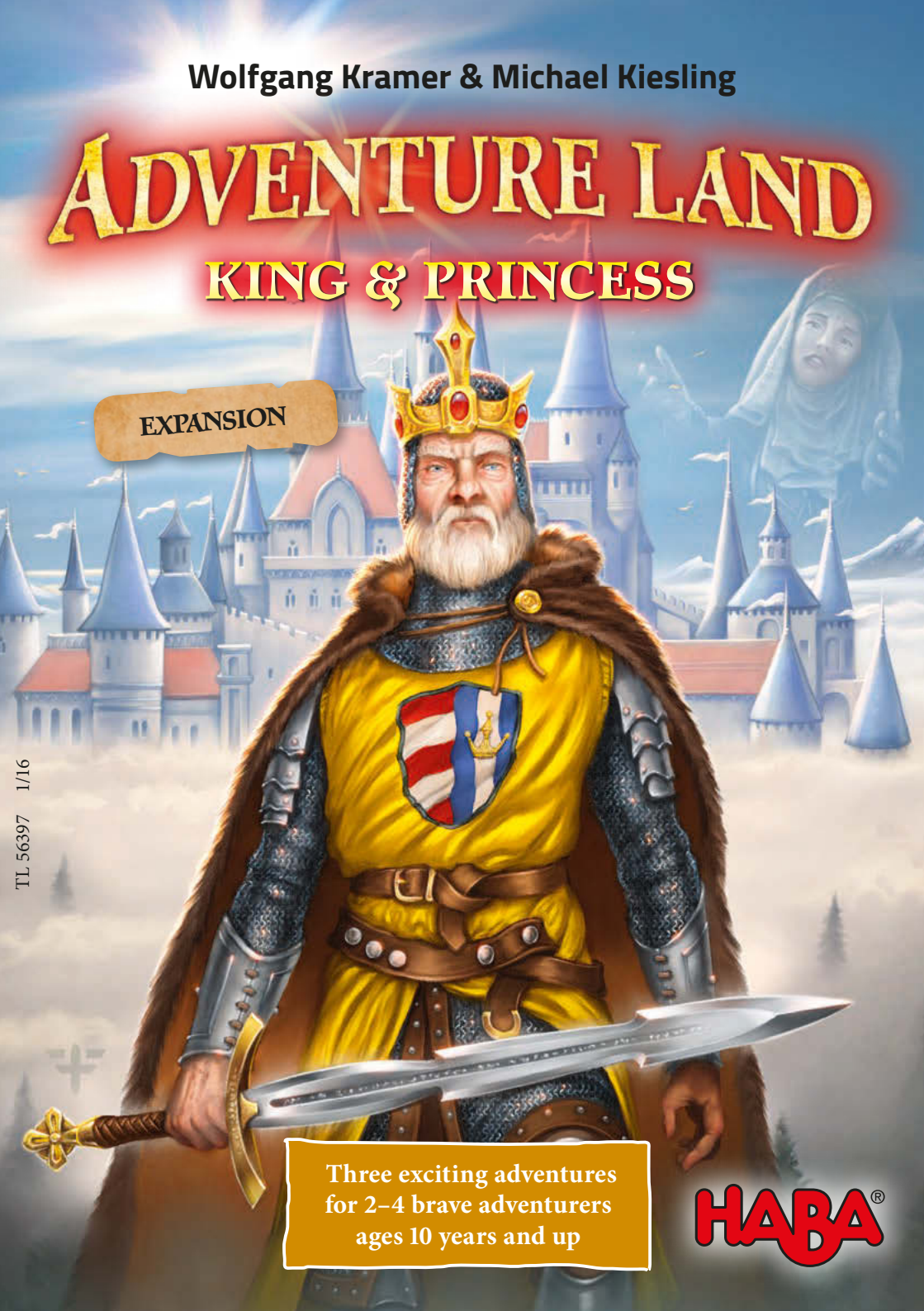
Wolfgang Kramer & Michael Kiesling

ADVENTURE LAND

KING & PRINCESS

EXPANSION



Three exciting adventures
for 2–4 brave adventurers
ages 10 years and up

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ADVENTURE 4 *Kidnap of the princess*

AIM OF THE GAME

King Agamis and the inhabitants of the land are in an uproar asthe fog creatures have kidnapped the princess! She is being held somewhere in Adventure Land and is being closely guarded by the powerful giant. Who will be the first to collect all the keys, find out where the princess is being held, and then have enough combat strength to defeat the terrifying giant?

