



RULEBOOK

INTRODUCTION

Helm is a cooperative deck-building adventure for 1 to 6 players, named after the Olympic **Helms** that Greek Deities and Heroes wore - and that players can use for super-powered attacks. Players take on the role of champions clearing locations of monsters and challenges.



Your team wins when you defeat the final Boss.



Everyone loses if any party member dies.



If the party wins, the player with the most Victory Points (VP) is declared **the Champion** and honored in Elysium for eternity!

The Champion writes their name on a sticker and places it on their character board or the back of the Leader's Compass (*if the game owner allows it*).



Each die color represents a divine domain (strategy, war, armor, healing).

Gain blessings (dice) to power-up your future attacks!

After building your party of heroes, you design the random stack of locations based on the location, player, and boss packs that you choose. Each Helm pack is compatible with other sets and packs - so collect your favorites. This book explains rules for some of the expansions, so some rules might apply to dice or cards that are not in the pack you have.

QUICK REFERENCE

Setup Game:

1. Choose **Heroes**, **Location**, **Boss** Packs
2. Build **Room** stack of 12
1 Boss on bottom, 1 monster on top, mix 5 monster & 5 rooms in middle)
3. Set **Leader Compass** to #players, 0 Threat
4. Build **Market** (with no Divine/Threat)
5. **Players** set up board & starting dice
Separate Health/Main deck, draw 3 cards

Then **Start** fighting the first monster room

Game over if any player dies

Battles:

Repeat until monster or a player dies:

- A. **Commit** & choose **Stance** (Fight/Rest)
- B. **Play** any number of cards, **Roll** dice
- C. Play any **Reaction** (Reroll, etc.) cards
- D. **Resolve** Stumbles, Heals, Damage, etc.
- E. Monster Counter-Attack even if beaten
- F. **Regroup** & Discard played cards, Draw

If the monster is defeated:

1. Leader gains victory bonuses
2. Everyone gains a **Coin**
3. Go to Room cleanup

Challenges:

- A. Check **Scope** and Limits (Leader, Any, or All)
- B. **Commit** Dice/Cards
- C. **Play, roll** (following limits)
- D. Play **Reaction** cards
- E. **Resolve** & Room Cleanup

Room Cleanup:

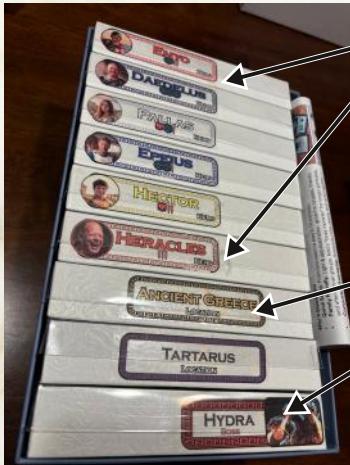
1. Unlock any satisfied Quests
2. **Draw** & **Equip** any items
3. Discard non-Trauma cards
4. Leader: Sacrifice & Trade
5. Pass Compass clockwise

CHOOSE YOUR ADVENTURE

Each Helm game will be different - with a multitude of characters, locations, and enemies. Each Pack within the main box is designed to work together. After each player chooses a **Character** pack, the group should collaboratively pick a **Location** pack.



Helm is modular, so if you want a longer and harder game, you may also choose a **Boss** pack.



Hero Character Packs

Color and icons of the pack hints at the dice and hero powers. Pick up to 6 Heroes.

Location Packs

Each has themed Quests, Loot, and Monsters

Optional **Boss Pack** for added challenges

You can plug-and-play any packs together for unique stories.

DICE AND DECK BUILDING



Strategy



War



Armor



Healing

During your Helm adventure, you start with a small deck and expand it by buying Market cards with deity Coins (>). You also earn **Blessing Dice**, each with distinct icons and special effects that can amplify your rolls and unlock hero Powers.

