THORGAL

THE BOARD GAME

WORK IN PROGRESS
PENDING APPROVAL

- RULEBOOK -

GLOSSARY, COMPONENTS
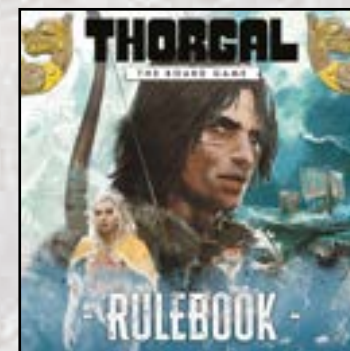
GLOSSARY

COMPONENTS

1 ATLAS OF ADVENTURE
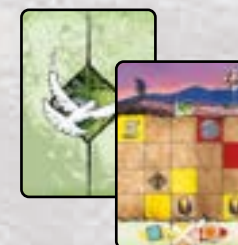
1 BOOK OF TALES

1 RULEBOOK

4 DOUBLE-SIDED ADVENTURE SHEETS
(1 SIDE FOR EACH ADVENTURE)

45 ACTION CARDS

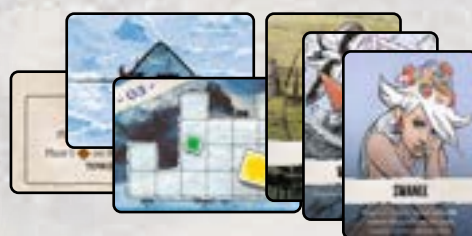**14 TERRAIN CARDS**
9 STANDARD TERRAIN
5 BARREN TERRAIN

32 ENEMY CARDS
10 MINOR ENEMIES
11 MODERATE ENEMIES
8 MAJOR ENEMIES
3 MASSIVE ENEMIES

60 EVENT CARDS*
10 MOUNTAIN
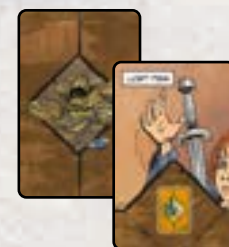10 VILLAGE
10 SURVIVAL
10 WARRIOR
10 SEA
10 MAGIC

30 ITEM CARDS

10 FINDING CARD

11 ADVENTURE-RELATED CARDS
1 PLOT, 6 ABDUCTEE, 3 FLEET, 1 AUSLOK

12 DICE
3 OF EACH COLOR

COMPONENTS

121 POLYOMINO TILES (WOUND AND JOURNEY TILES)

9   9   9   9   9   12   12   21   21

108 GOOD MARKERS

18 MATERIAL   18 ORE   18 GOSSIP   18 MAGIC   18 POWER   18 FATE
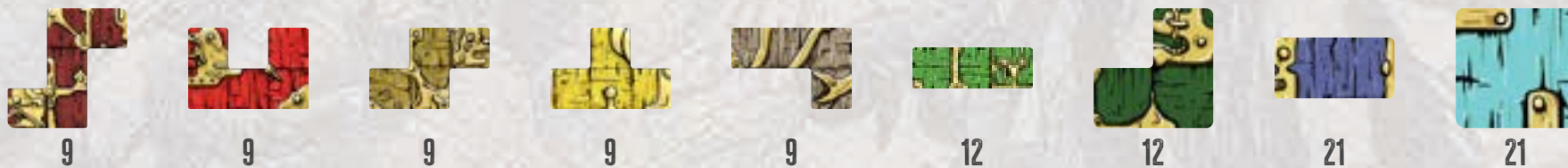
> **IMPORTANT: POLYOMINO TILES HAVE 2 USES—AS WOUND TILES, AND AS JOURNEY TILES. WHEN A RULE REFERS TO A WOUND TILE, IT REFERS TO A POLYOMINO TILE THAT IS PLACED OR RECEIVED AS A WOUND, EITHER IN A CHARACTER'S WOUND AREA OR ON AN ENEMY CARD. WHEN A RULE REFERS TO A JOURNEY TILE IT REFERS TO A POLYOMINO TILE PLACED ON TERRAIN CARDS IN THE JOURNEY PATH.**
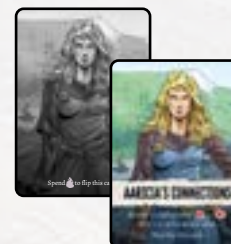
42 ENEMY TOKENS

12 MINOR   12 MODERATE   12 MAJOR   6 MASSIVE   6 MYSTICAL*

15 BLOCKADE TOKENS   6 ADDITIONAL COST TOKENS   1 ROUND MARKER

18 ENTRY TOKENS   9 SACRIFICE COVER TOKENS   3 ADVENTURE TRACK MARKERS*

21 THREAT TOKENS   15 COLLECTION TOKENS   4 ACTION CHIPS
ACTIVE SIDE 🔴
INACTIVE SIDE ❌

9 OBJECTIVE TOKENS*   12 SOURCE TOKENS
3 OF EACH TYPE

1 FIRST PLAYER MARKER

4 CHARACTER SETS, EACH CONTAINING:

1 CHARACTER BOARD CONSISTING OF A TOP AND BOTTOM BOARD   1 JOURNEY TRACKER

1 ARROW POINTER

1 CHARACTER SKILL CARD
DOUBLE-SIDED

1 CHARACTER MINIATURE

1 CHARACTER ITEM CARD

> **NOTE: COMPONENTS ARE CONSIDERED UNLIMITED, IF YOU EVER RUN OUT, YOU MAY USE A SUBSTITUTE OF YOUR CHOICE. IF A DECK RUNS OUT OF CARDS, RESHUFFLE CORRESPONDING DISCARD PILE AND CREATE A NEW DECK.**
>
> **NOTE 2: COMPONENTS MARKED WITH * ARE USED ONLY IN PART OF THE ADVENTURES. IF THEY ARE NOT DEPICTED IN THE ADVENTURE DESCRIPTION, YOU MAY LEAVE THEM IN THE BOX. RULES REFERRING TO THESE COMPONENTS ARE EXPLAINED IN THE INTRODUCTION OF THE SCENARIOS.**

1. Choose the Adventure you want to play and open the Book of Tales to the Adventure Description and read it aloud.

NOTE: FOR YOUR FIRST GAME, WE SUGGEST PLAYING "TORKAN'S TEMPLE."

2. Open the Atlas of Adventure to the Map indicated by the Adventure Description in the Book of Tales and place it in the center of the play area.

3. Place all tiles, tokens, and markers to the left of the play area to create the general supply.

4. Place the corresponding Adventure sheet to the right of the Map. Place the Round marker (⊗) on the space marked "1" on the Round track.

5. Find the Event decks depicted in the Adventure Description, shuffle each of them separately, and place them above the Adventure sheet.

6. Shuffle the Terrain cards and place the deck below the Map as shown. Reveal the top card and place it to the right of the deck.

7. Shuffle the Findings cards and place the deck face down to the left of the Terrain deck.

8. Place the Action cards depicted in the Adventure Description from the Book of Tales below the Terrain cards (which will make up the Journey Path) to create the Action Row. Place the cards in numerical order from lowest to highest. Place the 4 Action chips (with their active side face up ⊙) next to the Action Row. Leave space between the Terrain and Action cards so that various components may be placed there throughout the game.

NOTE: EVEN IN THE GAMES WITH FEWER THAN 4 PLAYERS, YOU ALWAYS USE 4 ACTION CHIPS.

9. Place the remaining Action cards in a stack near the board.

10. Separate and shuffle the Enemy cards into the Minor, Moderate, Major, and Massive Enemy decks. Place the decks face down above the Map.

11. Each player takes a bottom Character board.

12. Each player chooses a Character (or is assigned one randomly) and takes the top Character board. They gain the Goods according to the reverse side of their top Character board.

13. They attach the top Character board to the bottom Character board. Then they gain all of the following corresponding components for their Character:

   - The Character miniature
   - The Character's Skill card
   - The Character's Item card (marked by the illustration in its upper right-hand corner)

   Return any unused Character components to the box. They won't be used during the game.

14. Each player places their Character board face up in front of them, sets the Combat dial and Journey tracker to the spaces marked "1."