Additional required game material:
20 keys, 15 city chips, princess, giant

PREPARATION

Preparation is the same as for the basic game, except for sorting out the companions and swords. The following rules also apply:
The keys are separated by color and placed next to the game board. Among the city chips, look for those that have the appropriate symbol on the back for the number of players. These city chips are placed (with the number facing up) on one of the intersections between 4 fields in the respective city. Sort them as follows:

Yellow city chip	City with 3 fields
Green city chip	City with 4 fields
Blue city chip	City with 5 fields
Gray city chip	City with 6 fields
Red city chip	Capital city (bottom right)

The remaining city chips are not needed and should be put back in the box.

The princess is placed next to the keys with the giant covering her. The side with the combat strengths 30 - 25 - 20 should face up. Place the top terrain card face down on top of the giant – this is the secret location where the princess is imprisoned.

HOW TO PLAY

The basic rules apply. All victory points are awarded at the end of the game. The following rules also apply:

Keys: You receive a key from the stockpile when you have as many adventurers (plus companions) of the right color as are shown on the city chip.

	2 players	3 players	4 players
Yellow city (3er)	1	1	1
Green city (4er)	2	1	1
Blue city (5er)	4	3	2
Gray city (6er)	3	2	1
Red capital city	10	7	5

Examples:

- Anyone who has at least 1 adventurer in the 3-point city immediately receives the yellow key.
- In the 4-point city, when playing with 2 players, you need at least the value of 2, so 1 adventurer with 1 companion or 2 adventurers (on various fields in the city). With 3 and 4 players, 1 adventurer is sufficient.

The city chips remain on the game board until the end of the game.
You keep the key even if you leave the city later.

Buying keys : Anyone who wants to buy the key of their choice from the stockpile must pay 3 pieces of gold if there are 2 players, or 2 pieces of gold if there are 3 or 4 players. The gold paid is then removed from the game.

Moving an adventurer: You may move past the water sprite.

RESCUING THE PRINCESS

To rescue the princess, you need:

- All 5 different colored keys and
- Defeated fog creatures with a certain minimum number of victory points (number in the laurel wreath).
  2 players, you need at least 14 victory points,
  3 players at least 10 victory points, and
  4 players at least 6 victory points.
  All victory points of the fog creatures that you have defeated are added together. These fog creatures will now fight with you against the giant:

As soon as a player has all 5 keys and has collected enough fog creature victory points, they may secretly look at the terrain card on top of the giant. They then learn where the princess is being held and place the terrain card back face down. This terrain card is only turned over for everyone to see once someone moves their adventurers to the field and announces that they want to fight the giant there. The element pictured on the terrain card does not come into play.
If the princess's hiding place is on a water field, the water sprite does **not** move there.
If an adventurer (possibly with companions) is on the field, he is immediately removed from the game.

FIGHTING AGAINST THE GIANT

The combat strength of the giant varies based on the number of players, as is shown on the tile. You can use your adventurer with his companions in the fight, plus optional herbs, swords, and/or gold. In addition, you can use the fog creatures that you have defeated. You may add the value of the victory points (laurel wreath) to your combat strength.

Example: *In a game with 2 players, the giant has a combat strength of 30.*

1 adventurer without companions	*1 strength point*
2 swords for dice rolls	*5 + 2 = 7 strength points*
Victory points for defeated fog creatures	*6 + 5 + 4 = 15 strength points*
2 herb tiles	*3 + 2 = 5 strength points*
2 gold tiles	*1 + 1 = 2 strength points*
Total	***30 strength points***

The player uses:
This means the player has exactly 30 strength points and can defeat the giant.

The player rescues the princess and wins the game.
If the giant is victorious, the player loses their adventurer, companions, and swords. The player can try to defeat the giant again later with a different adventurer.
Any other players who want to fight against the giant also need to first have all 5 keys and the required number of fog creature victory points, even though they now know exactly where the princess is being held captive.

END OF THE GAME

The game ends when a player has rescued the princess and thus won the adventure.
The ranking of the other players is based on their victory points.

Keys:	4 victory points each
Defeated fog creatures:	**Victory points of the fog creature (laurel wreath)**
Gold:	1 victory point each

There are no victory points for **herb and sword tiles**.

The game also ends if no player can rescue the princess. Then, of course, the giant has won!

Tip: Every player should keep an adventurer on the starting field 1 or A so that they can fight the giant if the princess is hidden in the upper left corner.

