NEAR AND FAR

RULE BOOK

The Wastes of Arzium

Across the wasted terrain of Arzium, deep in the hidden lands, lies the Last Ruin: a city that legends say contains an artifact that will grant the greatest desires of the heart.

A lost love, redemption, acceptance, glory, a family rejoined--these are the fires that fuel those who seek the hidden city. Eight wanderers have set forth, travelling near and far, seeking clues to the location of the ancient ruin. But can they overcome their own greed and inner demons on the way?

In this frontier filled with the ruins of a dead civilization, travelers must rely upon those that have made their home here and learned to survive. Nomads trade and know the safest paths. Outlaws seek lost treasures and employ deadly force when needed. Mystics gather ancient knowledge and heal deep wounds. Lizardfolk build and repair broken machines, and are the oldest dwellers of the frontier.

Welcome to Near and Far

Travel through a world of ancient ruins, hidden treasures, and forgotten wonders!

***Near and Far* is a storytelling game**, and a sequel to the board game *Above and Below*. Though it takes place in the same world, you do not need to have played *Above and Below* in order to start your journey through *Near and Far*. Like *Above and Below*, you will read from a book of stories as you play. Each story has specific choices and challenges, giving you mastery of your own destiny.

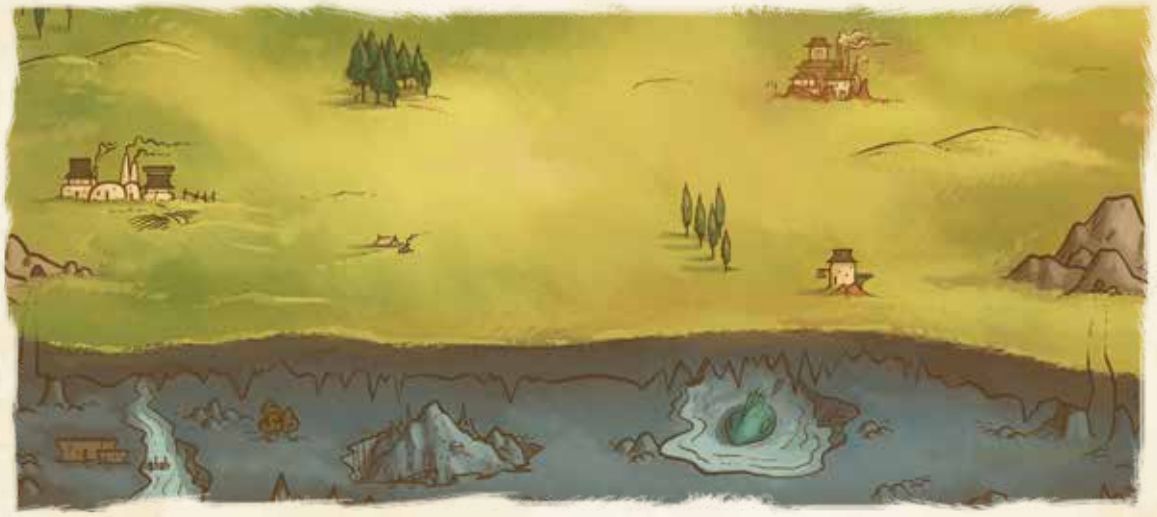
***Near and Far* is an atlas game.** Instead of only one board, the game includes a book of maps, called the game atlas. Each time you play you will use a different map with new challenges and encounters, giving you an entire world to explore over many game sessions.

***Near and Far* is a campaign game.** As you grow comfortable with the game, you will create a character and can start a campaign that stretches over many game sessions. Each character has a unique tale with twists and turns, branching quest lines, and multiple endings, all decided by the players. Keep track of quests and experience, then purchase talents—permanent special abilities used in every game session of the campaign.

Your experience is endless as you explore the world and its characters across an expansive collection of maps!

How do I play Near and Far?

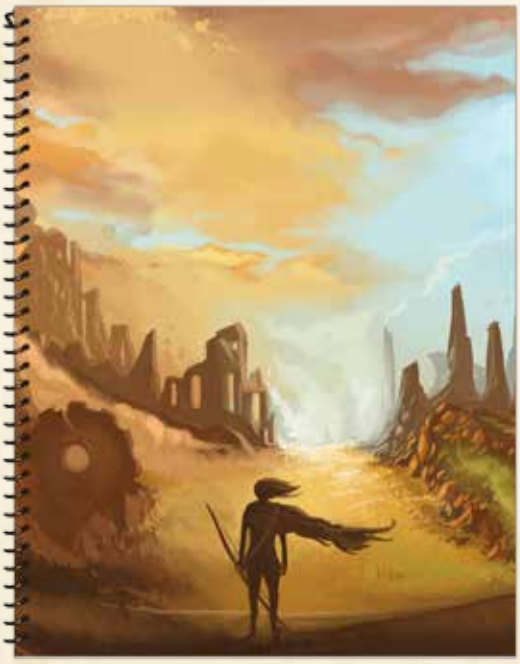
Near and Far *can be played in four different modes, allowing you to customize the depth and scope of your adventure.*



First Adventure

***Recommended for any groups who are new to* Near and Far**

- The First Adventure introduces the basic mechanics and stories of the game and is the best way to get comfortable with the rules.
- Play using Map 1 in the game atlas: Glogo Caverns
- Read quests from Map 1 in the story book.
- Read the basic rules to play this mode. Ignore rules in the shaded boxes—these rules will be used in other modes.



Campaign Mode

A sweeping story across each map in the* Near and Far *game atlas

- Campaign Mode takes players through the entire world of Near and Far.
- Play through each map consecutively, starting on Map 2: Broken Plains, and ending on Map 11: The Last Ruin.
- Read the map-based quests from the story book.
- Keep track of experience points, talents, keywords and side quests on character cards.
- Use the basic rules AND all of the rules in shaded boxes labeled *Campaign Mode*.

Arcade Mode

A short game with fast-paced choices and no campaign elements

- In Arcade Mode, adventures are short and action-based.
- Choose any map (1-11).
- Play using Arcade Mode cards instead of reading quests from the storybook.
- This mode is useful if you don't feel like reading the quests or you have read the quests many times and want to keep the game fresh.
- Use the basic rules AND all of the rules in shaded boxes labeled *Arcade Mode*.

Character Mode

Develop your character's stories and abilities as they seek the Last Ruin

- In Character Mode, each player takes one of eight unique characters on an epic journey to find the mysterious Last Ruin.
- Play through a selection of 3 or more maps (these should be chosen from Maps 2-10).
- Your final session will be on Map 11: The Last Ruin. *You will play your final session on The Last Ruin when all characters have completed their first 8 quests.*
- Read the character-specific quests from the story book.
- Use character cards to keep track of quests, experience points, talents, and keywords.
- Use the basic rules AND all of the rules in shaded boxes labeled *Character Mode*.

Game Components

4 Dice

4 Heart Markers

1 Town Board
(Double-sided)

4 Chief Cards

4 Player Boards

5 Animal Companions
(4 dog/cat, 1 platypus)

36 Adventurer Tokens
(Double-sided)

30 Gem Tokens
(+30 Plastic Gems)

30 Coin Tokens
(24 ones, 6 fives)

18 Quest Tokens

21 Food Tokens
(12 Bread, 6 Fish, 3 Bacon)

33 Faction Tokens
(8 in each color)
(1 blank)

40 Arcade Mode Cards

12 Pack Birds
(Double Sided)

8 Reputation Markers

Not Pictured:

- Cloth Bag (for Adventurer Tokens)
- Rule Book
- Pencil
- Pad of Character Sheets
- Symbol Card

Camps
(20 in each color)

31 World Cards

4 Boss Cards
(Used in Campaign Mode for Map 11. See page 39.)

4 Player Aid Cards

8 Character Standees
and 8 Plastic Stands

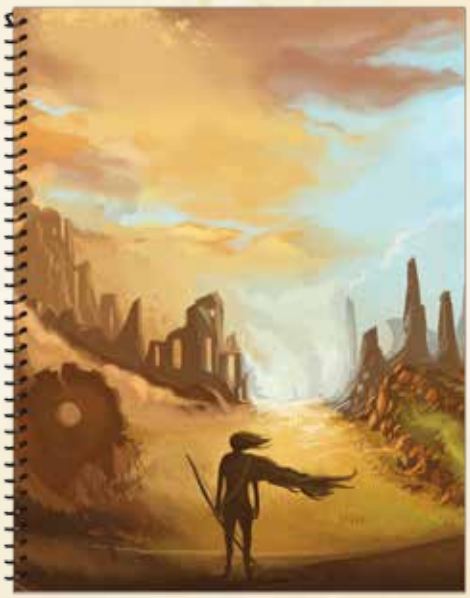
55 Artifact Cards
(17 Advanced, 38 Basic)

32 Character Cards
(8 characters, 4 cards each)

36 Treasure Cards

12 Threat Cards

1 Atlas



1 Storybook

1st Player Token

Setting up the Game

1a. Place the town board on the table, "dusk" side face up. Place 3 pack birds per player on the stables. Shuffle the treasure cards and place the stack face down on the Mystic's Hut.

1b. Separate the animal companion tokens from the adventurers. Put the adventurers in the cloth bag and place it next to the town board. Draw 5 adventurers and place them face up in the adventurer spaces on the upper left of the town board. Place the 4 chief cards near the town board, face up.

Double-sided Adventurers: Adventurer tokens have different icons on each side. One side is used for *Near and Far*. The other side is used in the *Above and Below* board game (see page 37). This token is showing the *Near and Far* side. Use this side when playing *Near and Far*.