15. Shuffle the Item cards and reveal the top 5 cards to create a Display near the top edge of the Map.

16. Choose a player to become the First player and give them the First Player marker.

17. Resolve any additional Setup steps indicated by the Adventure Description in the Book of Tales (including placing Character miniatures, markers, tokens, etc.).
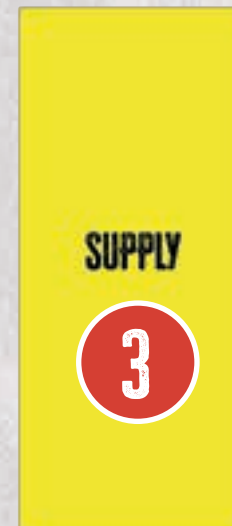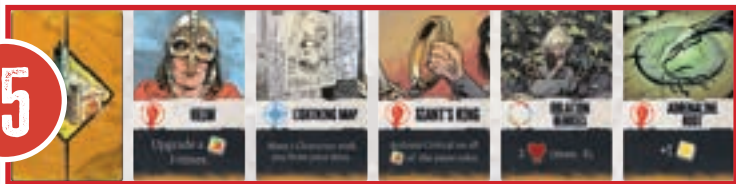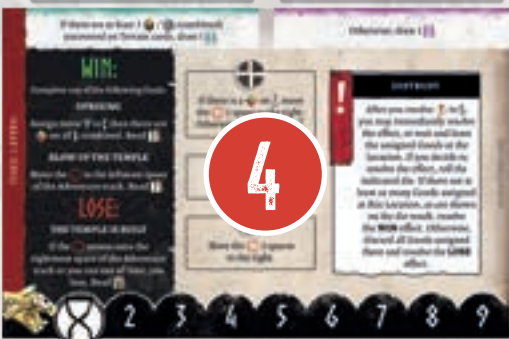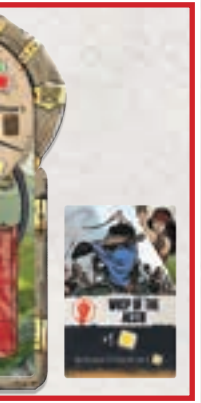
HOW TO ASSEMBLE YOUR CHARACTER BOARDS

SUPPLY
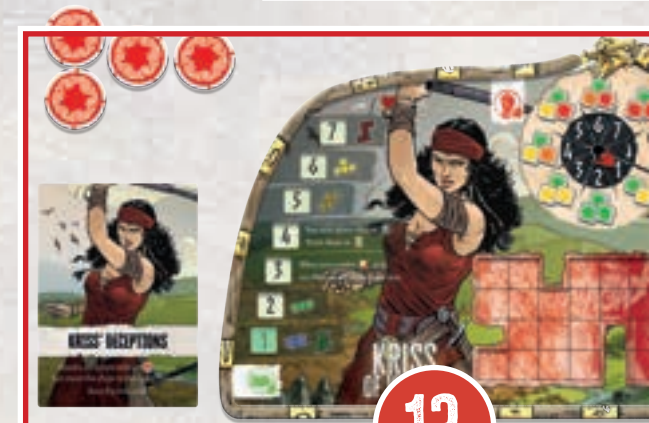
KEY CONCEPTS

- IT IS NOT A CHOOSE YOUR OWN ADVENTURE GAME -

Thorgal: the Board Game has a rich and compelling story, but don't be fooled—it's as much about experiencing the story as it is about picking the right actions within a limited number of rounds. Each Adventure has various goals that must be fulfilled by resolving different actions. Each type of action grants you a different outcome and many of them allow you to read part of the story, which may affect various Locations on the Map in the Atlas of Adventure.

- COOPERATION -

In *Thorgal: the Board Game* there are various ways to cooperate:

- You may place Action chips on the Action Row to boost the next player's actions.
- You may spend Goods from other players' supplies, as long as they agree.
- You may discuss revealing new Terrain cards so other players may Collect Goods on them.
- The most crucial thing is communicating with other players, so you can plan your strategy together without disturbing others' plans.

- WINNING AND LOSING -

Once you have accomplished the Adventure goal, the game ends and you win! There are many ways to fulfill the goal, but your choices may narrow your possibilities. So even though accomplishing the Adventure goal always results in a win, sometimes there are fewer or more positive outcomes.

Players lose once **any** Character is defeated. This happens by receiving more Wounds than they can fit on their Character board or if they run out of time. Some Adventures may also have additional conditions for winning and losing.

- READING THE STORY -

The story is interwoven through various elements of the game: the Map, the Adventure sheet, and—most importantly—the Book of Tales, which contains the Adventure Descriptions and story Entries. When an effect instructs you to read an Entry (📖), you must find the appropriate Entry in the Book of Tales and read it aloud. Each Entry ends with a choice of following one of the two available Side Plots. Remember, you may not read an Entry unless instructed (see Entries on page XX).

Each Map in the Atlas of Adventure comprises several Areas, divided by colored Borders, as well as Locations within the Areas (see Borders on page XX).
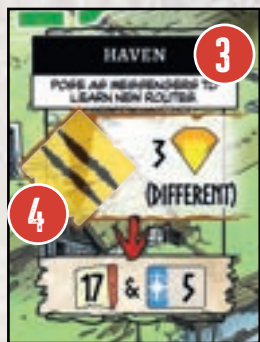
Each Area contains the following:

1. A number depicted within a gold circle. Areas with numbers higher than the current Round number are not available to the Players.
2. Source icons (if any) depicted below the number. Source icons indicate which Sources are available to gain in the Area by resolving the Area-specific icon 🥄.
3. One or more Locations in which you may perform actions. Character miniatures are placed in Areas, not Locations, so once your Character is in an Area, you may interact with all its Locations.
4. If there are 1 or more Enemies (🔷/🟨/🟧/🟥/🟪) on a Location, you must first remove them before resolving any other actions there.

IMPORTANT: This icon 🔷 represents Any Enemy.
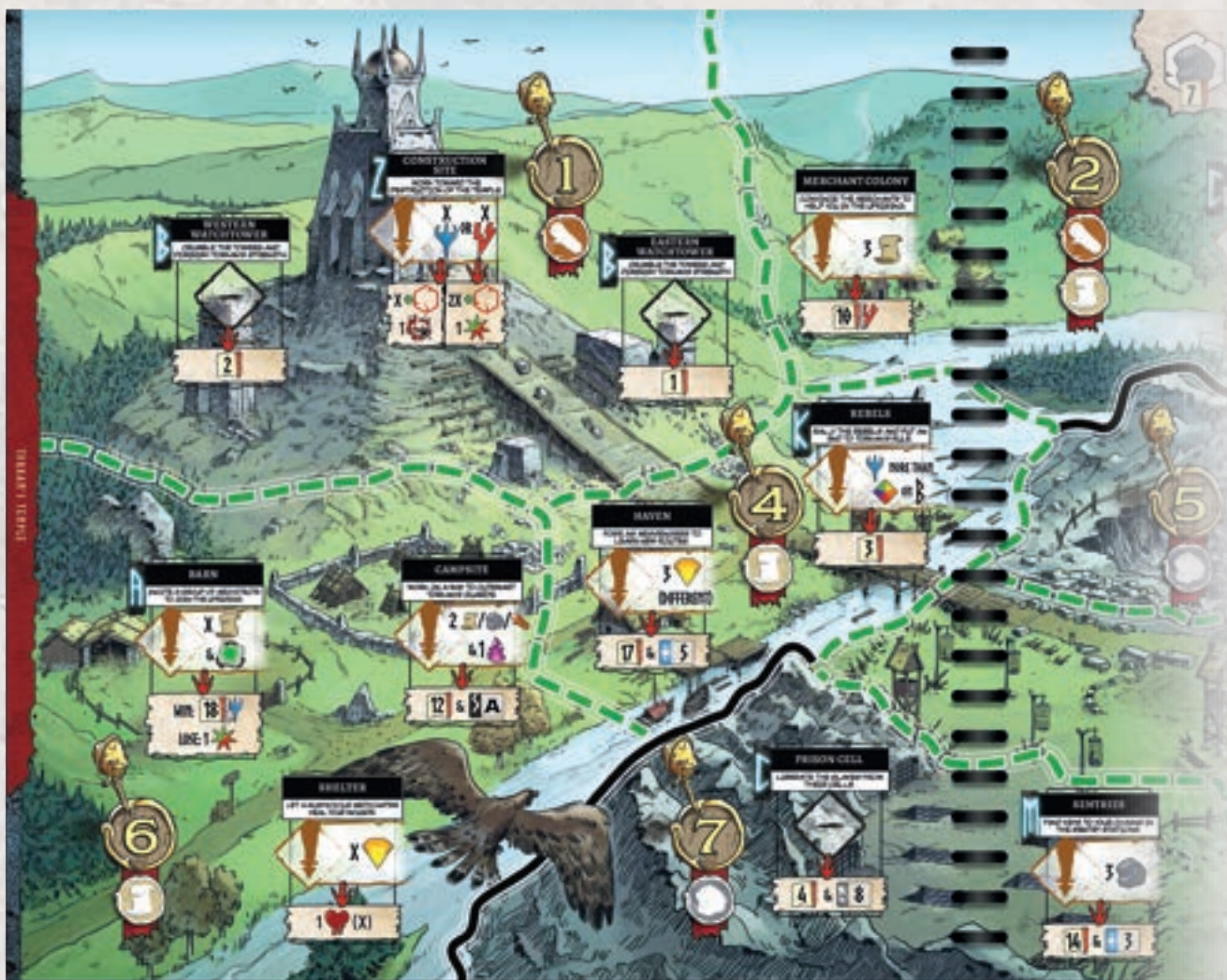
- LOCATION -

