offer rewards for being completed. Before beginning the game, players may randomly select up to 3 Chalice Rites and apply their effects to the dungeon.
- When a Chalice Rite is completed, its card is discarded, and the next time each Hunter goes to the Hunter's Dream, they automatically gain 3 Upgrade cards.
- WARNING:** *Particularly brave (or foolhardy) Hunters may elect to use more than 3 Chalice Rites. This is not recommended, however, unless you are ready to die.*

CHALICE TRAPS

The Chalice Dungeon has many safe-guards against would-be intruders. Traps are merely one of them.



- Each time a Hunter reveals and moves onto a new tile, they must flip 1 card from the Chalice Trap deck and immediately apply its effects.



HUNTER VS. HUNTER

SETUP

- Each player chooses their Hunter and sets up their **Hunter dashboard** as usual. After setting up their starting **Hunter deck**, each player randomly draws **10 Upgrade cards**. They may choose **up to 6** of these cards to replace Basic Stat cards.
- Each Hunter places **3 Insight tokens** on their Hunter dashboard. Each time a Hunter is slain, they remove 1 Insight token. If their last token is removed, they are eliminated!
- Place the **Hunt board** in view of all players. Set up the **Upgrade cards** and the **Consumable cards**.
- Select 3 Enemies randomly (*from any game set, in any combination*). Gather their miniatures and Enemy cards, randomly placing 1 in each Enemy slot of the Hunt board. Shuffle the Enemy Action deck and place it facedown near the Hunt board.
- Set out the **Chalice Entrance** tile and place it in the middle of your play area.
- Construct the **tile deck** consisting of  +4 random tiles. All Chalice Dungeon tiles (marked with ) are included in this random selection. Once this is done, players take turns drawing tiles from the deck and connecting them to the map until all the tiles have been placed.
- Populate all the tiles with Enemies and Consumables. Do not place the Hunter miniatures on the map yet.

SPECIAL RULES

Hunter vs. Hunter plays differently than the Chalice Dungeon. The following rules apply:

- The **Hunt Track** is not utilized in this mode. The game ends when all but 1 Hunter has been eliminated!
- **Bosses** and the **Setup Card** are not utilized either.
- Chalice Rites may be utilized. If this is done, they merely add additional difficulty to the Hunters. They cannot be completed or removed!
- When a Hunter spawns, they do not have to use a Lamp. They may spawn on any space on any tile that is at least 2 tiles away from another Hunter.
- Enemies **do not** respawn when slain, being permanently removed from the Dungeon.
- At the start of the game, randomly select 1 player to start. Hunters will spawn on their first turn. Play will continue clockwise.
- During a Hunter's turn, they may only perform **1 action**, then their turn ends.
- Hunters have access to the **Recover** action. During their turn, they may choose to Recover, refilling their hand to 3 cards, and then their turn ends. **This is the only way a Hunter can refill their hand! They do not draw at the start of the round!**
- Enemies Activate as usual after a Hunter's turn.

- When a Hunter Attacks another Hunter, both players should utilize their Player Screen to hide what action they choose to perform.
- When a Hunter is Attacked by another Hunter, they may choose 1 of the following:
 - **Attack** (*as usual*)
 - Place 1 card facedown in an Empty Attack Slot. At that Speed: Move 2, Transform Weapon, or utilize Firearm (*all these can be Staggered*). All Hunter Attacks are **Basic Attacks** for Firearms.
- Each time a Hunter is slain, they lose 1 Insight token. If their last token is removed, they are **eliminated**.



CREDITS

GAME DESIGN: Michael Shinall and Eric M. Lang

DEVELOPMENT: Leo Almeida (Lead) and Fábio Cury

ADDITIONAL ART: Adrián Prado López and Henning Ludvigsen

SCULPTING: Arnaud Boudoiron, Michael Jenkins, Aragorn Marks, Kévin Marks, Thierry Mason, Edgar Ramos, RN Estudio, and Edgar Skomorowski

SCULPT RENDERS: Studio Z

ENGINEERING: Vincent Fontaine and Aragorn Marks

GRAPHIC DESIGN: Fabio de Castro

LICENSING: Rafael Ortega and Geoff Skinner

PRODUCTION: Ana Theodoro (Lead), Thiago Aranha (Lead), Marcela Fabreti, Raquel Fukuda, Thiago Gonçalves, Guilherme Goulart, Rebecca Ho, Isadora Leite, Aaron Lurie, and Safuan Tay

WRITING: Michael Shinall

EDITING: Eric Kelley

PROOFREADING: Jason Koepf

ART DIRECTOR: Mathieu Harlaut

SCULPTING DIRECTOR: Mike McVey

PUBLISHER: David Preti

PLAYTESTERS: Jordy Adan, Paulo Andrade, Fel Barros, McKenzie Lucas Bolha, Robert Coelho, Fernando Costa, Adlai Ewing, Karl Kersten, Hannah Kirkell, Jeff Kirkell, Krystal Lacey, Scott Lacey, Jon Lafief, Brett Lanpher, Teri Litorco, Michael Loveless, Adam Lovell, Rod Mendes, David Moffit, Zach Moore, Robert Nevels, Vinicius Oliveira, Alex Olteanu, Andrew Persaud, Chase du Pont, Nathan Pullan, Kim Schrader, Carlson W. Smith, Rodrigo Sonesso, Simon Swan, Fabio Tola, Adriano Trotta, and Pedro Youkai

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