2. Turn the atlas to Map 1: Glogo Caverns and place the atlas below the town board.

Arcade Mode
Choose any map from Map 1-11. ***For special map rules, refer to page 39.***

Character Mode
Choose any map from 2-10 until all players' characters have completed their first 8 quests. Then play the final game on Map 11: The Last Ruin. ***For special map rules, refer to page 39.***

Campaign Mode
Play through all the maps consecutively from 2-11. Start on the next map in order each time you play. ***For special map rules, refer to page 39.***

3. Place quest tokens on the map. The number of quest tokens used in each game is equal to 3 per player plus 1, so:

If playing with two players, ***use 7 quest tokens.***
If playing with three players, ***use 10 quest tokens.***
If playing with four players, ***use 13 quest tokens.***

Place these tokens randomly, ***only*** on map spaces with open book icons above the circle. *(A space may not contain more than one quest token and not all spaces with open book icons will receive quest tokens.) Place each quest token above the circle so that it does not cover the icon in the circle (it can cover the numbered/lettered book icon).*
Suggestion: Try to spread the quest tokens evenly throughout the map so that there are some that are close to the town space and some that are far away.

Campaign Mode

If this is your first time through the campaign: If a space has a name (on the map, labelled just below the space), make sure that it is one of the spaces that is chosen to have a quest token (as long as it has an open book icon).

Each player places their animal companion in any one of the slots in the top left corner of their player board. These 4 slots represent the player's active party.

Use the heart marker to keep track of hearts.

Place 14 tent markers so that they cover each tent symbol.

4. **Each player takes a player board, 1 heart marker, 1 player aid card, 1 animal companion (dog or cat), 3 coins, and 14 tent markers of one color.** Each player places their 14 tents so that they cover all of the tent symbols at the bottom of their player board (additional tents should be placed in the game box until they are needed later). Each player places their heart marker on the "0" heart space. Each player also chooses a character and takes that character's standee (and plastic stand) and reputation marker. Place this reputation marker on the 0 reputation space of the reputation track on the town board (this space is marked with a fire symbol). *For platypus rules, see page 37.*

Character Mode, Campaign Mode

Each player takes their chosen character's card or a character sheet from the character pad. If using a character sheet in **Character Mode**, write the name of the character selected on the character sheet.
(See page 31-32 for a detailed description of the character cards in each mode.)
Starting a new character late in the campaign? See page 37.

Character Mode Recommendation

Shardling and Rin: These characters have stories that are much longer and more elaborate than the other characters. If playing Character Mode, these characters work best when used in 2-player games because of the heavy amount of reading involved.

Eyim and Rin: Because of their story connections, these characters should not be used in the same game (if playing Character Mode).

Character Introductions: If starting a new character in Character Mode, read that character's introduction aloud (found at the beginning of that character's section in the storybook.

5. Choose a 1st player and give that player the 1st player token.

6. Place the world cards, faction tokens, food tokens, coins, gems, and dice near the town board. Place the storybook nearby. ***(The world cards need not be shuffled or put in any particular order.)***

If coins, gems, food tokens, character cards, faction tokens, or camps run out (camps beyond 14 are used for end of game purposes), use something else to keep track. All other components in the game are limited by quantity.

World Cards

Gems

Coins

Faction Tokens

Food Tokens

Storybook

Arcade Mode
Place the storybook back in the box. Shuffle the arcade mode cards and place the deck next to the atlas.

Arcade Mode Cards

6a. Stack the threat cards in numerical order from 4 to 15 (according to the number next to the sword) and place the stack on the threat space on the map. The stack should be face up so that the first threat card (level 4) is showing.

7. Shuffle the two decks of artifact cards (basic and advanced) and deal 2 face-down advanced cards to each player. Deal 5 basic cards to each player (also face-down). Place the remaining artifact cards in two face-down decks next to the town board. Each player may look at their dealt hand of cards. Players now draft their cards according to the rules on page 12.

Place any unused tokens or cards in the box. You will not need them unless specified.

Basic

Advanced

8. If playing with **2 players**, place 1 unused character on the town hall. *In the game, if a player wants to visit this building, the player must always duel, as specified on page 17.*

For examples and videos of how this game is played, visit:
www.redravengames.com/nearandfar

Place bag of adventurers here.

Threats

First Player Marker

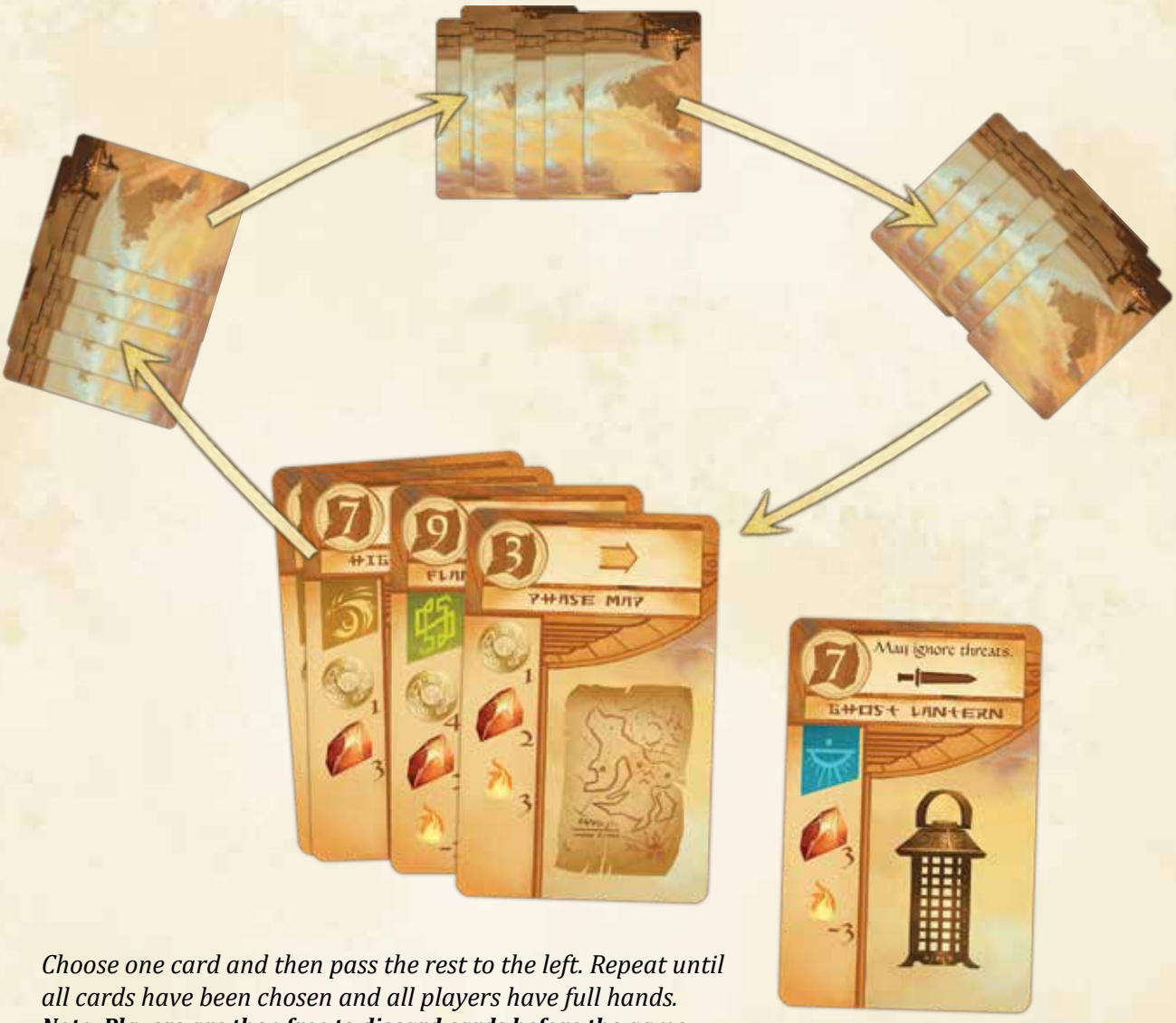
Drafting Artifact Cards

Each player takes their 5 basic artifact cards (keeping the 2 advanced artifacts separate). From these 5 they select 1 card for their hand. After selecting the card, each player passes their 4 remaining basic artifact cards to the player on their left, who then selects 1 card, and passes the stack again, repeating this process until all cards have been selected.

Each player should be left with 5 basic artifact cards.

At this time, each player ***must*** discard 1 of their 2 advanced artifact cards (but may discard both). The player may discard any or all of their basic artifact cards, or keep all of them.

Note: *Artifact cards remain in your hand until you can pay the cost and meet any requirements to buy them (shown on the left side of the card). Completed artifact cards are worth journey points at the end of the game, but any artifact cards remaining unpurchased in your hand at the end of the game give a -1 journey point penalty.*



Choose one card and then pass the rest to the left. Repeat until all cards have been chosen and all players have full hands.
Note: Players are then free to discard cards before the game starts.

Character Talents

After completing a game and before starting the first turn in the next game, players may purchase talents (permanent abilities used over multiple games in a campaign) by spending experience points. ***(In Story Mode, players start at 1 experience and gain 1 experience for each completed character quest. In Campaign Mode, players start with 1 experience and gain 1 experience for every three completed quests.)*** Experience points spent are permanently lost. Players mark experience and talents with pencil on their character cards/sheets.

When a player gains an experience point, they fill in the star symbol with pencil on their character card/sheet. When a player spends experience points, they should fill in the circle around the experience points they are spending with pencil. ***An experience point is a filled-in star. A spent experience point is a filled-in star and surrounding circle.***

Players keep track of purchased talents on the back of their character card. Players may want to write a short reminder of the effect of each purchased talent in addition to the name of the talent.

