



There's no time to party at The Red Dragon Inn when it's on fire! Time to grab your swords and magic wands and fight some monsters. This document shows the recommended way to teach Battle for Greyport to new players!

First, tell players the goal: save the locations at each encounter from the monsters attacking it and eventually fight the boss! If you defeat the boss, you win. If anyone gets to 0 HP, you lose!

Next, explain locations and monsters!



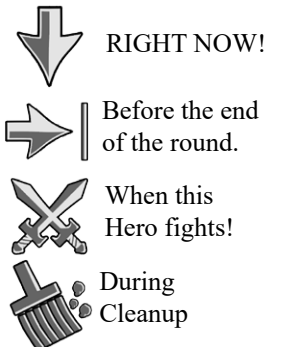
## Player Cards

Next, explain how players will use **heroes** and **items** to **fight** monsters and save the locations.



## Ability Icons

When your cards do stuff.



## Round Actions

The demoer (you) should start the game as the Defending Player. Play out each round action and show how it resolves (Play a hero, equip that hero with an item, taunt a monster with the round marker, and then fight a monster). On the following round, introduce the idea that players may take round actions in any order (and should!)



## Ending the Round

Go through the steps IN ORDER. Refer to the cheat sheet on the dividers.

## Winning an Encounter

Remember that all players spend all their remaining reinforcement tokens in whatever order, and that everyone discards and refills.

## Setting up the Next Encounter

Ideally, you start the demo with the first encounter already setup. Feel free to gloss over what you are doing somewhat as you setup the next encounter. Don't go into excessive detail, we want to get back to rolling dice and slaying monsters!

Explain keywords when they come up. Be sure to explain Taunt, Tank and Ranged fairly early. Let players make mistakes, but keep them well informed about keywords (especially the ones on their player hero). Good luck fighting the boss!