Each Location is composed of several elements:

1. **Name of the Location**
2. **Description**
3. **Runes:** indicate Locations that are affected when specific game effects are resolved.
4. **Action:** indicates which action players may resolve in specific Locations, as well as the requirements in order to resolve it.
5. **Effect:** the result of the action, which is resolved once the requirements are met.

Example: players may resolve the Assign action 🗝 in this Location. Once they assign 3 ⬢ to it, they immediately read Entry #14 and gain 🔷 card #3. Additionally, this Location is marked with the ᛖ Rune.

Each Adventure has an Adventure sheet to track your progress. It also acts as a player aid, explaining the summary of Goals and the most crucial rule changes are explained.

An Adventure sheet consists of the following sections:

1. Event Card Requirements: Explains which Event cards to draw throughout the game.
2. Goal Summary: Explains special circumstances concerning how to win or lose the Adventure.
3. Event Icons: Indicates the 3 effects triggered by Event cards.
4. Special rules: Explains special rules for the Adventure (all rules are explained further in the Adventure Description of the Book of Tales).
5. Round track: Keeps tracks and indicates the rounds of the Adventure. Some rounds are marked with special effects that you must resolve during the indicated round (the special effects are described in the Adventure Descriptions in the Book of Tales).

- FRONT -

- BACK -

1. Journey track
2. Wound area
3. Combat dial
4. Components the Character starts with

The Character board tracks your vital statistics, including the amount of Wounds you can gain before you die, your Combat Experience (✳), and your Journey Experience (✳).

- WOUNDS -

You might gain Wounds in various ways. Each time you gain a Wound you must place the indicated Wound tile within your Wound area. The first Wound tile may be placed anywhere within the area, but each consecutive Wound must be adjacent to another. Wounds may be:

1. Indicated by their exact shape.
2. Indicated by their size (shown in parentheses).
3. Indicated by other game conditions.

If you ever cannot place the specified Wound fully within your Wound area according to the above rules, your Character dies and the team immediately loses the Adventure.

Example 1: When instructed to gain 1 Wound 🟦, it means that you must place 1 🟦 within your Wound area.

Example 2: When instructed to gain 1 Wound (3), it means that you must place either 1 🟩 or 1 🟢 within your Wound Area.
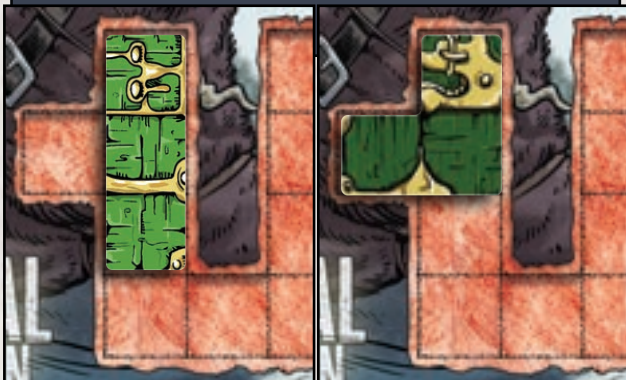

Example 3: If instructed to gain 1 Wound (💀) and you have 2 💀, it means that you must place 1 Wound of size 2 within your Wound area (see Threats (💀) on page xx).


UNFULFILLED EFFECTS

If you are unable to fully resolve a negative effect, you must resolve it as much as possible.

After resolving the effect as much as possible, each Character affected by the game effect gains 1 Wound 🟦. If the game effect refers to a single Character, they are the only Character that gains the Wound.

- HEALING WOUNDS 🧡 -

Healing Wounds is possible throughout the game by using various Items, Location effects, or abilities.

Unspecified 🧡 effects allow you to discard any Wound tile.

When you encounter 🧡 effects within parentheses, it indicates which size of Wound tile to discard.

Example: When instructed to 1 🧡 (3) you may discard any 1 🟩 or 1 🟢 from your Wound area, whereas 3 🧡 (1) allows you to discard up to 3 🟦.

You may always discard smaller Wounds if you wish, but you cannot split the values.

- EXPERIENCE -

Each Character has two types of Experience that they gain: Combat (✴) and Journey (✳). Every time a Character gains 1 ✴, they must choose which Experience to increase. For Combat, they rotate the arrow 1 space clockwise. For Journey, they move the 🟩 by 1 space upward. If a player gains multiple ✴ at the same time, they may divide them however they wish. If a player cannot gain any more Experience in either Combat or Journey because the dial or track is at the 7th level, they instead gain the bonus shown on the dial/track (indicated by the arrow icon).

- SKILL CARDS -

Each player begins the game with a Skill card. The card begins with its active side face up and may be used once per round—once used, it is flipped to its inactive side. You may flip the Skill card back to its active side at any time by spending Goods indicated on its back.


THORGAL'S PERSISTENCE

Flip ⚪ without moving it and resolve the Action card above it. Then flip this card.

ACTIVE SIDE

Spend 🔥 to flip this card.

INACTIVE SIDE

Gain +1 Good matching an icon you cover.

– 7 –

If the ✖ is not resolved, gain 1 ♥.

+1

– 9 –

+1

– 12 –

The game consists of several rounds, each of which has 2 phases. During the Action phase, players alternately resolve actions. During the Event phase, players draw an Event card to see what challenge awaits them in the following round.

- ACTION PHASE -

The Action phase consists of 4 player turns. Players resolve turns in clockwise order, starting with the First player. In games with fewer than 4 players, some players take multiple turns during a single round.

During their turn, a player takes an active Action chip (🔴), flips it to its inactive side (❌), places it below an Action card, and then resolves the chosen card's effect. After the first round, the Action chips will be located below the Action cards from the previous round and must be moved to different Action cards during future rounds.

Once all the Action chips are on their inactive side, proceed to the Event phase.

> TIP: REMEMBER TO DISCUSS YOUR ACTIONS WITH THE OTHER PLAYERS SO YOU CAN PLAN WHAT TO DO TOGETHER AND OPTIMIZE YOUR ACTIONS.

- ACTIONS -

All actions are generally available in every Area, unless an effect blocks or limits them. Actions are performed for free, unless stated otherwise.

There are 7 basic actions available in the game:

✴ MOVE
🏳 JOURNEY
🐬 COLLECT
🔻 ASSIGN

✊ COMBAT
💧 SACRIFICE
⚒ CRAFT

- ACTION CARDS -

Action cards are placed in an horizontal row below the Atlas. This is known as the Action Row. During the Action phase, you place Action chips below Action cards to activate them.