From the moment a player purchases a talent, the effect of the talent applies to the player for any remaining game sessions.

Experience Point Symbol

Write talents here.

AVAILABLE TALENTS (and experience cost)

- **Bounty Hunting (cost 3):** When you pass a threat symbol, you may roll against any one of the remaining cards in the threat deck, instead of only the top-most card.
- **Bribing (cost 2):** You may pay a coin to visit an occupied building at town without dueling.
- **Cooking (cost 3):** You start each game session with +2 food.
- **Fishing (cost 1):** You start each game session with +1 food.
- **Gem Trading (cost 2):** You may spend gems as if they were coins (but not coins as gems).
- **Lore (cost 3):** You may ignore negative points from up to 3 unpurchased artifacts at the end of the game.
- **Martial Arts (cost 2):** +1 to duel rolls. (Stacks with other talents and abilities.)
- **Meditation (cost 4):** You may spend food as if it were hearts. One food equals one heart.
- **Pack Bird Breeding (cost 3):** If you have at least two pack birds, you gain one coin when you visit the Stables. Additionally, you may return any number of your pack birds to the supply on your turn to gain 2 hearts each (from any location).
- **Persuasion (cost 2):** Draw +1 artifact card when you visit the General Store. You may keep or discard it.
- **Piano Playing (cost 4):** Gain 1 food when you visit the Saloon.
- **Politics (cost 3):** You may buy talents mid-game when you visit the Town Hall. You may visit the Town Hall even if it is occupied.
- **Potion Making (cost 2):** Gain 1 food when you visit the Mystic's Hut.
- **Scrounging (cost 3):** You may keep one treasure card without a pack bird (or tortoise). Keep the card off to the side of your player board. If on the side of your player board, this card does not count toward the 5 journey point bonus for having three treasure cards at game end.
- **Spelunking (cost 4):** When you visit the Mine, roll a die. On a result of 4-6, gain an extra gem.
- **Storytelling (cost 3):** +2 journey points if you have the highest reputation at game end.
- **Taunting (cost 2):** +1 to duel rolls. (Stacks with other talents and abilities.)
- **Treasure Hunting (cost 3):** Draw +2 artifact cards at the start of the game. Draw these cards after you draft your normal hand of cards. You may keep or discard them.

Playing the Game

Goal of the Game

Each player searches for the legendary Last Ruin, a ruined city said to contain the greatest desire of the heart. Players must journey through forgotten, dangerous lands, recruiting the help of four factions: Outlaws (green banner), Mystics (blue banner), Lizards (red banner), and Nomads (yellow banner). Players will, of course, only find the Last Ruin on Map 11, but each map in the atlas is a piece of their epic journey.

A player's search for this city, accompanying adventures, and influence with the four factions is measured in ***Journey Points***. At the end of each game, the player with the most journey points wins.

Journey Point Symbol

Overview

Players take turns choosing one of two actions: **visit town** or **adventure.**

Throughout the game, the players will go adventuring on the board. This includes moving, attempting quests, and building camps to search for coins and gems.

Players will also defeat threats, collect treasures, and complete trade routes.

In town players will stock up on supplies, look for help in their journey, and duel other players for reputation.

Throughout the game, players will also have opportunities to buy artifact cards.

Hearts

Each player has a heart track on their player board. Hearts represent the morale, courage, stamina, and general health of a player's adventuring party. A player's current hearts are marked with a heart marker. Any time a player "gains" hearts, the player should move the marker up to reflect the new total. Any time a player "spends" or "loses" hearts, the player should move the marker down to reflect the new total.

Hearts can be spent to add to any die rolls in the game including rolls in town (exception: in a duel, the defender cannot spend hearts). Each heart spent increases the die result by one. Hearts are spent after the player rolls the die. There is no limit to the number of hearts that can be added to a die roll. *Example: Virginia rolls a 4 on the die, then spends 8 hearts, giving her a final result of 12.*

Players may only spend hearts to affect their own die rolls. A player may not spend hearts to modify other players' rolls.

Hearts will also be spent to ***build camps*** on spaces and to move past empty, unexplored spaces (spaces without camps). It costs 1 heart to move past an unexplored space and 3 hearts to build a camp on a space. Note: reaching 0 hearts has no immediate penalty or effect.

Reputation

Each player has a reputation marker on the reputation track. When a player gains or loses reputation, the player moves their reputation marker to reflect the new total. "Gaining" reputation means moving the marker to the right. "Losing" reputation means moving the marker to the left. A player cannot gain reputation past 12 or lose reputation past -6.

A Player's Turn

A player may do **one** of two things on their turn: **visit town OR adventure.**

Visit Town

A player may visit town by moving their character standee to one of the buildings on the town board and taking the action on that building. *Players should place their character on **the picture** of the building so that it doesn't cover up the action symbols of the building.*

- *You may go to any building, but if it is occupied by another player, you must duel them for the right to take that location's action. You may always visit the Saloon without dueling if you choose. See page 17.*
- *A player can remain in town for multiple turns but cannot remain in the same building—if a player is already in town at the beginning of their turn, they must either go adventuring or move to a new, unoccupied building and perform that new building's action.*
- ***Important: Players can return to town from any space on the map regardless of distance.***
- ***Note: All players must visit town during the first round of the game.***

The building actions are described below:

Town Hall

Perform any/all of the 3 actions. Each action may only be performed once. They may be performed in any order. From left to right the actions are:

• **Trade:** Pay up to 5 goods to gain 1 good, or pay 1 good to gain up to 5 goods. When trading, the value of the various goods is listed in the table to the left. The sum value of the good(s) gained must have a sum value no great than the good(s) paid. A player may only trade the goods shown in the table. The banners refer to banners on faction tokens. Adventurers and chiefs cannot be traded. ***Example 1:*** *Tom pays 1 gem, 1 coin, and 1 food (for a total value of 5) and gains a red faction token.* ***Example 2:*** *Kim pays 1 blue faction token (value 7) and gains 3 coins and 1 food.*

• The player may discard 1 unpurchased artifact card from their hand.

• The player may pay any amount of coins/gems to gain ***or*** lose 1 reputation for each one spent. The player adjusts their reputation marker on the reputation track.

Saloon

•The player may recruit one new adventurer from the adventurer row on the town board. The player must pay the coin cost listed on the bottom right corner of the chosen adventurer token.

After paying the coin cost, the player claims the adventurer token and may place the new adventurer in one of the slots in their active party. The active party can only have one of each faction of adventurer at a time, and never more than four adventurers at once (including the animal companion). If there is already an adventurer of the same faction in the party, the player must decide which of the two will remain in the active party. Any party members a player owns not currently in the active party are stored to the side of the player's player board. The player may swap their adventurers and reorganize their active party at a later time, but only when *leaving town* (page 19). The player may move the animal companion to a different slot when recruiting to make room for a new recruit. After a player recruits, they should draw from the adventurer bag and refill the empty slot at the Saloon.

Adventurer discount: Each faction banner that a player owns reduces the cost of an adventurer of the same color by 1 coin. This includes banners on previously purchased adventurers (active and inactive), and banners on faction tokens. Each chief counts as 1 banner, even though it requires 4 to claim. You cannot reduce the price of adventurers to below 0 and gain coins for recruiting. ***Important:*** *Do not count banners on purchased artifact cards!*

No Character Limit: A player may always visit the Saloon, even if it is occupied by other players (the symbol of 4 people at the top is a reminder of this). Players may duel at the Saloon to increase/decrease their reputation.

Refresh Adventurer Row: When a player visits the Saloon, they may refresh the row of available adventurers by paying 1 food. They remove the current adventurers on the town board and replace them all with new adventurers drawn from the bag. A player may only do this once per turn. The discarded adventurers are not returned to the bag immediately (place them off to the side). The player may recruit after refreshing the row (as long as they have not yet recruited on their turn).

Adventurer Bag Empties: If the adventurer bag becomes empty, place all the discarded adventurers in the bag and shuffle.

For more about the adventurer party, see page 18.

Stables

•The player may pay 1 food to gain 1 pack bird. The player places it on one of the pack bird spaces on their player board. ***(A player may only have 3 pack birds at a time as indicated on the player board.)***

Each pack bird a player owns increases a player's movement by 1 (e.g., each player's starting movement is 2, but with 2 pack birds, a player could move up to 4 spaces in one turn when adventuring).

Each pack bird also allows a player to own 1 treasure card. *A player is limited to 1 treasure card per pack bird they own. If a player gains a treasure card and has no pack bird, the player may not draw the card.*

A player may only purchase 1 pack bird per visit to the Stables.

Note: A player may return one of their pack birds to the supply in order to ignore one threat on the map. A player may only do this when attempting to cross a threat icon. If a player discards a pack bird, they retain the +1 movement granted by the pack bird until the end of their turn.

General Store

•The player gains 1 coin.
•***OR*** the player draws 4 cards from the artifact decks. The player may draw any combination of 4 cards from either the basic or advanced deck, but they must choose how many cards to draw from each deck before looking at the cards.

The player reviews the new artifact cards and chooses to keep or discard any of the newly-drawn cards. If a player chooses to keep any of the artifact cards, they are added to the player's hand and cannot be discarded later (except at the Town Hall).

Farm

• The player gains 1 food per skill symbol in their active party, and from any skill symbols on treasures, completed artifacts, or world cards they own.

Mystic's Hut

•If the player has at least 1 pack bird, the player draws 1 treasure card.