Helm is a *push your luck game*. Each encounter forces a tradeoff: spend dice now to secure a monster kill, or hold them for a later challenge when the party cannot afford failure.

Additional expansion **Packs** introduce new heroes, new card sets, and advanced dice beyond the four starter dice. Find the best combinations for epic adventure!

TABLE LAYOUT (UP TO 6)

EACH PLAYER'S AREA:

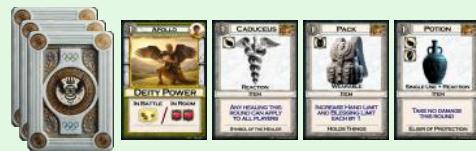
PLAYER 1: HERACLES



PLAYER 2: ODYSSEUS



4 PARTY SHARED AREA



PLAYER 3: HECTOR



PLAYER 4: DAEDELUS

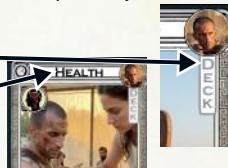


GAME SETUP

1. Packs: Choose **Character**, **Quest**, and optionally a **Boss** pack.

- Add all character Room and market cards (*their portrait is in the top right*) to the Quest decks.
- Keep all character "**Deck**" cards and separate out the **Health** cards.



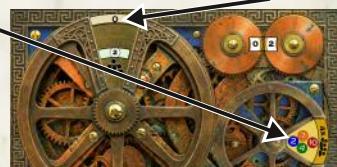


2. Room Deck: Build the adventure deck from the Room cards in the chosen packs.

- Place one **Boss** monster (face-down) at the bottom, set aside other Boss cards.
- Separate out Monsters from Challenges.
- Randomly Place one **non-boss** monster at the top, face up.
- Deal (face down) 5 non-boss monsters and 5 challenge rooms, then shuffle them, place these between the two monsters *for a total of 12 rooms*.
- Put the unused challenges and monsters back into the box, they won't be used.
- When the game starts, the monster on top will be the first room.

3. Set the Leader's Compass to the *number of players* and the Threat wheel to "0".

- Randomly assign a starting **Leader**, or choose the person that last read a Greek mythic story.
- The **Leader** changes each location.



4. Market: Deal the initial market row.

- Temporarily remove **Threat**, **Divine Item** and **Market Quest** cards.
- For each player, deal 1 face-up card - this forms the purchasable **Market**.
- Shuffle the removed **Threat** and **Divine Item** cards back into the Market Deck, and place it next to the Market row (face-down).
- *All Market Quests remain set aside until unlocked.*



5. Player Cards: Set up each player area. Place all **Health** cards face up in a **Health Deck**

- above the board, and all other Hand cards (face down) as the starting **Main Deck**.
- Each player draws 3 cards from their **Main Deck** to form their starting **Hand**.
- Place the player's **Battle Die** and any starting **Blessing Dice** as indicated on their board.

PLAYER AREA

Health Deck: Each card represents a Health Point. Discard 1 when damaged.



Equipped Item: One "wearable" card gives persistent benefits, sometimes another die.



Played Card: Turn cards sideways when played this round, then discard on round end.

Main Deck: Your draw pile. Contains Starter cards, purchased Market cards, and Wounds.



Discard Pile: Spent cards and wounds go here. Shuffle into Main Deck when it is empty.

Powers: Special powers that are enabled when these patterns are rolled.



Battle Die: A permanent hero-specific die rolled every combat.

Blessing Pool: Stores saved dice - they are temporary consumables. You can never exceed the Blessing pool limit.

Hand: Cards drawn for play. You may exceed Hand Limit during an encounter, then discard down during Room Cleanup.

Reminders: Coins are worth a market card, 2 standard dice, or a White die and a market refresh.

Every Hero has different powers, hand limits, dice limits, and even number of item slots.