1 **2**

Discard 1 🟧 from the Display and refill

3

+1

4 – 8 –

1. MAIN ACTION

The Main action is indicated by the color, icon, and Action value in the upper left-hand corner of the card.

There are also Action cards that have 2 Main actions in the upper area. When you resolve this kind of card, you must always pick one of the available options.

2. ADDITIONAL EFFECTS

Some Action cards have additional effects, which may change or influence the actions in various ways.

3. BONUS SECTION

Most Action cards feature a Bonus section. Action card Bonuses are affected by the position of Action chips on the Action Row, and generally alter the effect of the main action itself.

This Bonus is only applied if there is exactly 1 Action chip below this card.

This Bonus is applied for each Action chip below every Action card to the left of this card (not including this card itself).

This Bonus is applied for each Action chip below this Action card (including the one just placed).

INCREASES VALUE OF MAIN ACTION

EXTRA ACTION

Most Bonuses affect the main action, indicated by a "+". If it has an Action icon without a "+", it is resolved as an Extra action.

Other Bonuses without an Action icon are resolved separately because they are not related to the main action (for example, ones that allow you to Heal your Characters).

IMPORTANT: Unless otherwise stated, if a Bonus section does not affect the Main action, it must be resolved after the Main action.

NOTE: CARDS WITH AN EXTRA ACTION FOR A BONUS ARE STILL ONLY CONSIDERED TO HAVE A TYPE OF MAIN ACTION AND CANNOT BE EXCHANGED USING THE SWAP EFFECTS WITH OTHER CARDS OF THE SIDE'S ACTION.

4. NUMBER

Action cards are placed on the Action row from left to right in the ascending order indicated by their number.

REPLACING AN ACTION CARD

Throughout the game you gain new Action cards. When you gain a new Action card, find the indicated card among the unused Action cards and show it to other players. If the card has a number at the bottom, decide together if you want to swap your current Action card with the newly drawn Action card of its matching type. If you choose to swap the card, discard the old Action card and place the new Action card in the Action Row according to the number at the bottom in ascending order from left to right. When gaining and placing a new Action card in the Action Row, do not move or change the position of any of the Action chips that are currently under Action cards.

MOVE

This action allows you to move between Areas on the Map.

To resolve the Move action:

Move your Character miniature through a number of Borders indicated by your Move action value (min. 1). In the first Round of the game you may enter only Areas marked with 🪙, from the second Round you may enter also Areas with 🪙 and so on.

There are 5 types of Borders separating Areas:

Regular Border: You can move through Regular Borders without any special effects.

Multiple Borders: Moving through multiple Borders requires more powerful actions. For example, moving through a double Regular Border requires a Move value of 2.

Special Border: These Borders have special rules described in the Adventure Description in the Book of Tales.

Impassable Border: You may never, under any circumstance, move through an Impassable Border.

WALL

WASTE NO TIME RUSHING THROUGH THE MAIN ROAD!

1

1 💀 & 1 ⚔

If there is a 🔒 on a Border, you may not move through it, no matter its type.

If there is a Location on a Border, it is available from any of the adjacent Areas on any side of the Border.
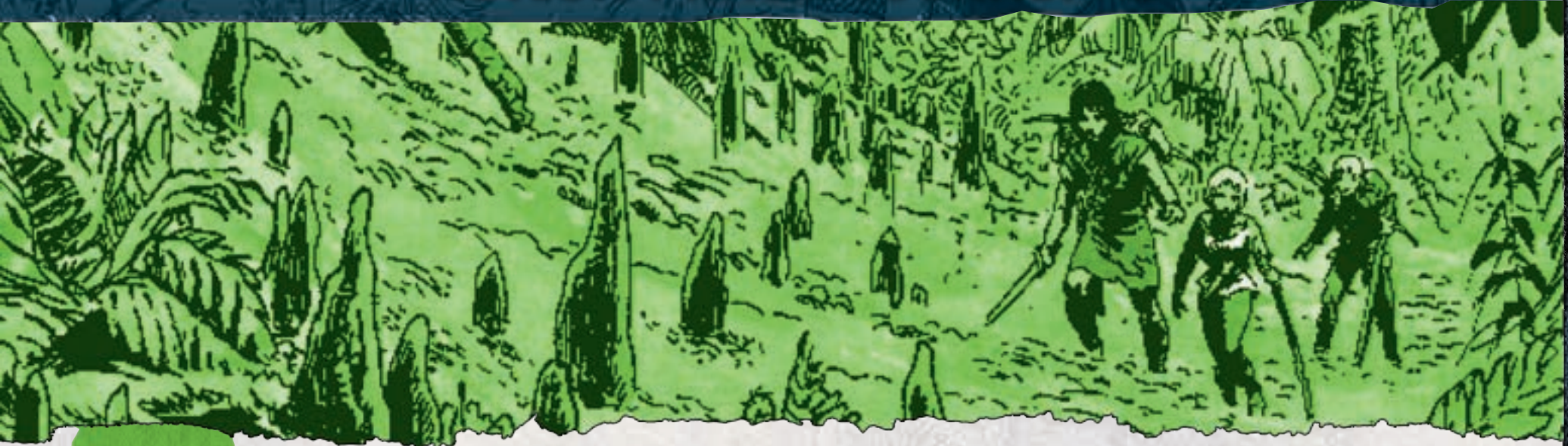
JOURNEY

This action allows you to progress along the Journey Path and is available in every Area.

To resolve the Journey action complete the following steps:

1. You may choose any number of your Items that affect the Journey action and resolve their abilities (*see Items on page XX*).

2. Take any of the Journey tiles shown on your space or any spaces to the left on your Journey experience track.

3. Place the Journey tile so at least 1 of its edges is adjacent to the previously rightmost placed Journey tile so it is on or farther past the current rightmost column (you may rotate or flip it freely). This creates a path of tiles proceeding toward the right, upward, or downward—but **never toward the left**. Tiles may not overlap each other or extend outside of the grid created by the Terrain cards.

4. Resolve the effects of **each** space you cover with the Journey tile. All effects are described in the Covering Effects section to the right.

5. If an effect allows you to place more Journey tiles during a single action, repeat steps 2-4 with each newly placed tile.

YOU MAY PLACE THE 🟩 TILE VERTICALLY.

YOU MAY PLACE THE 🟩 TILE HORIZONTALLY.

- REVEALING NEW TERRAIN CARDS -

If the Journey tile you just placed is the first tile placed in the column marked by the 🌿 on the leftmost Terrain card, reveal a new Terrain card and place it as the new rightmost Terrain card. You may not rotate Terrain cards.

Then gain the bonus indicated in the upper right corner of the newly placed card.

NOTE: IN AN EXTREMELY RARE CASE WHEN THERE ARE NO MORE TERRAIN CARDS, YOU DO NOT REVEAL ANY CARD (MORE ON PG. XX).

Example: *Gregory resolves the Journey (🟢) action. His Journey experience track depicts 2 available Journey tiles: 🟩 and 🔨. He chooses to place the 🟩. He places the Journey tile and covers the 🔷, so he draws a Finding card. Since he covered a* 🟨 *space, he must also resolve the* ❎ *effect once and gains 1* 🛡 *(if he would have covered 2* 🟨 *spaces he would have resolved it twice and gained 2* 🛡*). Gregory's tile is placed in the column with the* 🌿 *icon, so he must also reveal and add a new card to the Journey path. Finally he gains the bonus on the new Terrain card - 1* 🔨*.*

YOU MAY NOT PLACE THE 🟩 TILE AS SHOWN BECAUSE PART OF THE TILE IS LEFT OF PREVIOUSLY PLACED TILES (PLACING IT ONE SPACE FARTHER RIGHT WOULD BE ACCEPTABLE SINCE IT ONLY MOVES UPWARD FROM PREVIOUSLY PLACED TILES).

YOU MAY NOT PLACE THE 🟩 TILE AS SHOWN BECAUSE IT IS NOT ADJACENT TO THE PREVIOUSLY PLACED TILES.