After examining a newly drawn treasure card, if the players has an empty treasure card space under a pack bird, they may place the treasure there. If all available treasure card spaces are full, then after examining the new card the player may replace any treasure cards they already have with the one they just drew, or they may discard the newly drawn one.

A player may keep 1 treasure card per pack bird they own.

Treasures are discarded face up. Players can look through the discard pile at any time.

Mine

•The player may dig in the mine, which consists of placing a camp at the mine and gaining rewards.

The mine consists of 12 numbers, each representing an untouched area of the mine. The player must select one of these numbers on which to dig.

The player must have skill symbols in their active party and purchased artifacts/ treasure cards equal to or greater than the selected number.

If no previously-placed camps are in the mine, the player must select the underlined number furthest to the left in the top row (this is the entrance to the mine). Otherwise, the selected number must be orthogonally adjacent to a previously-placed camp (of any color). The chosen number must not be occupied by a camp.

If these requirements are met, the player takes the next unused camp from their player board and places it on the number in the mine.

After this, the player gains rewards. These can include coins and/or gems. To determine the reward, the player looks at the symbol at the top of the column where the number is located and gains the pictured reward. The player ***also*** looks at the symbol at the far left of the row and gains the pictured reward.

No Reward for this column.

Column Reward

Row Reward

Number of skill required.

Dueling

If a player wishes to visit a building occupied by another player in town, the player may attempt a duel.

Winning a duel allows the active player to gain or lose 1 reputation as well as take the action of the building occupied by their opponent.

How duels work: First, the active player declares who they are challenging and whether they are fighting ***dirty*** or ***honorably***. *(If a building contains more than one player, the active player chooses any one of the opponent characters to duel.)* Fighting dirty gives +1 to the active player's die roll and represents their choice to lose 1 reputation if they win the duel. Fighting honorably gives no die roll bonus and represents the choice to gain 1 reputation if the active player wins the duel.

Both players then roll a die. Each player adds their total number of swords and any combat modifiers to the roll. *Players count swords from adventurers in their* ***active party (not inactive),*** *bought artifacts, treasure cards, and world cards they own.* The active player may also, after all rolls and modifiers are counted, add any hearts they wish to win the duel. **The defender may not spend hearts.**

The player with the highest combat number wins the duel. The defender (or inactive player) wins a tie.

If the active player wins: The active player gains 1 reputation if they fought honorably and loses 1 reputation if they fought dirty. The active player also performs the action of the building occupied by the loser.

If the active player loses: the duel ends and the active player places their character standee in the Jail space on the town board below the reputation track. The active player neither gains nor loses reputation.

If a player's character standee is in the Jail space at the start of their turn, they may visit any building in town, even if occupied, and choose not to duel.

Dueling Action (Honorably or Dirty)

Jail

If playing with 2 players: The Town Hall will always be occupied by an unused character, and a player must always duel when visiting the Town Hall. If the opponent's character is on the Town Hall, the player must duel that player's character. If not, the player duels the unused character. The opponent player rolls for the unused character, and may not add any swords or hearts.

Player Camps. A player takes camps from here when defeating a threat, building a camp, or digging at the mine. Camps should be taken first from the top row from left to right, followed by the bottom row from left to right. On some of these camp symbols are a coin or a gem. If a player reveals one of these by removing a camp, the player immediately gains the coin or gem. At the end of the game, each camp that a player has on the board, on a threat card, or on the mine is worth +1 journey point. Additionally, if the player places at least 14 camps (uncovering the symbol at the final camp token), the player gains an additional +2 journey points.

Note: This active party has 4 hands, +1 movement, 3 search, and 2 combat , so this player would receive +4 to skill rolls, and collect three resources when building a camp. The player would also receive +2 to combat rolls. The player would move up to 4 spaces per turn (2 basic +1 for the adventurer +1 for the pack bird).

Skill: Each skill in a player's active party gives +1 to skill rolls when attempting quests. Additionally, skill is used at the Farm and Mine buildings in town.

Combat: Each combat in a player's active party adds +1 to combat rolls, including duels. Combat is also added to rolls to defeat threats on the map.

Movement: Each arrow symbol in the active party gives +1 movement.

Caution: If the player has at least 1 shield in the active party, they may ignore any threat symbols when moving on the map.

Search: Each search symbol in a player's active party gives +1 to the number of coins/gems collected when building a camp on a coin location or a gem location.

Heart: Each heart symbol adds +1 to a player's heart total when the player leaves town.

Animal Companions

Each player starts the game with one animal companion (dog or cat). This companion is treated as an adventurer except that it has no faction affiliation and can occupy any one of the four active party slots. The companion can be placed in the inactive party area when not in the party. While the animal companion is in a party, it gives the player 1 eye (*search*), 1 skill, and 2 hearts.

Adventure

Adventuring includes two steps: leaving town and moving. A player can perform both of these steps in one turn. If a player's character is the on the map at the start of their turn, ***they cannot*** leave town and skip step 1 (to leave town, a player's character must be in town at the start of their turn).

1. Leave Town: If in town, the player leaves by arranging their party, resetting their hearts, and placing their character on the town space on the map.

If the player's character is already on the map, skip this step.

At this time, the player is free to rearrange any members of their party, switching out active and inactive party members. Remember: only one adventurer from each faction can be in the active party at the same time. Animal companions can occupy any spot in the active party. There may only be four active party members (including the animal companion) at any time.

The player counts up hearts from their active party members, purchased artifact cards, owned treasure cards, and owned world cards, and marks the total on their heart track. A player may never leave town with more than 13 hearts. A player only resets hearts when leaving town. (Leftover hearts from previous turns are not added to this total.)

The player moves their character standee from the town board to the town space on the map. The town space on the map is the large circle with the heart symbol *(this symbol is here to remind the player that, if leaving town, they should reset their hearts).*

Note: If a player is already on the map and travels to this space, they do not reset their hearts. Only reset hearts when leaving town!

Note: For the purposes of movement, this space is not considered empty and does not cost an extra heart to cross.

2. Move

A player moves their character on the map, chooses where to stop, may attempt a quest *(if the space on which they stop contains a quest token)* and may choose to build a camp.

Movement

Circular icons on the map are called spaces. Most spaces depict a coin or gem icon. Each space can hold any number of characters. Spaces are connected by dotted-line paths. Characters can travel from one space to the next following the paths. It costs 1 movement to move a character to an adjacent connected space.

Some spaces depict one of the four trade route icons (peppers, machine parts, ichor stone, and tea leaves).

Icons in between spaces represent threats and treasures and do not count as spaces. Characters may not end movement on these icons.

Each player starts out with a base movement of 2. *The two arrows in the adventure symbol (picture on the journal on the player boards) are meant as a reminder of this.*

Each pack bird a player owns gives +1 movement. Each active party member with an arrow symbol also gives +1 movement.

A player's total movement represents the maximum number of spaces a player can move on their turn, but they can choose to move fewer spaces. ***They may also move across the same connection more than once in one turn, but must pay any required heart costs again (as detailed in the next paragraph).***

When moving, a player must pay 1 heart for each ***empty space*** (a space with no faction camp of any color) they leave, except for the space they start on. This is called "passing an empty space." *Note: The town space does not count as empty and does not cost one heart to leave.*

Example: Tom starts on an empty space. He leaves it, but doesn't pay a heart because he started there. He moves two spaces and the middle space is empty, so he pays one heart for passing it. Tom would not pay any heart if the middle space was occupied by a faction camp, or if Tom moved one space and ended his movement.

Threats

If a path is marked with a threat symbol, then the player must deal with the active threat in order to pass. (***They may also move across the same threat more than once in one turn, but must defeat another threat and pay any required heart cost each time.)***

The threat symbol becomes inactive once a camp has been built on each of the two adjacent spaces on the map. The threat pictured above is an active threat because one of the spaces beside it does not contain a camp. The threat pictured to the right is no longer active because there is a camp on both adjacent spaces.

Reminder: The town space is always considered to have a camp for purposes of determining if adjacent threat symbols are active.

The active threat is the threat card on the top of the threat deck on the map. These threats increase in difficulty starting at 4 swords and continuing incrementally to 15 swords.

Fighting a Threat

To fight a threat, the player moves to the threat symbol on the board, halfway to the next space (*paying one heart if required because they are leaving an empty space that they didn't start on at the beginning of their turn*). The player must roll to see if they can defeat the threat and complete the movement to the next space.

Each threat card has a difficulty level equal to the number pictured next to the sword icon. If a player can match or exceed the difficulty number then the threat is defeated.

The player rolls a die and adds the result to the sum of their swords from active party members, treasure cards, purchased artifact cards, and world cards. If the total still does not meet or exceed the difficulty of the threat, the player may spend any available hearts from their heart track on their player board to increase their result by one for each heart spent.

If the player successfully defeats the threat, they take the defeated threat card and place it above their player board. The player also takes their next unused camp from their player board and places it on the tent symbol on the threat card. The next card in the threat deck then becomes the new active threat. The player may now complete their movement to the next space.

Example fighting a threat:
A player reaches a threat icon when the active threat is a Bandit (difficulty of 4). The player has a purchased artifact card with 1 sword, and a party member with 1 sword, so they have a total number of 2 swords. They roll a die which lands on 1. In order to defeat the threat, the player spends 1 heart from their heart track. The threat is defeated. The player takes the threat card, places their next camp on it, and places the card next to their player board.

Defeated threat cards that a player owns are worth journey points at the end of the game. Players should tuck defeated threat cards beneath the top edge of their player board so that only the journey point icon and tent at the top of the card are showing.

If a player attempts to pass a threat and fails, the player's turn immediately ends, and the player's character returns to the space they were on before attempting to fight the threat.