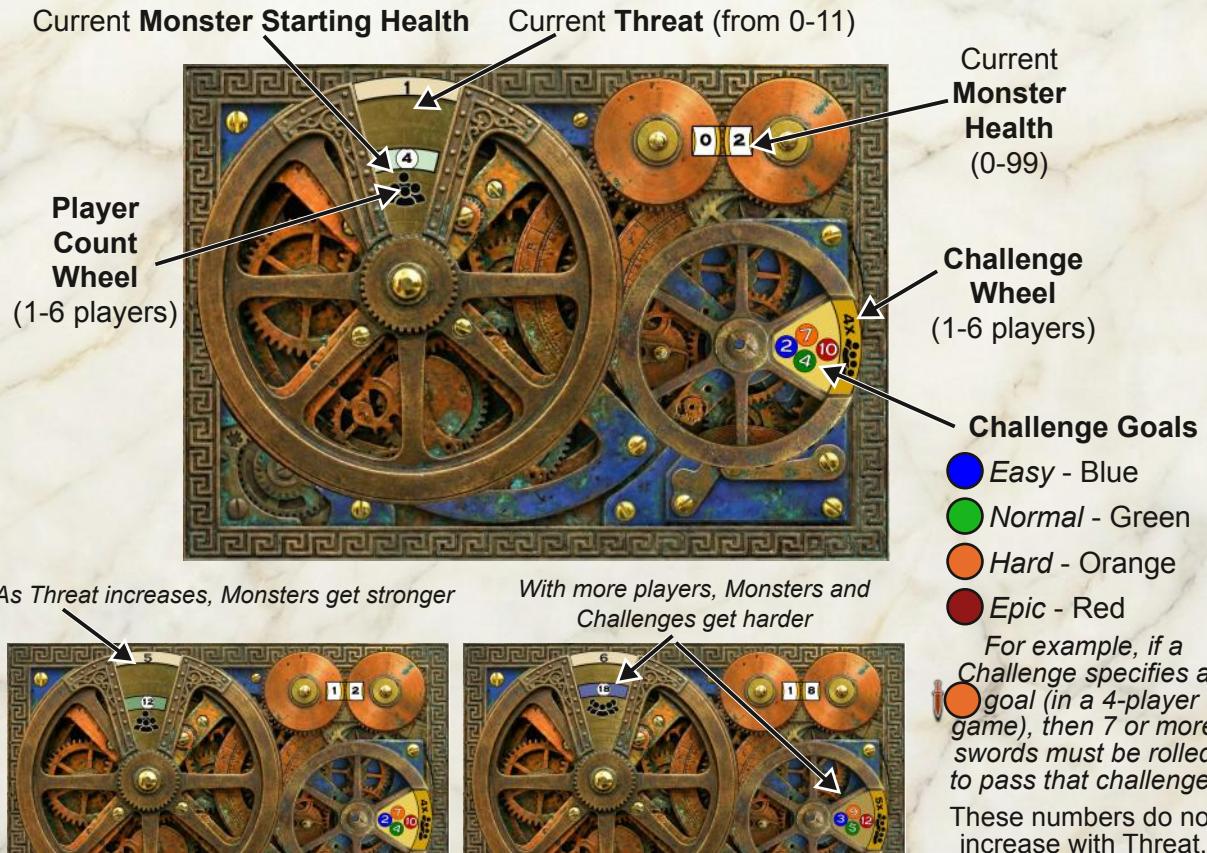


LEADER'S COMPASS

This game's compass is based on a famous geared calculating tool found off the coast of Antikythera. It was used by Greek scholars to tracked celestial cycles and eclipses.

The Party Leader holds the Compass and passes it clockwise to the next Leader at the end of the turn. Use it to track important game numbers - the current **Threat**, the next **Monster Starting Health**, the current **Monster Health**, and **Challenge Goals**.

When the game starts, set the inner **Party Count Wheel** and the **Challenge Wheel** to the number of players in the party. Challenges get harder based on the player count, and monsters scale up as Threat rises. *Threat increases after monsters are defeated!*



BATTLES



When a Monster is revealed, check the Monster challenge level against the current Leader Compass monster window to see the Monster's Health Points. Set the HP on the Compass - the Monster's HP is locked when the battle starts.

