



The Pens are Mightier

2-6 Players • Ages 8+ • 20-30 Minutes

OBJECT OF THE GAME

The Pens are Mightier is a cooperative categories party game. You all play together as a party of heroes to collect the best loot!

In each encounter, players secretly write down an answer to a monster's challenge that must begin with the first letter of its name. Choose a common answer that you think other party members will write down too because identical answers are required to defeat the monster and complete quests.

At the end of the dungeon, collect your party's loot based on the number of defeated monsters and completed quests.

CONTENTS

- 100 Monster Cards
- 8 Quest Cards
- 6 Pens
- 1 Answer Pad

SETUP

- 1) Shuffle the monster cards and draw 13 to create a face-up dungeon deck in the middle of the table. Return the remaining cards to the box, they will not be used this game.
- 2) Display all the quest cards on the table.
- 3) Equip each player with a pen and an answer sheet.

GAME PLAY

Play until the dungeon deck is empty. Each encounter is divided into 3 phases:

- 1) **Enter a Room** — Draw a card. Turn it over and place it on top of the challenges pile to reveal the next monster and its challenge.
- 2) **Engage the Monster** — Without communicating or revealing your answers to one another, each player writes down an answer to the monster's challenge that must begin with the first letter of its name. An answer cannot contain or be too similar to the monster's name.
Example: A valid answer to a Skeleton's challenge to "name a weapon" would be "Sword".
- 3) **Resolve Combat** — Once everyone has written down an answer, players read their answer aloud. If any two answers are identical, all players circle their answer to confirm the defeated monster. If criteria for any quest has been met, flip the quest face down to confirm its completion. After everyone has checked their answers, a new encounter begins.

Definition of identical answers:

- Two identical answers.
Example: Train and Train are identical.
- Variants of the same answer: plurals, gender differentiations, inclusion of articles “A” “An” and “The”, and spelling mistakes don’t count as differences.
Example: Tree and Trees, Hero and Heroine, ~~The~~ Rock and Rock, Chief and Cheef are identical.

END OF THE GAME

The game ends when the dungeon deck is empty.

Count the number of defeated monsters and completed quests and compare your total with this table to collect your party’s loot:

TOTAL	LOOT
20	TBD
18-19	TBD
15-17	TBD
11-14	TBD
6-10	TBD
0-5	TBD

GAME VARIATIONS

- **Well-prepared** — Before engaging the monster, players **vote** on whether their answers must begin with the **first or last** letter of the monster’s name.
- **Well-equipped** — While engaging the monster, each player writes down **two** answers instead of **one**.
- **Well-oiled** — Set a timer for 12 minutes. The game ends when the dungeon deck is empty or when the timer **stops**.

GAME EXPANSIONS

There Will Be Ink — This expansion includes 54 new monster cards and a red ink pen to use in a new game variation for 3-7 players. The player with the red ink pen acts as a Doppelgänger disguised as a hero trying to sabotage the hero players. Whenever the Doppelgänger player’s answer is identical to any other player’s answer, the engaged monster **escapes**. Additionally, 8 of the new monsters are Doppelgängers that act as letter wildcards. Before engaging a Doppelgänger, players vote on a letter that their answers must begin with.