Passing a Threat

There are several ways to pass by a threat without fighting it. In all of these instances, no one takes the threat card and the card remains active.

1) Sacrifice a pack bird. A player can return a pack bird to the supply in order to pass a threat without fighting it.

2) Have a party member with a shield (caution). If a player has an active party member with a shield then they can freely ignore threats, passing them without fighting it.

3) Have a treasure card or purchased artifact card which allows the player to ignore threats. If a player has a treasure card, world card, or a purchased artifact card which allows them to "ignore threats," then they may pass any threats without fighting. If there is a cost listed on the world/artifact/treasure card, the player must pay the required cost to ignore the threat.

If All Threats are Defeated

If all of the threats are defeated, any remaining threat symbols on the board are ignored. Players cannot fight any more threats.

Treasures

If a path is marked with a treasure symbol, the player draws a treasure card when they pass. (***They may also move across the same treasure more than once in one turn, but must pay any required heart costs again. The player would draw 1 treasure card each time they crossed the symbol.)***

Reminder: A player needs a pack bird for each treasure card.

The treasure is considered claimed and no longer available if a camp has been built on each of the two adjacent spaces on the map. The treasure pictured above is unclaimed and available because spaces beside it do not contain a camp. The treasure pictured below is claimed and no longer available because there is a camp on both adjacent spaces.

Note: The town space is always considered to have a camp for purposes of determining if adjacent treasure symbols are active.

Quests

Quest Number

If a player ends their movement on a space with a quest token, then the player may attempt a quest. When successful, that player will claim rewards associated with their quest.

The player to their left is the reader. The reader turns to the quest in the storybook matching the number (or letter) listed above the space on the open book icon.

The reader then reads the story paragraph (normal text just below the quest number). After this, the reader reads the choices. Each choice has its own box. The reader reads the **bold text** at the top of each choice box, which includes the skill or combat required to succeed along with a one-sentence description. The reader does not yet read the reaction paragraphs (normal text in each choice box) or the rewards (in bold at the bottom of each choice box).

The map space pictured above links to quest 41, which looks like this:

35
The path leads you to the bottom of a cliff with an old-looking rope stretching up towards the top. You tug on the rope a few times and it seems to be fairly solid. According to your map you need to keep going in the same direction.

Skill 5
FIND A WAY AROUND.
You spend the better part of two days wandering but you eventually find your way again. Along the way you come across a blackberry bush and decide to help yourself.
5: yellow faction
7: coin

Skill 7
CLIMB THE CLIFF.
It takes all your strength but you manage to get to the top of the cliff without the rope giving way. On the top of the cliff you find the pathway again, and a pack someone left behind. "For weary travelers," says a note on the pack.
7: green faction, 2 food
9: gem

~ Brenna Asplund

After the reader has finished, the active player selects one of the choices and states their choice out loud. The player then rolls one die and adds any modifiers in an attempt to reach or exceed the skill or combat required to succeed.

For skill rolls, the player adds the total skill from their active party (represented by hand symbols) and/or any hands bonuses from cards they own. After rolling, they may also choose to spend hearts from the heart track on their player board. Each heart spent equals +1 skill.

For combat rolls, the player adds the total swords from their active party and any swords and/or bonuses from cards they own. After rolling, they may also choose to spend hearts from the heart track on their player board. Each heart spent equals +1 combat.

If the total roll plus all modifiers is equal to or greater than the required skill or combat, then the player succeeds. The reader then reads the reaction paragraph for the choice and the active player receives the listed rewards.

If the total is 2 or more above the required skill or combat, then the player also receives a bonus reward (listed under the base rewards).

For example, if Jenny rolled a skill 7 for the choice "Find a way around." in encounter 41, she would gain a yellow faction and a coin.

The player removes the quest token from the board and returns it to the supply. It will not be used for the remainder of the game.

If the final total is less than the required skill or combat, then the player fails. The reader does not read the reaction paragraph, the active player receives no reward, and they must discard the quest token (return it to the supply). *This is the same for side quests.*

Note: Some quest choices require a payment of some kind in addition to a skill or combat roll. For example, if an encounter says "-1 coin" then the player must pay 1 coin to select this choice, before rolling a die for any required skill or combat rolls.

For quest clarifications, turn to page 35. Also, see page 3 of the Story Book.

Possible Quest Rewards:

- +/- Reputation
- Faction Tokens
- Treasures
- World cards
- Coins
- Gems
- Food
- Hearts
- Adventurers
- Pack Birds

Hearts: If a quest rewards hearts, a player's heart total may exceed their party's current heart value.

Reputation: When a player gains or loses reputation as a reward from a quest, the player ***must*** gain or lose the reputation (they cannot choose to ignore it).

World cards are cards that can only be gained through certain quests. World cards are played immediately after they're received and remain in play for the rest of the game.

Campaign Mode

Side Quests

Sometimes a regular quest will trigger a side quest. The side quest will be listed among the rewards (E.g.: Q2). The player should mark the side quest number in one of the circles on their character card labeled “side quest.”

The next time the player attempts a quest, the player to their left will look up the side quest number and read that quest ***instead of*** the quest marked on the map. When complete, the side quest number should be crossed out and the book token on the map should be discarded.

The side quest encounters are near the back of the story book, after the map-based quests. All side quests have a "Q" in front of the number.

Character Mode, Campaign Mode

Tracking Experience Points

Each time a player completes a quest in Character Mode, they fill in the star next to that quest number on their player card. Each star is worth 1 experience point. *Even if a player fails an encounter, they still gain 1 experience.*

Each time a player completes 3 quests in Campaign Mode (filling in one row of 3 boxes with pencil), they also fill in the star next to that row of boxes on their player card. Each star is worth 1 experience point. *Even if a player fails an encounter, they still fill in a box with pencil.*

If a player fills in all available experience on their card, they can no longer gain experience points, but they can still complete quests.
Note: Read more about character cards on page 31.

Character Mode

Character Quests

When playing Character Mode, read the character quests ***instead of*** regular quests or side quests.

In this mode, players experience a full story from start to finish, playing as a character trying to reach the mystical Last Ruin. The story will change based on player decision and lead to several distinct endings for each character.

Each player's first quest will be the first character quest at the top of the list on their character card (e.g.., R1). Based on their choice in that quest, they will receive a new number (e.g., R3). The player should write down this number in the next empty line below. The next time they attempt a quest, it will be this quest number.

Each time a player completes a quest in Character Mode, they fill in the star next to that quest number on their player card. Each star is worth 1 experience point.

Important: In this mode, if a player fails an encounter, they do not receive any rewards, but the reaction paragraph is still read, and the player marks the next character quest on their character card. They receive an experience point even if they fail.

Players may only read their final 2 character quests when playing on the Last Ruin map (map 11) during the final game of Character Mode. If a player needs a quest read to them but they have reached their last 2 character quests and they are not playing on the Last Ruin map, an Arcade Mode card may be used. Players do not gain an experience point for Arcade Mode cards used in Character Mode.

Arcade Mode

Arcade Mode Cards

Arcade Mode is an alternative to reading quest paragraphs.

Shuffle the Arcade Mode cards and place them near the board. When a player attempts a quest, the player to their left draws an Arcade Mode card and reads the title on the card, along with the two choices and the required skill or combat number.

The active player declares their choice and rolls a die, adding the appropriate hands or swords and/or hearts. If the player succeeds, they gain the reward. If they have at least 2 above the required skill or combat then they also receive the bonus reward.

If the player fails, they get nothing (and must return the quest token to the supply).

Either way, the Arcade Mode card is discarded.

Character Mode, Campaign Mode

Keywords

Some character quests will give **keywords** as a reward. The player should write a given keyword on the back of their character card. These keywords grant additional choices in some quests.

See pages 35.

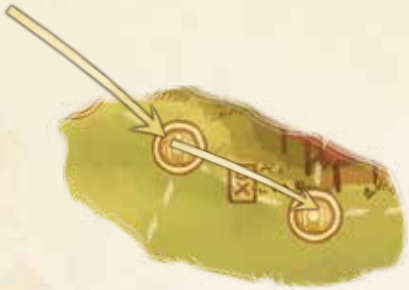
Building Camps

If a player ends their movement on a space that has no camp, they may, after attempting any available quests, build a camp there. They may also choose to ignore any available quest if they wish.

The player must pay 3 hearts to build a camp. They then take their next camp from their player board and place it on the space on the map.

When a player builds a camp on a space with a coin or a gem symbol, the player gains gems or coins equal to the number of **search symbols** in the player's active party.

Example of building a camp:



Janice spends 1 heart to skip the empty coin space (and returns a pack bird to the supply so that she can skip the threat). She then spends 3 hearts to build a green camp on the empty coin space. Her active party has 3 search symbols (eye), so she gains 3 coins.

A player cannot move again on the same turn after building a camp.

Trade Routes

Eight spaces do not have gems or coins, but instead show one of four other pictures. These are trade routes.

Each of the four trade routes is made up of two spaces on the map (an example is pictured on page 25). There must be a camp on each of the two spaces in order for the trade route to be complete. ***Note: Players gain no coins or gems for building on a Trade Route space.***

If a player builds one of their camps on both spaces, that player controls the trade route.

If the two trade route spaces are occupied by camps from different players, then the two players jointly control the trade route.

At the end of the game, the player(s) that control(s) the trade route earn(s) journey points from that trade route. The amount of points given for each completed trade route is listed at the top of the map. The larger number represents the number of points given if the route is controlled by one player. The smaller number represents the number of points given to each of the two players if the trade route is owned jointly. No points are given if the trade route is not complete.