Repeat these steps until Monster is defeated or the Party loses:

Step A: Commit: Choose Stance (Each player chooses to **Fight** or **Rest**):

Commit the Battle Die. You may spend Blessing Dice or play cards from your hand.



Fight: Contribute any **Swords** and **Shields** to the party total.



Rest: Ignore all Sword and Shield results from Dice or Cards while Resting. You may still generate Hearts, and any other icons.

Step B: Play committed cards, and Roll any committed Dice or dice from those cards

Dice spent from the Blessing Pool are returned to the supply after results resolve. Each character has a local supply of dice for convenience; you may use local or the global supply.

Step C: Reaction Window

Dice results are visible. Players may play **Reaction** Cards and use Reroll icons.

Step D: Resolve Results Resolve in strict order:

1. Stumbles: Roller takes 1 Damage per Stumble.
2. (If Resting) Rest Bonus: Perform 1 Healing Action on yourself.
3. Card/Die Effects: Resolve Hearts, Coins, Draws, etc.

Resolve any Coin purchases or Heals now, but you can't use any new cards or dice yet - they must have been committed in Step A

4. Green Die Check (The "Ranged Kill" Rule used in expansions):
Count the total Swords generated specifically by Green Dice.

5. Party Attack: Sum all Swords (from all sources). Deal damage and lower Monster HP.

Step E: Monster Counter-Attack (if monster wasn't killed from Green dice):

1. Calculate: Incoming Damage = **(ATK*Players) - Party Shields.**
Incoming Damage cannot go below 0.

2. Leader assigns Incoming Damage to heroes.

Step F: Regroup & Discard.

1. Discard played cards.
2. **If the Monster Lives:** All players **draw 1 card**. Start the next Round.
3. **If the Monster Dies:** The Leader gains the monster's listed **Victory Bonus**.
 - Each player **gains 1 Coin** (Leader first, clockwise)
 - The Leader **Advances the Compass Threat level** by one (up to 11 max).
 - Proceed to **Room Cleanup** (Unlock Quests, Equip, Discard, Leader Specials)





CHALLENGES

When a room is revealed and there are options to take (rather than combat), it is a Challenge room. Challenges each have a **Scope** and then some roll or decision that must be made.



Challenge Steps:

- A. **Scope**: Check Scope and limits
- B. **Commit**: Players spend Blessing Dice and/or Cards (if scope allows)
- C. **Play & Roll**: Play committed cards, roll committed dice and card dice.
- D. **Reaction**: Players may play **Reaction** Cards and use Reroll icons.
- E. **Resolve**: Check results against Challenge Card text.

The 3 Scopes: Leader, Any (one volunteer player), or All



"Roll/Play cards" means the Leader chooses how many cards to play or dice to roll.

This card also gives the other players a free standard die.



Example: If 3 swords are rolled, lower the Compass Threat by 1

Else means if no successful results, do this red text

"Also" means multiple results can happen if more successes of that type occur.

Some cards allow choices.

Most "All" cards have **Challenges** - look up the # needed to succeed from the Compass based on 4 possible colors (these difficulties change based on party size).

See page 7 for examples



Combos are a "set" of the 3 basic icons:



For this card, if no combos are rolled, the Else condition applies.

If no consensus can be made on who the "Any" player is, the current Party Leader decides who is chosen.

THE HEALTH SYSTEM

A "Health Card" is the same physical card, but its function changes based on its zone:

- **Health** (In Health Deck): Similar to a Hit Point (HP) in other games.
- **Wound** (In Discard Pile): You have taken damage.
- **Trauma** (In Hand): A Wound was reshuffled into your deck and drawn. It clogs your hand, and can't be discarded until a healing action is taken.

Taking Damage: To take X Damage: Move the top X cards from your Health Deck to your Discard Pile.



