



Regroup, restock, and defend the kingdom!

Set a Watch: Swords of the Coin is a 60 minute, cooperative adventure puzzle game for 1-4 players. Swords of the Coin is a stand-alone expansion featuring the same critically-acclaimed gameplay along with some new twists centered around collecting coin and buying items from the merchant. The expansion is fully compatible with the original Set A Watch

Swords of the Coin includes brand new locations, creatures and at least 4 new Adventurer classes each with their own unique dice, abilities and mechanics. All the Adventurers, creatures, and locations from the original **Set a Watch** are fully compatible with this new standalone expansion and can be mixed and matched for more variety when playing either game. **The Adventurers in Set a Watch** are champions gathered from around the Kingdom to defend against the Unhallowed threat. **Swords of the Coin** is named for the mercenary guild that has recruited outside the Kingdom's borders to fight the expanding Unhallowed scourge.

Night is Falling- Time to Prepare.



Battle through 9 changing locations

In Set a Watch, a cooperative game for 1-4 players, you must clear out nine locations to stop the acolytes from breaking the seals holding back the evil UnHallowed.



Pick your class and roll your dice

Every round you will visit a new location and pick an adventurer to rest and take camp actions.



Defeat monsters and the unhallowed

The rest of the party will take the watch and battle a line of monsters trying to make their way into camp using your dice and unique character abilities. Manipulating the creature line is essential to solving each round's combat puzzle.



Rest a camp to heal and plan

It is a battle to stay alive and keep the campfire burning! Use your wits and skill to fight for the light...or all will perish in the darkness.





The Kingdom is in grave danger...

Powerful enemies are conspiring to resurrect the vile and UnHallowed that your party has just slain. Now you, the mighty adventurers of the land, must visit these summoning locations and defeat the hordes of creatures behind this evil plot. It falls to four mighty adventurers, each of whom has a unique set of skills, to band together once more to vanquish this evil before the Unhallowed consume the world in darkness.

Contents include: 8 Adventurer Boards, 40 Ability Cards, 13 Unhallowed Cards, 9 Summon Cards, 21 Location Cards, 9 d6 dice & 9 d8 dice, 4 Rest Tokens, 3 Fire Tokens, 1 Rulebook, and 1 Camp Board



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