The map above shows the tea leaves trade route. Right now, the player with the blue camps controls one tea leaf space. If blue builds a camp on the other tea leaf space, they will control the entire trade route. If red builds on the other space, blue and red will jointly control it. If no one builds on the other tea leaf space, the trade route is incomplete and no one receives points for that trade route.

Free Action

Buying Artifact Cards

At any point ***during a player's turn*** they can choose to buy an artifact card from their hand. While buying an artifact card is a free action, the player must wait until it is their turn. When in hand, artifact cards grant no abilities or points. When purchased, the player places the card face up on the table next to their player board. Purchased artifact cards give abilities and journey points.

Journey Points at Game End

Abilities

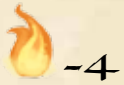
Required Payment Column

To buy an artifact card, the player must pay the required coins, gems, faction tokens, and food (listed on the left side of the card) to the supply. *A faction token symbol with no number next to it means: 1 token.*

Note: Banners on purchased artifact cards do not add to the total of a player's banners when claiming chiefs or applying coin discounts when recruiting.

Some artifacts have extra requirements:

These are requisite for purchasing the card but are not spent when the card is purchased.



An artifact with a flame indicates that player must reach a certain reputation (positive or negative) before being able to buy the card. *In this case, the player would need to be at -4 reputation or lower. If the number next to the flame said "4", the player would need to be at 4 reputation or higher.*

Purchased artifact cards are worth journey points at the end of the game, indicated on the upper left of the card. *For example, the card pictured on the left is worth 7 journey points.*

Purchased artifact cards also give abilities during the game. These abilities are written on the top of the card. *For example, the card pictured on the left allows a player to ignore threats and grants the player +1 sword for combat rolls.*

Artifact cards left in hand at the end of the game give -1 journey point. For every artifact card left unpurchased in your hand you will lose 1 journey point at the end of the game.

Artifact cards can be discarded without penalty immediately after you draw them or by visiting the Town Hall.

Swords on the top of artifact cards act like swords in a player's active party. They provide +1 to all combat.

Hearts on the top of artifact cards act like hearts in a player's active party.

Chiefs

At the start of the game, the four chief cards are placed near the town board. There is one chief for each faction: Outlaws (green), Nomads (yellow), Mystics (blue), and Lizardfolk (red).

Each chief is worth 5 journey points at the end of the game to the player that owns the card.

The first player to own 4 of one color of faction banners (at one time) immediately claims the chief of the corresponding color. *Players count banners from adventurers they own and also from faction tokens.*

Once a player has claimed a chief, no other player may take it from them. If a player spends or loses their faction tokens that they used to claim the chief, they do not lose the chief.

A chief counts as one faction banner (not four) when determining discounts for recruiting adventurers at the Saloon.

A chief is not an adventurer.

Game End

The game end is triggered when one player has placed their 14th camp, either at the mine, on a threat card, or on the map. If at this time a player has run out of camps and needs more, the extra camps can be retrieved from the game box. If a player runs out of camps and needs more, use something else to keep track. Play continues until the current game round ends (play ends with the player to the right of the first player so that players have an equal number of turns.) At that point, the game ends and players count up journey points to determine the winner.

Journey points are gained from:

- **Placed Camps**
- **Trade Routes**
- **Artifacts**
- **Threats**
- **Other Card Bonuses**
- **Coins/Gems/Faction Tokens/Chiefs**
- **Reputation**
- **Player Board Bonuses**

Placed Camps

Each camp a player has placed on the map, the mine, or a threat card is worth **1 journey point**.

Trade Routes

The number of points given for each completed trade route is listed at the top of the map. The larger number represents the number of points given if the route is controlled by one player. The smaller number represents the number of points given to each of the two players if the trade route is owned jointly. No trade route journey points are given if the trade route is not complete (has only one camp).

Artifacts

Players add up the journey points from all the artifact cards they have purchased. The number of points each card is worth is indicated on the card in the top left corner.

Each artifact card in hand (unpurchased) at game end gives a -1 journey point penalty.

Threats

Players add up the journey points from all the threat cards they have defeated. The number of points each card is worth is indicated on top of the card.

Other Card Bonuses

Some artifact, treasure, and world cards give bonus journey points under certain conditions. These conditions are listed on the top of the cards.

Coins/Gems/Faction Tokens/Chiefs

Players gain **1 journey point for every 2 coins/gems** they own at the end of the game. Players gain **1 journey point** for every unused faction token they own at the end of the game. Players gain **5 journey points** for each chief they own. *Example: Kyle owns 3 gems and 1 coin, so he gains 2 journey points. Mary owns 1 blue faction token and 1 red faction token, so she gains 2 journey points.*

Note: Adventurers and Food are worth no points.

Reputation

Players gain journey points based on where they are on the reputation track at the end of the game. If at 4-5 reputation, a player gains 2 points. At 6-7 reputation, a player gains 3 points. At 8-9 reputation, a player gains 4 points. Etc. ***(Note: Gain only one point value, do not add values together.)***

Player Board Bonuses

As pictured on the player board, if a player removes all of their camps by the end of the game, that player gains **2 journey points.** Additionally, if a player owns 3 treasure cards at the end of the game, that player gains **5 journey points.**

Once all points have been added together, the player with the highest number of journey points is the winner. Ties go to the player with the highest reputation, (unless a player has a card that allows them to win ties. Any card power overrides the reputation tie breakers.) If tied for reputation, the player with the most coins/gems wins.

For an example of play, turn to page 30.

Game Modes

A summary of rules specific to certain game modes.

First Adventure

- Play through one game on Map 1: Glogo Caverns.
- Play with map quests (marked on spaces on the map, see pg. 21).

Campaign Mode

- Play through all game maps in order (exluding Map 1, Glogo Caverns).
- Players will play 10 games, starting with Map 2: The Broken Plains and ending with Map 11: The Last Ruin.
- Players must play the same character for all 10 games.
- Play with map quests (marked on spaces on the map) and side quests (see pg. 23).
- Players gain 1 experience point per 3 completed encounters. Experience points can be used to purchase character talents (see pg. 14).

Character Mode

- Choose any maps from maps 2-10 until all players have completed 8 character quests. Then play your final game on Map 11.
- Players must play the same character for all games.
- Play only with character quests (no map quests or side quests, see pg. 23). The final 2 character quests can only be played on The Last Ruin map.
- Players gain 1 experience point per completed quest. Experience points can be used to purchase character talents (see pg. 13).

Arcade Mode

- Play through 1 game on any map.
- Play with the deck of arcade mode cards instead of quests (see pg. 23).

Campaign/Character Mode End

When players complete their final game in Campaign or Character Mode on Map 11: The Last Ruin, each player adds together their total journey point score from all maps. The player with the highest score from all maps is the "champion" (winner) of the campaign.

Example of Play

The following is an example of a few turns taken by one player at the start of a game:

Tom is the first player and starts the game. He takes his character standee from his player board and places it on the Saloon building on the town board. He pays two coins to gain one red-faction adventurer (with 1 search, 1 combat, and 2 hearts), placing it on his player board in the active party area.

Tom's opponents take their turns, placing character standees on the Farm and Mine buildings. Tom starts his second turn. He does not yet want to leave town, so he places his standee on the Mine building, choosing to have a duel with the player on the Mine. He chooses to fight honorably. Tom rolls a 4 and adds 1 because his adventurer has 1 sword. His opponent rolls a 3 and adds 1 because her cat has 1 sword. Tom wins because he has the higher number, a 5. Because Tom dueled honorably he gains 1 reputation. He also takes the action on the Mine, placing 1 camp on one of the numbers and collecting the reward. By placing his first camp on the mine, Tom reveals a coin symbol on his player board, so he takes one extra coin.

On Tom's third turn, he leaves town. He places his character standee on the town space on the map. In his party he now has the lizardfolk adventurer and his dog (his dog is on the blue-banner slot). He moves his heart marker on his heart track up to reflect the total hearts in his party: 4 (because the dog has 2 and the adventurer has 2).

Now Tom moves on the map. He can move 2 spaces (because he has 2 basic movement), but decides to move only 1.

Between the two spaces is a threat symbol. Tom rolls a die which lands on 2. His active party has 1 sword, so he must spend one heart to defeat the threat which is a level 4. He claims the card, placing it above his player board, and putting one of his camps on the card. By placing his second camp on the threat card, Tom reveals a second coin symbol on his player board, so he gains 1 coin.

Tom stops his movement on a gem space. There is no quest token there, so he cannot attempt a quest. He decides to build a camp, paying 3 hearts. He gains 2 gems because he has 2 search symbols (eye) in his party.

On Tom's fourth turn, he could continue adventuring on the map, but he decides to return to town. He takes his character standee from the map and places it on the Farm, gaining 1 food because he has one skill symbol in his party (hand).

Tom continues like this until one of the players places their 14th camp, triggering the game end.