VARIATIONS: POWERFUL GIANT

Additional required game material:
1 die (as fourth die)

The giant tile is printed on both sides. On the back, the giant is even stronger. His combat strength is then 40 with 2 players, 30 with 3 players and 25 with 4 players. In this variation, you can fight against the giant with 4 swords (= 4 dice).

In addition: Anyone who wants to buy a key must pay 4 pieces of gold with 2 players, or 3 pieces of gold with 3 or 4 players.

ADVENTURE 5 *Uprising of the fog creatures*

AIM OF THE GAME

Adventureland faces a threat! The aggressive super fog creatures are attacking the capital city! Everyone has to work together. King Agamis calls on all the adventurers to fight against the super fog creatures and defeat them. If the adventurers cooperate and plan their moves together, they may be able to successfully rescue the capital city from an occupation by the super fog creatures!

Additional required game material:
14 super fog creatures, 1 die (as fourth die), 6 super companions

PREPARATION

Preparation is the same as for the basic game except for sorting out the companions and swords. The following rules also apply:

You use **only** the super fog creatures. Shuffle the super fog creatures, place them face down on the game board fog fields and turn them over. The fog creatures from the basic game are not used and should be placed back in the box. Place the super companions (the value of a super companion is 5 companions) next to the game board. Then the 8 terrain cards are turned over as usual, and the game board is filled. But be careful! With a fog terrain card, you need to note the moves allowed for the fog creatures. The moves are described below.

HOW TO PLAY

The basic rules apply except for the following change - you cooperatively play against the fog creatures. This means that no victory points are awarded in this adventure. If you manage to defeat all the fog creatures, you will have all won together. If you don't succeed, you will have all lost together.

The following rules also apply:

Advice: The players can discuss at any time which move is the best. However, the active player ultimately decides what to do.

Creating and moving troops: Several adventurers in various colors can occupy the same field (with their companions). This type of grouping is called a „troop." All players who have an adventurer in a troop can move the entire troop or a part of it. If you move only part of the troop you must move your adventurer along with the troop. Moves are made according to the rules of the basic game.

Super companions: You can at any time swap 5 companions who are accompanying an adventurer or troop for a single super companion. The 5 companions are removed from the game. In a fight, the super companion counts as 5 individual companions.

Fighting against a fog creature: The basic rules of the game apply to a fight.
You may use up to 4 swords, and receive one die for each sword. If a troop fights against a fog creature, all players in the troop can take part in the fight with their swords, herbs, and gold.

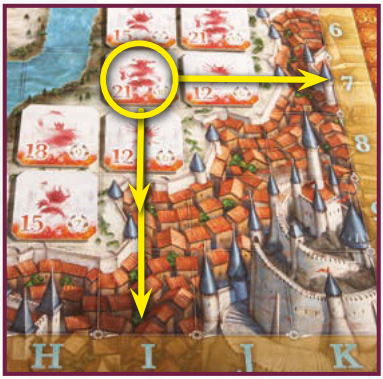
Moving a fog creature: If a fog terrain card is turned over, then the fog creature that is on this field is moved vertically down or horizontally right into the capital city or into the 5-point city. The following should be noted:

- Fog creatures can jump over other fog creatures and the water sprite. However, they cannot move to a field that is already occupied by a fog creature.
- Fog creatures can move to a field that is occupied by a companion. The companion is then removed from the game. This also happens if a companion appears on a field that is occupied by a fog creature.

- Fog creatures can move to a field that is occupied by an adventurer (with or without companions) or a troop. The adventurer or troop immediately fights the fog creature.
- If there are multiple fields that the fog creature can move to, the player whose turn it is decides which field the fog creature moves to.
- If a fog creature moves into a city, it stays there until it is fought.
- If there is no field to which the fog creature can move according to the rules, the player whose turn it is must place the fog creature on one of the fields in the capital city or the 5-point city.
- If there is no longer a fog creature on the fog field because it has already been defeated, then nothing happens.

When a fog terrain card is turned over, another terrain card is turned over in accordance with the basic rules.

Examples:



The fog terrain card I7 is turned over. The fog creature can move to the following fields: K7, I9 or I10. A companion occupies K7. This company will have to be removed from the game if the active player decides to move the fog creature to K7.

The black player turns over the fog terrain card K5. They could move the fog creature to K6, K7, K8, K9 or K10. Because the purple and orange players feel strong enough, the black player moves the fog creature to K7. The purple and orange players fight together against the fog creature. Then play continues in the standard order.