YOU MAY ROTATE OR FLIP THE TILE ONTO ANY SIDE.

Example: 🟩 *tile may be placed either of the following ways:* 🟩 *or* 🟩*.*

- COVERING EFFECTS -

When you cover the icons using Polyomino tiles (Journey or Wound), resolve them as follows:

Area Specific : Gain 1 Good provided by any Source in the Area:

- ⚪: Provides (ore)
- 🟡: Provides (gossip)
- 🟣: Provides (magic)
- 🟤: Provides (material)
- 🔵: Provides (fate)
- 🔴: Provides (power)

Gain 1 of the indicated Good.

Discard 1 Wound tile of any size from your Wound area (see Healing on page XX).

Draw and resolve 1 Finding card.

Gain 1 Experience by rotating your Combat dial (⭐) or advancing the cube on the Journey track (✴️) by 1 space.

Discard 1 (threat) from your supply (see Threats on page XX).

Covering this space is how you defeat enemies during Combat (see Combat on page XX).

Each time you cover a 🟨 or 🟥 space, you must resolve the ❌ effect indicated on the card you placed the tile on.

❌ Effects:

- for each 💀: Gain 1 💀 (more about Threats 💀 on pg. xx.).
- 🟦, 🟫, 🪵, 🟩, 🟨, 🟧, 🟪, 🟥, 🟤: Gain 1 Wound (X) . X is the indicated Wound tile. Place the indicated Wound tile in your Wound area (see Wounds on page XX).
- 🟫, ⬛, 🟧, 🟪: Discard 1 of the indicated Goods.
- 🎲: Roll the indicated die and gain the depicted Wound.

💎 - GOODS -

There are 6 types of Goods in *Thorgal: the Board Game*, which represent the materials of which Items are made or that you use for various purposes.

Material corresponds to what things are made of and that can be used to build, such as boards, bricks, clay, straw, etc. It is generally spent for activating Locations.

Ore corresponds to objects which can be mined and used to forge, such as nuggets of silver and other metals, stone, flint, etc. It is generally spent for activating Locations.

Gossip corresponds to the common knowledge people may share with you. It is generally spent for activating Locations and resolving Side Plots of Entries.

Magic corresponds to secret or forgotten knowledge about mysticism, ancient times, Gods, and the People of Stars. It is generally used to refresh Skill cards and activate various game effects.

Fate and **Power** Goods are used for various purposes in each Adventure and have different mechanics and purposes. Before starting each game, make sure you know how they are used in the particular Adventure you are playing.

Fate and Power are generally not Collected nor gained during the Journey action; however, they do have corresponding Sources in some Adventures (🔵 and 🔴).
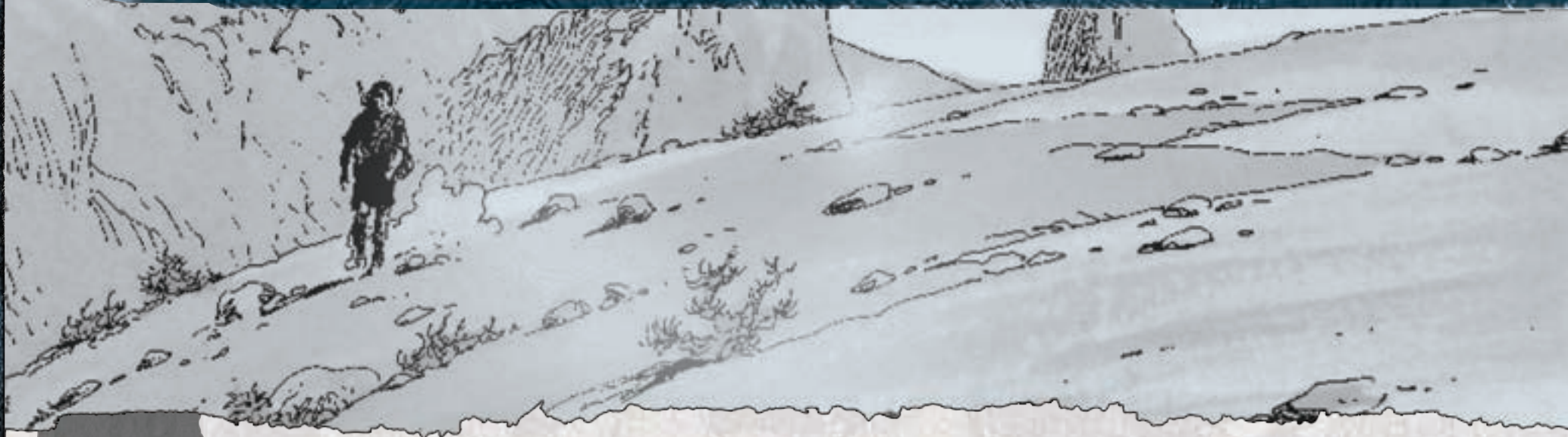
COLLECT

This action allows you to gain Goods and it is available in every Area as long as you have the indicated Good or a 🪙 icon on any of the Terrain cards on the Journey Path.

To resolve the Collect action complete the following steps:

1. Place **1** 🪨 tile on any space of a Terrain card with a Good icon or 🪙 in the Journey Path and gain the corresponding Goods equal to the Collect Action value.

2. If you covered a 🟨 or 🟥 space, resolve the ❌ effect **once**.

IMPORTANT:

- The Collect action allows you to gain multiple Goods by covering a single icon.
- You may place the 🪨 on **any** space with a Good icon on the Journey Path—it is not connected to the Journey path in any way.

Example: *Gregory resolves a Collect 3 action. He may place 1* 🪨 *on any chosen space of any of the Terrain cards. He chooses the following space:*

Gregory gains 3 🔨 *because it corresponds to one of the Sources in his current Area. Then he gains 1 Wound* 🟦 *tile for covering a* 🟨 *space that he must place in his Wound area.*

NOTE: YOU MAY NOT RESOLVE ANY OTHER EFFECT THAN THOSE PROVIDING GOODS WHEN USING A COLLECT ACTION (EXAMPLE: YOU CANNOT GAIN 🌟 NOR DISCARD 🎭 DURING A COLLECT ACTION).

NOTE 2: IF THERE ARE NO SOURCES AVAILABLE IN YOUR AREA, THEN PLACING A 🪨 ON A 🪙 HAS NO EFFECT.

TIP: YOU MAY PLACE A 🪨 ON ANY TERRAIN CARD, WHICH ALLOWS YOU TO COLLECT PREVIOUSLY UNCLAIMED GOODS. HOWEVER, IF YOU PLACE A 🪨 TILE ON THE RIGHTMOST CARD, IT MAY BE HARDER TO PLACE JOURNEY TILES DURING FUTURE JOURNEY ACTIONS.
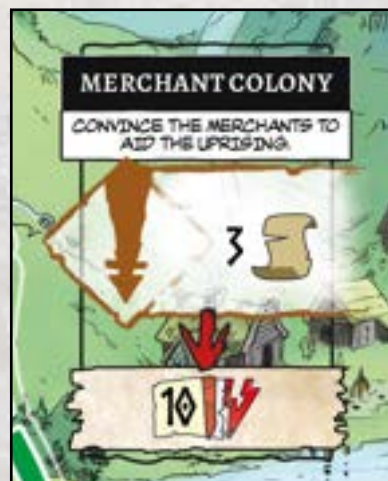
ASSIGN

The Assign action instructs you to place Goods from your supplies on Locations to resolve their effects. You may not Assign Goods to Locations with Enemy tokens, 🔒, or ✅.

To resolve the Assign action complete the following steps:

1. Choose an Area where you are present and place the number of Goods indicated by the Assign action value into a Location of that Area. You may Assign many different types of Goods during a single action; however, you may not Assign goods to different Locations during a single Action.

> REMEMBER: EACH TIME YOU SPEND GOODS (I.E.: DURING AN ASSIGN ACTION), THEY MAY COME FROM ANY CHARACTER'S SUPPLY THAT IS PRESENT IN YOUR AREA, AND AGREES TO SHARE THEM WITH YOU.