Character Cards

Campaign Mode

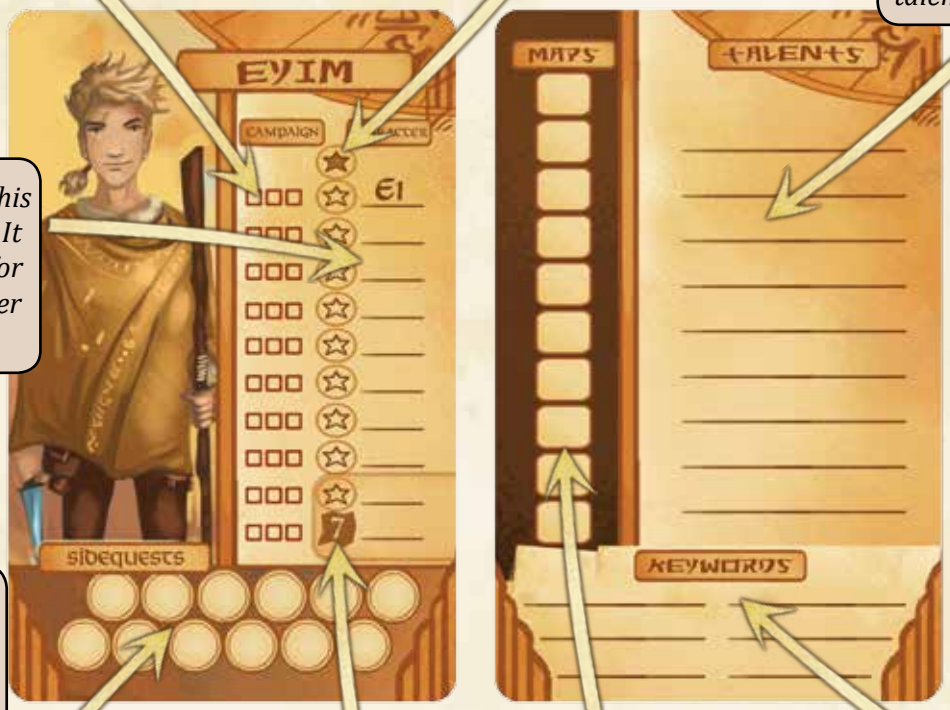
The diagram below shows how to use character cards in Campaign Mode.

Each time you complete a quest, fill in a box with the pencil (1 row at a time, starting with the top row).

Each time you complete 3 quests (by filling in with pencil a row of 3 boxes), also fill in the star in the same row-- this gives you 1 experience point. The first star comes filled in (you start with 1 experience point). When you spend an experience point, fill in (with pencil) the circle surrounding the star so that the star disappears; this will help you remember that it was spent.

When you buy a talent, write it here.

Ignore this column. It is used for Character Mode.



Write sidequest numbers here. If there is a number here and it is time for a quest, read this sidequest instead of the quest listed on the space on the board. After the sidequest is completed, cross out the number. If a new sidequest is given, write the new number.

If you fill in every encounter box on your card, you gain 7 journey points at the end of the game on the Last Ruin map (Map 11).

Each time you complete a game, mark your journey points in a square. At the end of the campaign, add your journey points together for a final score.

If a quest gives you any keywords, write them here. If a quest asks for any keywords, check here.

Character Mode

The diagram below shows how to use character cards in Character Mode.

Each time you complete a quest, fill in the star in the same row-- this gives you 1 experience point. The first star comes filled in (you start with 1 experience point). When you spend an experience point, fill in (with pencil) the circle surrounding the star so that the star disappears; this will help you remember that it was spent.

Each time you complete a quest, write the next quest that you will read here.

When you buy a talent, write it here.

Ignore these rows of boxes. They are used for Campaign Mode.

If you complete every character quest on your card, you gain 7 journey points at the end of the game on the Last Ruin map (map 11).

Ignore sidequests in Character Mode.

This shaded box around the last two lines in the character mode column is to remind you that you cannot complete your last 2 character quests unless playing on the Last Ruin map. If you need quests read to you and have completed 8 character quests and you are not playing on the Last Ruin map, use arcade mode cards instead. When all players have completed their first eight quests, you play the final game on the Last Ruin map (map 11).

Each time you complete a game, mark your journey points in a square. At the end of the campaign, add your journey points together for a final score.

If a quest gives you any keywords, write them here. If a quest asks for any keywords, check here.

Artifact Card Clarifications

Artifact cards give players special abilities and journey points when built. When in hand, they give no abilities or points. A player must pay the cost and meet the requirements along the left side of the card to build an artifact card. When a player builds an artifact card, they place the card face up on the playing surface next to their player board.

Any time a card ability conflicts with the rules of the game, follow the card ability.

Note on "Visit" Abilities: A player can visit a building and choose not to perform the action there. In this case, the player would still receive "Visit" bonuses given from artifact or treasure cards.

Ancient Compass: If a player ties for the most coins they would not earn the +4 points.

Cloak of Stars: A player gains +1 journey point per blue-faction adventurer they have at the end of the game. A blue faction chief does not count. Blue faction tokens do not count.

Cooking Spices: *Example: If a character moved three spaces, crossing over two "empty" spaces, they would pay 1 heart instead of 2.*

Crown of Cruelty/Nightmare Amulet: If several characters are on a space when your character visits it, then all players occupying the space must give you a coin.

Gambling Dice: A player gains +1 journey point per green-faction adventurer they have at the end of the game. A green faction chief does not count. Green faction tokens do not count.

Goods Wagon: When a player trades at the Town Hall, that player gains 1 extra trade value. *Example: Tom pays a blue faction token. His trade value is 8. He gains 4 coins.*

Jade Flute: The player may gain the food before or after buying a pack bird. *Example: Tom visits the Stables but has no food. He gains 2 food. He pays one of the food to buy a pack bird.*
The player need not buy a pack bird.

Lock Picks/Gold Magnet: The coin is taken from the supply.

Mercenary Contract: When the player buys this card, the player immediately places one camp on any empty space on the map. The player collects coins or gems if it is a coin/gem space as if they were building a normal camp. They do not remove the quest token if there is one present.

Merchant Coat: When visiting the Town Hall, a player may perform the "trade" action twice. Each trade must be performed separately.

Merchant Contract: When using this ability, the additional adventurer of the same color can be placed in any of the other three faction spaces. A player is still limited to 4 total adventurers.

Mirror Hat: The "ignoring threats" part of this ability works the same as a "shield" on adventurer tokens.

Scroll of Legend: A player gains +1 journey point per red-faction adventurer they have at the end of the game. A red faction chief does not count. Red faction tokens do not count.

Unearthed Treaty: A player gains +1 journey point per yellow-faction adventurer they have at the end of the game. A yellow faction chief does not count. Yellow faction tokens do not count.

Treasure Card Clarifications

Treasure cards give players special abilities. They are drawn randomly from a face-down deck. A player may have 1 treasure card per pack bird they own. A player may never own more than 3 treasure cards at one time.

Any time a card ability conflicts with the rules of the game, follow the card ability.

• When a player gains a new treasure card, they decide whether to keep it and discard one of their currently owned treasure cards, or to discard it and keep their current card(s).

• When a player gains a treasure card, they must read the ability aloud and keep the card face-up on their player board.

Note on "Visit" Abilities: A player can visit a building and choose not to perform the action there. In this case, the player would still receive "Visit" bonuses given from artifact or treasure cards.

Bounty Contract: If you are tied for most, gain +2 points. If you are tied for second, gain no points.

Coin Purse: At game end, if you are tied for most coins with another player, you do not gain the 2 journey points.

Fire Bomb: You may use this once each time you duel, attack a threat, or have a combat roll in a quest.

Noose Trap: When visiting the Mystic's Hut on the "Day" side, you only gain 1 food even though you draw 3 treasure cards.

Old Journal: You may keep or discard the artifact card when you draw it. You cannot discard it later.

Old Recipe: At game end, if you are tied for most food with another player, you do not gain the 2 journey points.

Old Shovel: Gain this coin/gem in addition to the normal coins or gems you gain when building a camp.

Rusty Bell: This treasure allows you to use the recruit action from the Saloon when visiting the Mine. You may recruit a new adventurer (by paying the normal coin cost) AND dig in the same visit. You may do these in any order.

Keywords

Campaign Mode, Character Mode

Some character quests give Keywords as a reward. If a player gains a Keyword, that player should write the word on the back of their character card.

Keywords open up new choices and change later quest outcomes. If a player has a keyword, that player **MUST** be read the choice in the quest with the matching keyword (unless stated as "optional" in the quest choice).

See the example below:

347 ◻

A robed figure with burning eyes approaches as the storm threatens to break.

If Keyword BURNING
The figure nods. "I knew you'd agree to our bargain. Here is the promised weapon," he says in a scratchy whisper. He hands you a dark sword, the blade of which is unbearably cold to the touch.
+3 Reputation, gain the "Cold Blade" card, Q178

OTHERWISE, COMBAT 8
ATTACK THE ROBED FIGURE.
As you draw your weapons, the robed figure roars, spewing a mighty fireball from its mouth. Your hair singed, you escape into a nearby canyon. Cowering in a cave, you find a skeleton and a bag filled with treasure.
8: -3 reputation, green faction, 3 coins
10: gem

OTHERWISE, SKILL 6
CONVERSE WITH THE ROBED FIGURE.
"I'm selling some hard-to-find artifacts," he says in a scratchy whisper, opening up a bag to reveal an array of intricate weapons, ancient parchments, and sinister-looking necklaces. You purchase a necklace carved in the image of a banshee.
6: -1 coin, heart, gain the "Banshee Necklace" card
8: 2 hearts

~Ryan Laukat

If a player has the keyword "BURNING", that player MUST be read the first choice (they cannot roll for the other choices). The player would not roll for this choice because it has no skill/combat difficulty number. They would simply receive all rewards listed. In this case, the player would gain 3 reputation, gain the "Cold Blade" world card, and write Q178 on their character card.

If the player does not have the keyword "BURNING", the player would be able to choose between the other choices (beginning with the word "Otherwise"), rolling for the specified choice as normal.

Some choices require 2 or more keywords to be read. In these cases, the player must have BOTH keywords. Often, a quest will give a choice that requires 2 keywords, and if a player only has 1 of the keywords, there will be another choice for that occurrence. The quest reader should check all choices in the quest and read the one that most-closely matches the player's keywords.