The fog terrain card G6 is turned over. The fog creature cannot be moved to K6 or G10, because both are already occupied by a fog creature. Therefore the player whose turn it is can choose which of the fields in the 5-point city or capital city they would like to place the fog creature on.

END OF THE GAME

The game ends once all the fog creatures have been defeated. The more terrain cards remain in the pile, the better your game result. If all fog creatures are defeated with the last terrain cards, this is a good result. If up to 4 terrain cards are in the pile, this is a very good result. If 8 or more terrain cards are in the pile, this is outstanding and record-breaking.

The game ends in any case when the last terrain card is turned over. The player whose turn it is makes their two moves. If there are still fog creatures on the game board, you have all lost together.

ADVENTURE 6 *Rescuing the king*

AIM OF THE GAME

King Agamis has been taken prisoner by the fog creatures. Who can rescue him and reach the capital city with lots of companions and gold to celebrate the defeat of the fog creatures?

Additional required game material:
King, 6 super companions, 1 die (as a fourth die)

PREPARATION

Preparation is the same as for the basic game except for sorting out the companions and swords. The following rules also apply:

You play without terrain cards! They remain in the box. The appropriate game material is placed on all fields of the game board:

- Herbs are shuffled and placed face down on the forest fields.
- Swords are shuffled and placed face down on the mountain fields.
- 1 companion is placed on each of the city fields.

- One piece of gold is placed on each of the river fields. The water sprite is placed on number 7 on the left edge of the game board.
- The fog creatures are shuffled and placed face down on the fog fields, and then turned over one by one. As soon as a fog creature with a combat strength of 8 is uncovered, the king is placed on this fog creature.
- The super companions are placed next to the game board.

HOW TO PLAY

The basic rules apply with the following changes: The players only win if all fog creatures are defeated and the king is rescued. The winner is the player with the most victory points at the end of the game. Players receive victory points during the game for defeating fog creatures, for rescuing the king, and at the end of the game for having the majority of fog creatures, adventurers, companions, and gold in the capital city.

The following rules also apply:

Gold/water sprite: The adventurers take gold with them as well as companions. The adventurer is placed on the gold and then moves with it. As soon as an adventurer leaves the river with a piece of gold, the water sprite moves to the field that has become free. It continues to move in the same way as play continues. As in the basic game, an adventurer leaves the game with his companions (and here also with his gold) if the water sprite moves past him.

Super companions: You can at any time swap 5 companions who are accompanying an adventurer for a single super companion. The 5 companions are removed from the game. In a fight and in the final scoring, the super companion counts as 5 individual companions.

Capital city: The following rules apply only in the capital city. You may move an adventurer (with or without companions/gold) to a field that is already occupied by an adventurer (with or without companions/gold). To do this, you need to drive out the other adventurer. To drive out an adventurer, the incoming adventurer needs to be stronger. The strength is measured as follows: Adventurers, companions, and gold count as 1 point each. The player whose turn it is places the stronger adventurer (including companions/gold) on the field and can drive the weaker adventurer (including companions/gold) out of the capital city. He is placed horizontally or vertically on the first free field in front of the city – even beyond a fog creature. The weaker adventurer can continue to play from there and later return to the capital city.

Fighting against a fog creature: When fighting against a fog creature, you may use, in addition to swords/herbs and companions, only the gold that the adventurer has with them. For defeated fog creatures, you receive the associated victory points (laurel wreath).

The player who defeats the fog creature that captured the **king immediately** receives **5 extra victory points**. The king is immediately placed on a different fog creature of your choice with the same combat strength. If there is no other fog creature with the same combat strength, then the king is placed on a fog creature of your choice with the next highest combat strength. If all the fog creatures have been defeated, the king is placed next to field K10.

END OF THE GAME

The game ends immediately when all the fields in the capital city are occupied by adventurers and all fog creatures have been defeated.

Victory points and final scoring

The player occupying field K10 with an adventurer receives 10 extra victory points. Furthermore, the player

- With the most defeated fog creatures (number),
- The most adventurers in the capital city,
- The most companions in the capital city,
- And the most pieces of gold in the capital city,

receives 7 victory points in each case, the player in second place receives 3 victory points in each case, and the player in third place receives 1 victory point in each case.

If several players have the same score, each of them receives the respective number of points. The point number of the following rank is then not assigned.

The player with the most victory points is the winner.

The game also ends if no player can make a reasonable move. If the king has not been fully rescued, then all players will have lost.

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⚠ **WARNING:**
CHOKING HAZARD -
Small parts. Not for children under 3 years.

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