Death: If you must take damage but your Health Deck is empty, you die. *The party loses.*

Trauma Cycle:

When your Main Deck is empty and you must Draw:

- **Shuffle** your Discard Pile (including any Wounds) to form a new Main Deck.
- When a Wound card is drawn into your hand, it is treated as **Trauma**.
- **Trauma** has the **Trauma** icon (💀). It cannot be discarded during cleanup.

Healing: A ❤️ on a card or die allows you to perform one of the following on yourself:

- **Cure Trauma:** Move 1 Health Card from Hand to Health Deck.
- **Purge:** Move 1 card with the 💀 icon from Hand to Discard Pile.
- **Cure Wound:** Move 1 Health Card from Discard to Health Deck.

Healing is suggested to be done in this priority order, but it's up to the hero.

If **Resting** (during combat) or allowed by another card, this healing may be split between you and any number of other players, at the healer's discretion.



"**Apply to Any Player**" applies all the bonuses to any single player



THE MARKET

The Market is a shared row of cards built from the chosen Quest, Hero, and optional Boss packs. It represents the rewards the party can claim after defeating monsters and completing challenges.

Spending a Coin:



Gained Coins must be spent immediately. If multiple Coins are gained at once (for example, after defeating the monster), resolve spending one Coin at a time in clockwise order starting with the Leader. Purchased cards go to your hand but all cards can only be played during a Commit stage, so *usually can't be played the same time they were bought*.



Choose one:

1. **Buy:** Take 1 Face-up Market Card into your hand.
2. **Gain Dice:** Add 2 Basic Dice (White, Red, Blue, or Yellow) to your Blessing Pool. If dice are added beyond the pool limit, you must first remove enough to fit.
3. **Scout:** Add 1 White Die to the player's Blessing Pool. Discard all face-up Market Row cards and refill. Place discarded Market Row cards on the bottom of the Market Deck in any order.

Reminder icons on the hero board

Note: Resolving Scout refills does not cause additional Scout refills, even if a revealed card would discard or replace market cards.

Market Maintenance

- **Empty Slot:** If a slot is empty, draw and fill it from the Market Deck. The market should always have a card for each player.
- **On-Reveal Cards:** If a card is revealed in the Market, do the text on the card. For example, **Threat** cards: add +1 to the compass **Threat** dial immediately when the card is revealed. If this card is bought, **Threat** cards go into the Hand just like other purchased cards. As they have a **Trauma** icon , they can not be discarded until **Purged**.
- **Quest Rewards:** If a Quest Reward () condition is met, add the Card into the Market Deck and then shuffle the deck.



MANAGING THREAT

Helm uses **Threat** to track the evolving difficulty of the game. As **Threat** increases, monsters gain more Hit Points and become harder to defeat. The Leader Compass has a **Threat** tracker that increases:

- 1) Every time a **Monster** is defeated
- 2) Every time a **Threat card** is revealed
- 3) As directed by a **Room** or Special Card

Note that **Threat** cards in the market **can also be purchased** using coins - *they are worth 2 Victory Points* at the end of the game. When first purchased, they go into your hand and can not be removed unless **Trauma** is purged.

Some Heroes have Threat cards that get added to the market decks. These cards have an "On Reveal" icon that is triggered when the card is first revealed in the market.



Threat can never go below 0 or over 11.

Some Challenges also modify **Threat**, either as a reward or a penalty.

For example, in **Circe's Hut**, if the players choose to "Charm Her" and if a "Blue/Easy" number of Hearts is rolled (for 4 players, this is 2 Hearts), then the Threat is reduced by 1.

If the players choose to "Rob Her" and don't succeed on at least a "Green/Medium" roll of Swords (for 4 players, this is 4 Swords), then the **Else** condition is triggered and **Threat** increases by 1.

Threat is tracked on the **Compass**.