Advanced Town (Day)

Once you have played one or two games, you may wish to try the Advanced Town (or "Day Town") pictured above. Any changes from the standard "Dusk Town" are explained below. You may want to alternate sides each time you play for added variety. The Advanced Town can be used in any mode.

Stables

Each pack bird token has a pack tortoise on the opposite side. When a player visits the Stables, they may gain one pack bird as normal, or they may pay one gem to gain a pack tortoise.

A pack tortoise takes up one pack bird space on a player board (which means that a player could not own more than 3 pack animals at one time).

This is the ability of the pack tortoise: each turn, a player need not pay a heart for one empty space that they pass while moving. A pack tortoise also gives a player one extra movement. Multiple pack tortoise effects stack. *Example: A player owns 2 pack tortoises, so they can pass up to 2 empty spaces on the map without paying any hearts.*

A pack tortoise can be returned to the supply to ignore a threat (the same as with a pack bird). Also, each pack tortoise allows a player to own one treasure card.

A player may own both pack birds and pack tortoises at once.

Both pack birds and pack tortoises work with talents like "Pack Bird Breeding".

Mystic's Hut

When a player visits the Mystic's Hut, they draw 3 treasure cards and choose 1 of them to keep.

Mine

Some of the numbers have small reputation symbols next to them. When a player digs at one of these numbers, the player also gains 1 reputation (the reputation gained here is positive—it cannot be negative).

Reputation

If a player has negative reputation at game end, they may lose journey points. If a player is at -3 or -4 reputation, the player loses 1 journey points. If a player is at -5 or -6 reputation, the player loses 2 journey points.

Jail

If a player fails a duel and goes to jail, that player gains 1 food.

Platypus Animal Companion

If you would like to use the platypus animal companion, use this rule: The player who had the lowest score last game can decide to start with the platypus token instead of the standard dog/cat.

The platypus acts like a normal animal companion in all other respects.

Adventurers in Above and Below

To use adventurers in Above and Below, place the bag of adventurers near the play area when setting up a game of Above and Below. Draw 4 adventurers and place them in a row above the standard row of Above and Below villagers. Place these adventurers so that their Above and Below side is face up.

A player may choose to train a Near and Far adventurer as if they were training a normal villager with one change: the coin cost of the adventurer is on the adventurer token. The adventurer row is refilled when the villager row is refilled.

Near and Far adventurers have a few differences from Above and Below villagers. First, each has their own bed (like the Above and Below robot) because they are used to roughing it. Additionally, when Near and Far adventurers explore, they do not roll a die for lanterns—they simply gain the lanterns shown on the bottom area of the token.

Some Near and Far adventurers show bread and bacon symbols. These symbols represent the adventurer's ability to make bacon or bread. At the end of the game, a player gains village points for each set of bacon and bread symbols (bacon sandwiches!). Each combination of 1 bacon symbol and 1 bread symbol a player owns is worth **5 village points** at game end.

Starting a character mid-campaign

You've played some game sessions with the same character and your friend comes and wants to play with a new character. What do you do? Do you have to start over?

In most cases, no.

In **Campaign Mode**, you can start a new character late in the campaign with extra experience. Give the new player a character card and have the player fill in one row of boxes for each game session that the player missed. The player can use the added experience to purchase talents before the game session as normal.

In **Character Mode**, it works best not to add players in later sessions, but if you must, you do not give the player experience for games that they missed. You simply give them a new card and let them start with fewer experience points. As you play, other players will likely reach their eighth quest, at which time they will use arcade mode cards until the new player catches up over multiple sessions. When all players have reached their eighth quest, the next game session can be Map 11: The Last Ruin.

Extra Stories Variant

Use this variant if you want to have more quests on the map and more story reading. This increases the game length.

During setup, place **4 quest tokens** per player on the map.

If playing **Campaign Mode**, characters will gain experience at a faster rate, so you will have to skip three maps of your choice in the campaign. There will be a total of seven maps instead of ten.

If playing **Character Mode**, you will most likely only play two maps before all of the characters are ready for Map 11: The Last Ruin.

Long Game Variant

Use this variant if you want the game to run a bit longer. Give each player two additional camps at the start of the game. The camps are placed at the front of the top row of camps on each player board, and each player must use these two camps before using any of their other camps.

This variant is useful if your group of players aggressively attacks threat cards on a regular basis.

Maps

1) Glogo Caverns: The land of Above and Below.

2) Broken Plains: Grassy lands with many broken ruins half-buried in the ground. In ancient times, a mad king made of stone ruled the land.

3) Crimson Forest: A wood of red-leafed trees. A strange white flower grows here.

4) Meteor Mountain: A mountain filled with craters and strange ores.

5) Toxic Desert: A very hot place where much of the water is poisoned. Massive, tentacled beasts live in caves below the surface.

SPECIAL RULE: When a player's character lands on or passes a space with an attached water symbol, the player loses one heart *because the water here is toxic. This applies even if a camp is built on the space. If a player cannot pay a heart when they land on a space that requires a heart payment, they must move back to the space from which they most recently moved.*

6) Cloudy Valley: A valley filled with thick, yellow clouds. The ground below the clouds is rocky, wet, and covered in moss. People say that lost spirits wander here.

7) Dried Sea: A sea has dried up, leaving sandy canyons and rocky islands. The bones of massive fish sit half-buried in the sand.

8) Fire Delta: A live volcano sends rivers of molten rock through a hellish landscape. War has overtaken the land.

9) Rocktooth Isles: A rocky archipelago in a stormy sea.

10) Mammoth Jungle: A thick, hot jungle, home to giant mammoths with short, brown hair and six eyes.

SPECIAL RULE: Any player that fails to build a camp on a space with a mammoth symbol loses 8 journey points at game end. *The ancient mammoths here have great knowledge about the past and give clues about the location of The Last Ruin.*

11) The Last Ruin: The hidden location of the Last Ruin, the remnants of the Arzian Empire, an ancient and powerful civilization. Will it contain the greatest desires of the heart, or something else entirely?

Campaign Mode: THE LAST RUIN BOSS CARDS

Four powerful villains have made their way to The Last Ruin so that they can use its legendary power to rule the world! Players must stop them or the land will be covered in war once again!

MAP 11 SPECIAL RULES: At the start of the game session, place the 4 boss cards near the board. If playing with 3 players, remove "Zag the Treasure Hunter" and place it in the box. If playing with 2 players, remove "Zag the Treasure Hunter" and "Captain Shreya" and place them in the box.

During the game, when a player must fight a threat, that player may choose to fight the threat card at the top of the threat deck as normal OR the player may fight one of the four available boss cards.

If a player defeats the boss card, the player claims the card and gains the listed Journey Points at the end of the game. The player places a camp token on the card as if it were a normal threat. When a boss card is defeated, the player also immediately reads the paragraph number listed on the card from the storybook.

If any of the boss cards remain undefeated when the game ends, all players lose the game! If players fail, they may repeat the game session until they succeed.

Credits

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Index

Active Party	9, 15, 18
Advanced Town	36
Adventure	19-25
Adventurer	15, 18, 24
Arcade Mode	5, 10, 23, 29
Artifact Card	12, 26, 33
Banners	15, 26, 27
Build a Camp	24
Campaign Mode	5, 9, 13, 23, 29, 31
Casual Mode	4, 9, 23, 29
Chiefs	27,28
Character Cards	13, 31-32
Character Mode	5, 9, 13, 23, 29, 32
Choice	21-23
Coin	9, 15, 2, 26
Combat	18, 20, 22
Components	6-7
Day Town	36
Difficulty	21-22
Drafting	12
Dueling	17
Dusk Town	8
Experience Point	13, 31-32
Faction	15, 18, 26, 28
Faction Banner	15, 27
Farm	16
First Adventure	4, 29
Food	15, 16, 26
Free Action	26
Game End	28
Game Modes	4-5, 9, 23, 29
Gem	9, 15, 24, 26, 28
General Store	16
Hearts	14, 17, 18, 19, 24
Jail	17, 36
Journey Point	14, 26, 28
Leave Town	19
Mine	17, 36
Modes	4-5, 9, 23, 29
Movement	18, 19
Mystic's Hut	16, 36
Pack Bird	16, 18
Party	9, 15, 18
Player Board	18
Quest	21-23, 31-32, 35
Recruit	15
Reputation	14, 36
Rewards	21-23
Saloon	15
Scoring	28
Setup	8-11
Skill	18, 21-22
Space	19, 21, 24
Stables	16, 36
Storybook	21-23, 35, 39
Sword	18, 20
Talents	13
Threat	20, 28
Town	15-16, 36
Town Hall	15
Trade Route	24, 25, 28
Treasure Card	18, 21
Visit Town	15-17
World Card	22

Player Turn

Player Actions

Choose one action per turn.

Visit Town

Visit a building in town and perform the action there.

Adventure

1. If leaving town, organize party, reset hearts, and place character on the town space on the map.

2. Move, attempt a quest, and/or build a camp. In that order.

Free Action: Buy an Artifact

Can be done at any time in a player's turn, can be done more than once in a player's turn.

Symbols

Skill: +1 to skill rolls. Also use at the Mine and Farm.

Combat: +1 to duels, fighting threats, and combat rolls in quests.

Movement: +1 movement.

Caution: If in party, may ignore threats.

Search: +1 coin/gem when you build a camp.

Town on Map: When you leave town, this reminds you to reset your hearts. This only applies when you leave town. Note: This space counts as having a camp for determining if threat or treasure symbols are active.

Journey Point: You must have the most at the end of the game to win.

Reputation: A requirement to buy certain artifact cards.

Heart: Represent stamina and morale. Use to build camps, move past empty spaces, and increase die roll results.