

TORCHLIT



2-5



40'



10+

Light your torch, delve into the dungeon, and seek out fearsome monsters to claim your reward.



COMPONENTS

- A 56 Monster Cards (0-7 in 7 suits)
- B 5 Adventurer Mats
- C 5 Adventurer Meeples
- D 8 Door Tiles
- E 1 Torchbearer Token
- F 1 Scoreboard (double-sided)
- G 1 Dry Erase Marker

CREDITS

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PLAYER COUNT

With 3 players, remove the cards and tile listed below. With 2 players, see the Duel Mode rulesheet.

	Cards/Tiles Removed	Player Hands
3 players	All ♠ cards 7 of each suit 7 door tile	14 cards
4 players	None	14 cards
5 players	None	11 cards

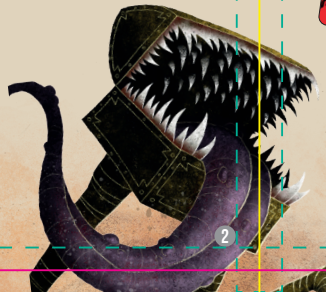
SETUP

- 1 Arrange the door tiles in ascending order. Each player takes an adventurer mat and places the matching meeples on door 0.
- 2 Shuffle the monster cards and deal them out evenly between players. With 5 players, set aside the last card facedown.
- 3 The last player to explore someplace dark takes the Torchbearer token.

OVERVIEW

Torchlit is a trick-taking game where players explore a dungeon and defeat monsters to claim treasure. Winning tricks lets you delve deeper in the dungeon, but playing the lowest rank lets you influence what's behind each door.

At the end of each round, you earn gold for each monster behind the door you're on. Whoever has the most gold after 3 rounds wins!



Monster Cards

Each card has a **rank** (number) and **suit** (color and icon). The red Dragon suit is trump.



GAME ROUNDS

Each round has 3 steps:

- 1 Light Torches
- 2 Play Tricks
- 3 Enter Dungeon

1 LIGHT TORCHES

Each player chooses 1 card from their hand to be their **torch**. Place your torch facedown in front of you. You may look at it any time during the round.

You score a bonus of 3 if you end the round on the door with the same rank as your torch (pg. 6).

2 PLAY TRICKS

Players play tricks until they have no cards left. In each trick, each player plays 1 card. The Torchbearer plays first, and may **lead** any card they have. The suit they play is the **lead suit**. Going clockwise, each other player must **follow suit** by playing a card of the lead suit. If a player doesn't have the lead suit, they instead play any card in their hand.

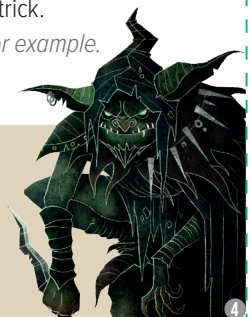
Resolving a Trick

After each player plays a card, follow these steps to resolve the trick:

- 1 **Winner:** The highest-ranked card of the lead suit wins the trick. If any card of the trump suit was played, then the highest-ranked trump card wins instead.
- 2 **Explore Dungeon:** The winning player AND each player who played a card of the same rank as the winner move their adventurers 1 door to the right. If you move off the last door, return to door 0.
- 3 **New Torchbearer:** Whoever played the card of the LOWEST numerical rank, regardless of suit, takes the Torchbearer token. Ties are broken in favor of the card played last.
- 4 **Place Monsters:** The new Torchbearer chooses 1 card of **each suit** in the trick to place faceup below the dungeon. Each card must be placed below the door of the same rank, keeping any other cards there visible. Place any leftover cards in the trick in a faceup discard pile.
- 5 **Next Trick:** The Torchbearer leads the next trick. See pg. 5 for example.

Winning with Lowest Rank

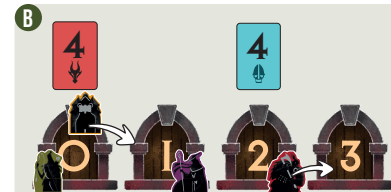
If the winning rank in a trick is **also** the lowest numerical rank, the new Torchbearer gets to move their adventurer **and** place cards in the dungeon (following all normal rules).



## Trick Example



The Barbarian leads a Skeleton and the Rogue follows suit. The Cleric and Wizard have no Skeletons, so they may play anything. The Cleric plays the trump suit and wins the trick.



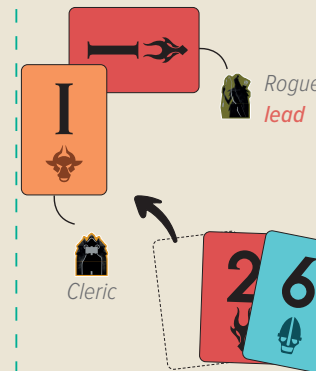
The Cleric and the Barbarian (who also played a 4) move 1 door to the right



The Rogue becomes the new Torchbearer. They place 1 card of each of the 3 played suits in the dungeon, then discard the leftover Skeleton.

## Leading Trump

Whenever the Torchbearer leads the trump suit, other players may play any suit. Trump may be led during any trick.



**Example:** The Rogue leads a Dragon 1, so the Cleric may play whatever they like.

## Wild Tricks

If every card in a trick is a **different suit**, the Torchbearer is not required to place 1 card of each suit in the dungeon. Instead, they **choose** any number of cards in the trick to place (even zero) and discard the rest.

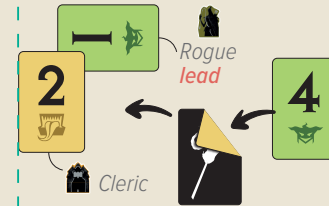


**Example:** Since every card is a different suit, the Rogue chooses to place both 5s and discard the other 2 cards.

## Final Trick

During the final trick of the round (when each player has 1 card left), each player may either play their last card normally OR reveal and play their **torch**. Each player who plays their torch must **replace** it with the last card in their hand, placing it facedown.

**Important:** You may play your torch even if you could follow suit with your last card.



**Example:** During the final trick, the Cleric is on door 4. They decide to play their torch and replace it with the 4 in their hand. This lets them score their torch bonus.

## 3 ENTER DUNGEON

After the final trick, follow these steps to score the round:

### A REVEAL TORCHES

Each player reveals their torch and checks if its rank matches the door they are on.

- ▶ **If your torch matches your door:** Earn a 3 bonus for the round.
- ▶ **If not:** Place your torch facedown below the door matching its rank.

### B DEFEAT MONSTERS

Each player adds up the gold value of the cards below their door:

- ▶ 2 per facedown torch
- ▶ 2 per faceup Dragon
- ▶ 1 per other faceup monster

If you are **alone** on your door, you earn its full gold value. If there are 2+ players on your door, **split** the gold evenly between you, rounding down. Record your total earnings this round on the scoreboard (adding your torch bonus).

## Scoring Example



The Cleric adds up their gold for the round. Their torch matches their door, so they earn +3. Another player who isn't on door 4 drops their rank 4 torch there. This brings the door's total value to 6. The Cleric and Rogue split door 4 and each get 3. The Cleric adds their torch bonus to get a total of 6 this round.

## THE NEXT ROUND

After scoring, return all adventurers to **door 0**, then shuffle all monster cards and deal a new round. The player with the Torchbearer token leads the first trick.

## GAME END

After 3 rounds, players total up their gold, and the player with the most wins! In a tie, victory is shared.