2. If there are enough Goods of the stated type on the Location, resolve the indicated effect.

3. After resolving the effect, discard **all the Goods that were required** for the resolved effect from the Location, unless otherwise stated. Goods that were not used for the resolved effect remain on the Location.

Example: Danielle resolves an Assign 3 action. She places 2 📜 from her supply and 1 📜 from Gregory's supply (because his Character is also present in the Area) on the Location. Since there are 3 📜 on the Location, Danielle resolves the indicated effect: she reads Entry #10.

COMBAT

This action allows you to fight Enemies in your Areas.

To resolve a Combat action complete the following steps:

1. Choose an Enemy token on any Location in your Area.
2. Draw the top Enemy card, from the deck corresponding to the Enemy token you chose, and place it in front of you.

For this token:	(Minor)	(Moderate)	(Major)	(Massive)	(Mystical)
Draw this card:					Resolve Adventure specific effects.

3. Make the Combat roll by rolling the dice shown on your Combat dial and take the Wound tiles indicated by the rolled results. Then place the tiles on the Enemy card so that each tile has at least 1 edge adjacent to the other. Tiles may not overlap each other or extend outside of the grid on the Enemy card.
4. Resolve the effects of each space you cover with the Wound tile. All effects are described in the Covering Effects section on page XX.
5. Determine whether you win or lose the Combat according to the table below:

Win	Lose
If you covered all the 💔, discard the Enemy token from your Area.	Gain 1 👹 for each 💔 you did not cover (see Threats 👹 on page xx).

6. Discard the Enemy card (to its corresponding discard pile) and return the Wound tiles from it back to the supply (regardless of if you win or lose the Combat).

COMBAT DICE

Each Combat die has multiple results. The two sides of each die containing the smallest shapes also have black squares, these are the Critical Results and they only resolve when you activate a Critical effect (see Critical below). If you do not activate a Critical effect, you only resolve the white squares on the die.


COMBAT EFFECTS

Many effects are resolved during the Combat and may be resolved before or after the Combat roll.

ADDITIONAL DICE:

If an effect provides you with additional dice, you must decide if you want to use it before you roll the dice. Once you roll the dice, you cannot decide to roll more dice.

UPGRADING DICE:

You must decide whether you want to upgrade any of your dice before the Combat roll. When upgrading dice, discard any die and replace it with a stronger die according to the following order: 🟢 → 🟡 → 🟠 → 🔴.
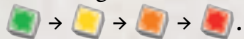
REROLL

When an effect allows you to reroll dice, reroll 1 die at a time up to the number of times indicated by the effect. You may reroll the same die multiple times (unless stated otherwise).

CRITICAL

When an effect makes you activate a Critical effect, you must place the larger Wound tiles, which includes the black spaces on the Combat dice. You may resolve the Critical effect after rolling the dice. If you do not activate a Critical effect, you only resolve the white squares on the die.

DEFEATING ALL ENEMIES IN A LOCATION
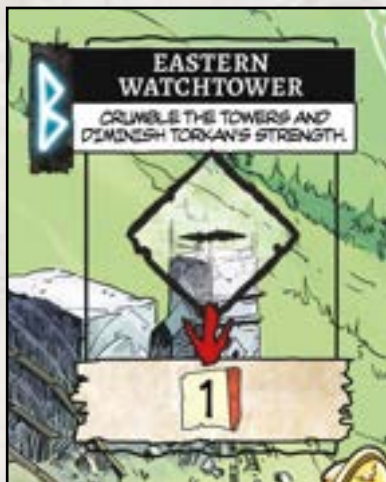
Once you defeat all Enemies in a Location marked with a ◆, you must immediately resolve the effect of the Location.

MYSTICAL ENEMIES

Many Adventures have additional rules for Enemies, including Mystical Enemy tokens (◆).

MERGED ENEMIES

This effect indicates that you must place all the Enemy cards next to each other as a single Enemy group. They are composed of the number and type of cards corresponding to either all the Enemy tokens on the Location or all Enemies stated in an Entry. Enemies must be of the same type (Minor, Moderate, etc.), and to Defeat them you must place the Wound tiles adjacent to each other across all the Enemy cards.

Example: Danielle resolves the Combat action (🔴) in a Location with a 🏴 token. She draws an Enemy card from the corresponding deck, as shown below.


She rolls the dice indicated on the Combat dial (orange and red) and decides to use an Item to roll an additional green die. She rolls the following results:
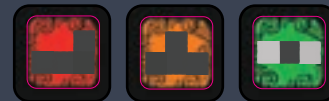
Unfortunately, she is unable to activate the Critical effect on the green die.

She places the corresponding Wound tiles (🟫, 🟫, and 🟦) on the Enemy card.

She covers 2 📜, so she gains 2 📜. She also covers a 🟨 space, so she gains 1 📜. She didn't manage to cover all the 💜, so loses the Combat and gains 1 🛡 for each uncovered 💜 (1 🛡 total). Finally, she discards the Enemy card and all the Wound tiles placed on it, but the Enemy token remains on the board.

SACRIFICE

The Sacrifice action forces you to gain Wounds depicted on Locations to resolve their effects. You may not Sacrifice in Locations with Enemy tokens, 🔒, or ✅.

To resolve the Sacrifice action complete the following steps:

1. Choose a Location with the Sacrifice action. Gain a number of indicated Wounds equal to the Sacrifice action value.

2. Resolve the indicated effect.

> NOTE: THIS ACTION CANNOT BE PARTIALLY PERFORMED--YOU MUST GAIN ALL THE INDICATED WOUNDS.

Example: Gregory chooses Action card #29 and then decides to resolve the Sacrifice action. He has 1 🎴 in his supply so the Action value is 3, therefore he gains 3 🟩 Wounds, and then resolves the indicated effect: he reads Entry #11.

CRAFT

The Craft action allows you to gain new Items and is available in every Area.

To resolve the Craft action complete the following steps:

1. Choose a number of Item cards from the Display equal to the Craft action value and place them below your Character board. If you want, you may choose fewer cards than the Craft action value.
2. You may discard 1 Item card from the Display.
3. Refill the Display with new Item cards. If you run out of cards, reshuffle the corresponding discard pile to create a new deck and then refill the Display.

- ITEMS -

Items allow you to improve actions or perform additional effects during your turn. They are all single-use, and discarded after they are resolved. Each Character begins the game with a single Item. Players gain more Items throughout the game thanks to Craft action and other effects.

1. **Name**
2. **Action:** The left side of an Item card indicates during which action the Item may be used. If the Item has a multicolored icon, it might be used during any action. All Item cards are free to play.
3. **Item effect**

Example: Danielle is resolving a Combat action. Before rolling the dice she decides to use the Stone of the Vanir. She rolls 1 additional ▨, gain 1 🛡 and then discards the Item.

If there are at least 3 🪙 / 🏺 (combined) uncovered on Terrain cards, draw 1 🎴.

Otherwise, ... 1 🎴.

WIN:

Complete any of the following Goals:

UPRISING

Assign more 🔱 to 𝄞 than there are 🔶 on all 𝄐 combined. Read **3**.

BLOW UP THE TEMPLE

Move the ⬭ to the leftmost space of the Adventure track. Read **7**.

LOSE:

THE TEMPLE IS BUILT

If the ⬭ moves onto the rightmost space of the Adventure track or you run out of time, you lose. Read **16**.

If there is a ◆ on 🤚, move the ⬡ 1 space to the right. Otherwise, place I ◆ on 🤚.

Upgrade 1 ◆ on 𝄐.

Move the ⬡ 2 spaces to the right.

DISTRUST

After you resolve ⬭ in 🤚, you may immediately resolve the effect, or wait and leave the assigned Goods at the Location. If you decide to resolve the effect, roll the indicated die. If there are at least as many Goods assigned at this Location, as are shown on the die result, resolve the **WIN** effect. Otherwise, discard all Goods assigned there and resolve the **LOSE** effect.

CAVEMEN

IMMEDIATELY:
Each Character in an Area with 🏺 gains 1 Wound (🩸).