GAME END

If the final Boss Monster is defeated, the game ends and **the Heroes win!**



THE GAME CHAMPION

After the final Boss Monster is defeated, complete **Battle Cleanup** and **Room Cleanup**. This means that players can collect coins and battle rewards. Then, count all cards in all player decks. Whomever has the most **Victory Points** (the numbers in the top left) is the **Game Champion** and can put their name on one of their Character's stickers. If the game owner agrees, they may add that sticker to the back of their player boards or onto the **Leader Compass**. *Champions are not awarded if anyone in the party dies.*

Ties are broken by:

- 1) Most cards remaining in the Health Deck.
- 2) Most dice currently in the Blessing Pool.
- 3) If still tied, winners shared the victory as co-champions.

IMPORTANT NOTES:

Conflict Resolution: Throughout the game, in all cases of timing disputes, ambiguous targeting, or simultaneous effects, the current Leader makes the final decision. This is a collaborative game, but sometimes heroes act less than heroically to each other.

ICONS

-  **Sword:** Deals 1 Damage to Monster.
-  **Shield:** Blocks 1 Damage from Monster (for the total Party).
-  **Heart:** Discards a card with a **Trauma** icon, or Purge a trauma or wound.
-  **Stumble:** The roller takes 1 Damage immediately.
-  **Draw:** Draw 1 card. If your Main Deck is empty, reshuffle immediately and then draw. You may draw above Hand Limit during an encounter, then discard down during Room Cleanup.
-  **Coin:** Gain 1 Coin. Must be spent immediately (gains cards or dice from the market).
-  **Reroll X:** Pick X dice previously rolled this step; reroll them. If multiple rerolls are triggered, a die can be rerolled multiple times unless a card says otherwise.
-  **Gain X Di(c)e:** Take a die from supply into your Blessing Pool (up to pool limit).
-  **Play card twice:** Identify a card and play it as if it were played twice (this might double dice or icon results, or allow twice as many rerolls, etc).
-  **Multiples:** Applies if any die rolls have more than one icon (e.g. 2 shields or 3 swords).
-  **Wearable:** This card can be equipped in an Equipment slot. While equipped, it stays in play and does not count against your hand.
-  **Trauma:** You cannot discard this card during normal cleanup. It stays in your hand until an effect removes it, such as a Heart purge or a specific card rule.
-  **Single-use:** After using this card, remove it from your deck and place it on the bottom of the Market deck.
-  **Reaction:** You may play this card during the Reaction window after dice are rolled, to modify results or trigger an effect.
-  **Applies to Leader:** Only the current Party Leader follows this instruction.
-  **On Reveal:** Resolve this effect immediately when the card is revealed face up in the Market row.
-  **Scope - Leader:** Only the Party Leader rolls or resolves this effect.
-  **Scope - Any:** One player of the party's choice resolves this effect.
-  **Scope - All:** Every player resolves this effect, either by rolling individually or by contributing to a shared party roll, as specified by the card.
-  **Starter Dice:** A White (Strategy), Red (War), Blue (Protection), or Yellow (Healing) die.
-  **Victory Point:** If the game is won, Victory Points on each card in the player's deck, hand, and discard count towards determining the game Champion.
-  **-1 Reduce Monster Attack:** Decrease the monster's attack level by 1.
-  **Quest Reward:** Only add this card to the market if the reward criteria is fulfilled.

Helm is a cooperative mythic adventure for 1-6 players where heroes explore dangerous rooms, earn blessings from Greek Deities, and race to defeat increasingly powerful monsters.

Each player chooses an asymmetric **Hero with unique powers**, equipment slots, and a signature Battle Die, then builds a stronger deck by buying Market cards with deity Coins won from battles and challenges.

Every encounter asks for smart risk management. Spend Blessing Dice now to secure a victory and protect the party, or hold them for the next challenge when failure can spiral into a party member dying which ends the game.

Survive to the final boss, then tally Victory Points to crown the **Champion**.

Learn more at www.wecreatgames.com.



1-6

9+

60-120'