NEXT EVENT PHASE:
If there is a ▌ Location with no ◆ resolve ⊕.

ROCKY WILDERNESS

ACTION PHASE:
🪙 only provide 🏺.

NEXT EVENT PHASE:
Resolve 🌀.

1 2 3 4 5 6 7 8 9

Once all action chips are on their inactive sides, and the actions are completely resolved, proceed to the Event phase by completing the following steps:

1. Advance the Round marker (⊗) by 1 space.

If the Round marker is on the last space and cannot advance, you lose the game.

2. Flip all Action chips to their active side.

3. Resolve the "Next Event phase" effect of the active Event card. This usually instructs you to resolve the ⊕, 🌀, or ▦ effect explained the Adventure Sheet.

4. Draw and resolve a new Event card. First, starting with the Event card deck on the left, check the requirements of drawing an Event card. If the requirement has been met, draw and reveal the Event card, then resolve all of its immediate effects.

5. Pass the First Player marker to the next player in clockwise order.

Example: During the Event phase, Gregory must resolve the middle effect: 🌀. He checks on the Adventure sheet and sees that he must upgrade 1 ◆ on Location 𝄐.

NOTE: EACH ADVENTURE USES 2 DECKS OF EVENT CARDS. THEY AFFECT THE GAMEPLAY IN VARIOUS WAYS, BUT THE CARDS FROM EACH DECK ARE SOMEHOW SIMILAR, SO ONCE YOU UNDERSTAND HOW SOME CARDS FROM A DECK FUNCTION, YOU MAY BE ABLE TO ASSUME HOW OTHER CARDS WITHIN THE DECK ALSO WORK.

ROCK FALLS

THIS IS A DANGEROUS AREA. ENTER AT YOUR OWN RISK!

ACTION PHASE:
When you move into or resolve an action in an Area with ⬭, gain 1 Wound 🩸.

NEXT EVENT PHASE:
Resolve ⊕.

- EVENT CARD -

1. **Card's Title:** Sets the scene for what Event is happening.

2. **Image:** Illustrates what the Event looks like.

3. **Description:** Flavor text about the Event.

4. **Effect:** Mechanical effects that must be resolved in the indicated moment.

5. **Next Event phase effect.**

- END OF THE GAME -

Each Adventure has its own winning and losing conditions; however, the death of a Character and running out of time (having no rounds remaining) always ends the game with your failure. Adventures have multiple possible endings, so make sure to read the right Entry to check how well you did.

RULES IN DETAIL

- ENTRIES -

Many actions and effects instruct you to read Entries from the Book of Tales, indicated by the 📖 icon. Each Entry may only be read once during each Adventure, unless otherwise specified.

When instructed to read an Entry, read it, resolve the depicted effects and mark the corresponding Location with an Entry (✅) token.

Each Entry ends up with a choice of following one of the two Side Plots. The active player may spend 1 📜 to resolve **either** of them.

Many entries' icons are connected to another icon to indicate which aspect of the game it refers to. 📖⚡ icon means this Entry corresponds to ⚡ (it may mean gaining, placing, discarding, moving it, etc. depending on the Adventure) whereas 📖❤️ Entry refers to ❤️.

IMPORTANT: Often Entries include this icon 🔶 - it represents any Enemy.

NOTE: IN SOME VERY RARE CASES, READING ONE ENTRY MAY ALLOW YOU TO READ ANOTHER ENTRY. ALWAYS COMPLETELY RESOLVE THE FIRST ENTRY BEFORE READING THE NEXT ONE.

Entries consist of the following parts:

1. **Entry number:** Helps identify and locate the Entry.
2. **Name:** Sets the scene for the Entry.
3. **Story:** The Story has no direct bearing on gameplay, however the information presented here may help you decide what to do next.
4. **Effects:** You must resolve these effects. They are applied either to all Characters or a single Character, depending on the instruction and must be applied in the given order.
5. **Side plots**.


(1) (10◇) **MERCHANT COLONY (2)**

(3) The merchants spit when you mention Torkan's name. His Captains confiscated the merchants' shipment recently, leaving them with little merchandise. When they hear about the rebellion, one of them hands you a mysterious package with Thor's sigil embedded in it and warns you not to open it until you're in complete darkness.

(4) Gain 1 ⚡.
Move any 1 🔶 from a Location with multiple Enemy tokens to 𝄢 or 𝄡 without ✅.

Spend 1 📜 to resolve either of the Side Plots:

(5)
× ASK THEM TO PROVIDE SUPPLIES FOR THE REBELS. — Any 2 Characters gain 1 Item each from the Display and refill it.
× HELP THE MERCHANTS FOR A DAY AND LEARN ABOUT THEIR GATHERING METHODS. — Discard all 🗺 from 2 Terrain cards of your choice.

MERCHANT COLONY

CONVINCE THE MERCHANTS TO AID THE UPRISING.

3 📜

10◇ ⚡
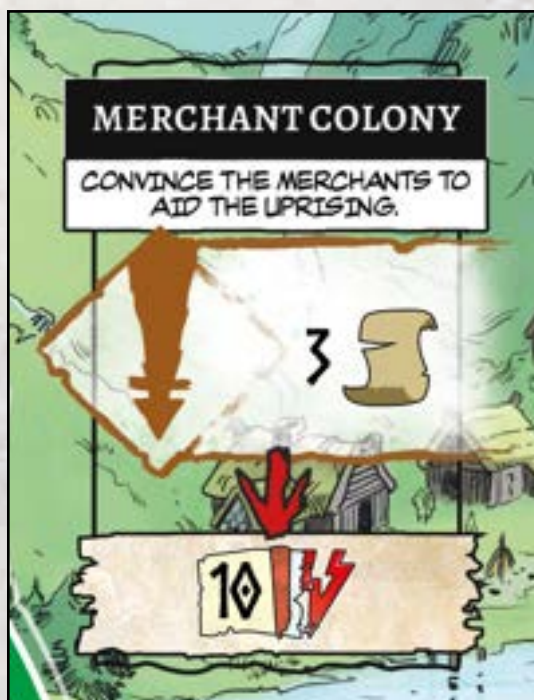
Example: *Gregory resolved a Assign action (🎌) and assigned 3 📜 to the Location, which means he reads Entry #10.*

He reads the Story aloud and resolves all effects. Finally, he may spend 1 📜 from his supply or any other Character in that Area, to resolve either of the Side plots. He decides to resolve the bottommost effect to discard all 🗺 from 2 Terrain cards of their choice. Finally he places the ✅ on the Location where he resolved the action - no Character may resolve it again until the end of the game.
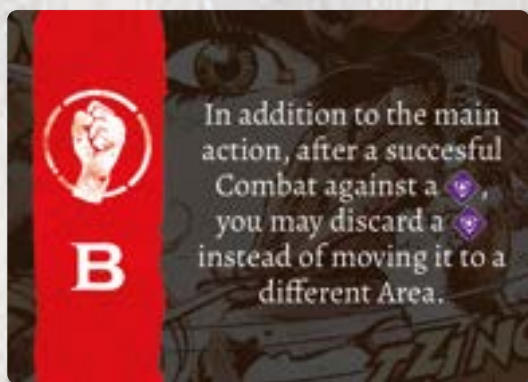
- THREATS -

Threat tokens represent the dangers and pressure that build up as you progress through your adventure. Many game effects depend on the number of Threat tokens you have. Most of the Adventures have additional effects described in the Entries and on Event cards connected to the Threat tokens.

Each Character may have up to 5 🐲. If, at any time, a Character receive a 6th 🐲, they gain 1 Wound (🟦) instead.

> NOTE: IF YOU GAIN A "WOUND (🐲)", IT MEANS THAT YOU MUST PLACE ANY WOUND TILE WITH A SIZE EQUAL TO NUMBER OF 🐲 IN YOUR SUPPLY INTO YOUR WOUND AREA.

- SPECIAL ACTION CARDS -

Some Adventures have Special actions cards, marked by letters on the bottom instead of numbers. When you gain such a card, place it above the corresponding Action card. If the Action card is swapped later during the game, move the Special Action card so it remains below the corresponding Action card.

In addition to the main action, after a succesful Combat against a 🟣, you may discard a 🟣 instead of moving it to a different Area.

THIS SPECIAL ACTION CARD AFFECTS THE MOVE ACTION IT IS BOUND TO

6. The Harbor's Offices

You bash through the locked doors and into the office. You expect it to be empty, but inside you find a terrified clerk hiding under a desk. He tells you about a man who came here just a moment ago and took the documents allowing him to command the Captains of the dhows moored in the port to take him wherever he needed to go. He was carrying a red crystal in his hand, and whenever someone looked at it, their eyes turned red and they set off into the city, screaming maddeningly. He only managed to remain thanks to the talisman he's wearing. You convince him to give you the charm—it will be useful in the fight against the charmed citizens.

Place Special Action card ⬛ B above the Combat Action card.

Example: This Entry made you place a Special Action card B above Your Combat card. From now on when you place an Action chip there, you resolve the basic Action (Combat) and apply the effects depicted on the Special Action card.

- COVERING SPACES / ICONS -

If you cover anything using a 🔒, it is now considered unavailable and you may not interact with it. (e.g. you may not interact with a Location or any Goods, Enemies etc. on it, if it is covered with 🔒).

If you ever cover anything with another component, treat the component covering it as if it were printed there.


Example: Gregory covers a red ❌ with a 🟦. From now on, each time anyone must resolve a red ❌ on this Terrain card, they gain 1 🟦 Wound.

- EXHAUSTED TERRAIN DECK -

If you run out of Terrain cards and you have placed tiles on every space in the last available column, you can no longer resolve the Journey action!

- UPGRADING ENEMIES -

There are 4 types of Enemies. When you are instructed to Upgrade an Enemy token, replace it with an Enemy token that has 1 more ❯ (🟢>🟡>🔴>⚫). If you have to Upgrade ⚫, all Characters resolve Unfulfilled effect (gain 1 🟦 Wound) instead.

When you must Degrade an Enemy token, replace it with an Enemy token that has 1 less ❯.

- ...AS A GROUP -

Each time you must do something as a group, resolve the effect considering all Characters.

Example: when you must discard 3 📜 as a group, all Characters together must discard 3 📜 total.

RULES IN DETAIL

- UPDATING THE ACTION ROW -

When you decide to swap an Action card you must take it from the row. All cards must still be in ascending order, so if the new card must be placed in another space of the row, move the remaining Action cards to create this space **without** moving the Action chips below them.

Example: *Your initial Action Row is shown below:*

You have resolved Action in Location Prison Cell, that allows you to swap the Collect Action card #22 with new Collect Action card #8.

You decided to do so, therefore your Action Row now looks like that:

- SOLO GAME -

When playing Solo, you control 2 Characters and resolve turns for each of them separately as if playing with 2 players. There are no significant rule changes, however when resolving an effect referring to the number of Players, resolve it as if there were 2 Players.

- CREDITS -

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Production manager: Damian Mazur

Playtesters: Rita doluptae que sunt odi seruptat porro dercia solor maiostem iunt dolores equasim invereri illaut arunt laut aut essitio et et excessint ma quam quo tes ad mil maximpo rerias audae. Nem nus, te natius, totatur? Lor audite entur miliquam nusdam eument ped quiam, nus perit alitiis simus debis quidit dolorepe sunt liciet fuga. Harchil lendus delitas eiurissitis dolorestore et pero volupta voluptum autassit ut et molupta cor adicaborum fuga.

RULES SUMMARY

You must accomplish all the Goals within the number of rounds shown on the Adventure sheet. During each round, resolve the following:

1. ACTION PHASE

Starting with First player each player completes these steps:

- Choose an active Action chip, and flip the Action chip to its inactive side.
- Place it below a different Action card.
- Resolve the action according to the text of the Action card under which they placed the Action chip.

During their turn, each Character may use their Skill and/or Item cards if applicable.

MOVE

Move through a number of Borders equal to the Move Action value.
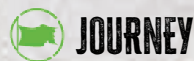
JOURNEY

Place any Journey tile shown on your space (or any space below) on the Journey Path. The Journey tile must be placed adjacent to the rightmost placed tile so that it is on the current rightmost column and/or farther toward the right.

Then resolve every covered space. If you covered a space in the column marked with the rightmost card, reveal and add a new Terrain card to the Journey Path. Gain bonus depicted in its corner.

COLLECT

Place 1 tile on any Terrain card. The tile may be placed on any Good or icon. Then gain a number of matching Goods equal to the Collect Action's value. If you covered any space, resolve its effect **once**.

ASSIGN

Place up to a number of Goods equal to the Assign Action value on a Location in your Area requiring assigned Goods. You may take them from your supply or from other Character's also present in the Area, if they agree.

SACRIFICE

Choose a Location that requires Sacrifice in an Area where you are present. Gain the number of Wound tiles (shown on this Location) equal to the Sacrifice Action value and place them in your Wound area. Then resolve the Location effect.

> NOTE: YOU CANNOT RESOLVE THE ASSIGN/SACRIFICE ACTIONS IN LOCATIONS WITH ENEMY, ✅, OR 🔒.

COMBAT

Choose an Enemy token (🟩/🟨/🟧/🟥/🔷) in a Location within an Area where you are present and draw the top Enemy card from the corresponding deck, and roll the dice shown on your Combat dial. Place the rolled Wound tiles adjacent to each other and resolve the covered spaces. If you covered all of the 💔, discard that Enemy token. If you didn't, gain 1 🩸 for each uncovered 💔. Discard the Enemy card and all Wound tiles placed on it.

CRAFT

Gain up to a number of Items from the Display equal to the Craft Action value. You may discard 1 card from the Display. Then refill the Display.

After all the Action chips have been used and flipped to their inactive sides, resolve the Event phase

2. EVENT PHASE

1. Advance the Round marker (⊗) by 1 space.
2. Flip all the Action chips back to their active side (without moving them).
3. Resolve the Event phase effect of the revealed Event card.
4. Check the requirements for drawing the next Event card, and then draw it (if it has any Immediate effects, resolve them).
5. Pass the First Player marker clockwise.

ICON GLOSSARY

Icon	Description
	Assign action card
	Sacrifice action card
	Combat action card
	Journey action card
	Collect action card
	Move action card
	Craft action card
	Special action card
	Green Border: regular movement
	Red Border: Adventure specific rules
	Black Border: impossible to cross
	Any action chip
	Active action chip
	Inactive action chip
	The only chip on an Action card
	Each chip to the left of the active Action card
	Each chip below the active Action card
	Any die
	Die of the indicated color
	Any Good
	Gossip Good
	Ore Good
	Material Good
	Magic Good
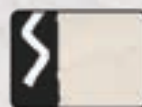
ICON GLOSSARY

Icon	Description
	Fate Good (it has Adventure specific special rules)
	Power Good (it has Adventure specific special rules)
	Area Specific refers to your Area
	Gossip Source
	Ore Source
	Material Source
	Magic Source
	Fate Source
	Power Source
	Threat
	Discard Threat
	Experience
	Combat Experience

Icon	Description
	Journey Experience
	Penalty
	Red Penalty
	Yellow Penalty
	Entry
	Blocked Location, Border…
	Collect token
	Heal (discard 1 Wound)
	Enemy spaces you must cover to defeat them and win Combat
	Minor Enemy
	Moderate Enemy
	Major Enemy
	Massive Enemy

Icon	Description
	Mystical Enemy
	Any Enemy
ABCKMZ	Runes
	Size 1 Polyomino (Wound /Journey) tile
	Size 2 Polyomino (Wound /Journey) tile
	Size 3 Polyomino (Wound /Journey) tiles
	Size 4 Polyomino (Wound /Journey) tiles
	Size 5 Polyomino (Wound /Journey) tiles
	Adventure Track marker (described in some of the Adventure Descriptions)
	Round marker
	Reveal a new Terrain card
	Finding card
	Objective token

Icon	Description
	Increased cost token
	Sacrifice cover token
	Move the ⬡ by 1 space in the indicated direction