

Biomes - Prototype 4.0

Premise

You have been captured and been placed in a large artificial biome for study. You must work together to escape using your limited resources. You do not know where the exit is, yet, but you do know that it is locked. You do have several hand-held radios for communication, but you are almost certainly being listened to, so be careful with what you say!

Basics

Game Length

The number of quests in the game will influence the length and difficulty of the game. It is recommended that you use 3 quests for 2 players, 5 for 3 players, 7 for 4 players, and 9 for 5 players. The Escape quest will be used in all games. The game will take 45 minutes to 2 hours, depending on the number of players and quests to complete. Note, these time estimates vary highly based on how long you take to make decisions, but the number of quests to be completed is a major factor in game length.

Win

To win, you must find the exit tile, unlock it, and escape with all players. The exit needs several "keys" to be unlocked. The number of keys you will need is equal to half of the number of quests in the game. For example, if there are 5 quests in the game, plus the Escape quest making 6, you will need 3 keys to escape. There will be more keys available than what you will need to escape.

Loss

You are not the only ones in the biome. There are others who will try to prevent you from leaving. You lose if:

1. Too many keys are destroyed, such that you cannot unlock the exit and leave.
2. Your main camp is destroyed.
3. All players are either captured or injured.

Game Round

During each round, each player gets a turn and then the board gets a turn. To pick a player to go first, have everyone roll a D6 (six-sided die). The player with the highest roll wins. If there is a tie for the highest roll, those players re-roll. The board always takes its turn after all players have had a turn.

Player Turn

The player's turn is broken up into 2 phases: Update and Action. During the Update phase, roll a die to determine which active quest makes gets updated and update that quest. If the Exit Tile has been found then update 2 quests. During the Action phase the player uses their available actions as they see fit.

Board turn:

The board is responsible for updating anything that is not a player. Updates occur in the following order:

1. Farms
2. Injury
3. Ally Tribes
4. Mercenaries
5. Raiding Parties

Player Actions

You begin the game with 3 actions per turn. Throughout the course of the game you will find resources to increase the number of actions available per turn.

You may spend actions to:

1. Move to an adjacent tile (1 action, 2 if moving onto a mountain tile)
2. Move along the length of a Caravan Route (1 action)
3. Explore an adjacent unknown tile (1 action)
4. Discover (look at) a secret on tile you are currently on (1 action, 2 if on a mountain tile)
5. Pickup a secret from the tile you are currently on (1 action, free at camps)
6. Place a secret on the tile you are currently on (1 action, free at camps)
7. Use a secret from your inventory OR from the tile you are on, if the secret is usable (1 action)
8. Interact with a Quest (variable actions)

Movement

You may not move onto lake tiles. Mountains take 2 actions to move onto. This is only for moving onto mountains, not off of them. Essentially, mountains are rougher terrain and thus take more effort.

Exploration

When you explore a tile pick a location and roll a D8. Place a tile of the corresponding type on the board at that location.

1. Grassland
2. Farmland
3. Forest
4. Quarry
5. Desert
6. Mountain
7. Lake
8. Quest

Pick the orientation of the tile before you turn it face-up. You may not re-orient or move the tile once it is face up. Once flipped, add one secret from box onto the tile, face-down. Roll a D6; on a roll of 6, place

a random extra secret from the box face-down onto the tile. You do not place any onto lake tiles or quest tiles.

The starting state of the board forms a "V", with the main camp tile being the bottom point of that "V". You may only explore new tiles in-between the arms of the "V" as they are extended out to infinity.

Discovery of Secrets

This is a game of private information. That means that when you discover a secret, you, and ONLY you may look at the secret. You may not tell anyone else what the secret is. Remember, you are being listened to! You may, however, give a general idea of what the secret is. Exclamations like "do not go there," "that is super useful," and "it is okay, but not that important right now" are all safe to be said.

Discovery takes 1 action. The exception is that discovery takes 2 actions on a mountain tile.

Pickup and Placement of Secrets

Many secrets may be picked-up or placed, but not all. When you pickup a secret, you place it into your inventory face-down. When you place a secret on a tile, it is again placed face down. The exception to this is camps, secrets on all camps are placed face-up. This includes your main camp, other player camps, and ally camps. You cannot place secrets on enemy camps. This means that secrets placed on these tiles are public information.

One sneaky thing you can do with this is, move to a camp, "place" all your secrets there for free which reveals them to all players, then "pickup" the secrets again. Essentially, you can reveal your inventory if you are at a camp where you can place secrets, which includes ally camps but not enemy camps.

Using Secrets

Many secrets are usable, but not all. While secrets are private information, nothing remains secret forever. Using a secret tells everyone what you had when you use it.

Interacting with Quests

Each Quest Board tells you how you can interact with that quest when active. Each quest also describes the costs (in actions and secrets) that interacting with the quest requires.

Coordination and Takebacksies

You will communicate a lot in this game, which is made more challenging by the existence of private information. As a result, you can talk about speculative plans all you want, but as soon as you do or say something that provides new information you cannot take it back.

For example, want to calculate how many moves it takes to get to your destination tile? Great! Go ahead and move your character all you want, as long as you remember your start tile this turn. Once you learn something new such as discovering a secret, exploring a tile, revealing a secret at a camp, or using a secret you are locked into all the actions you have taken so far this turn.

If you accidentally reveal a secret and you are not on a camp where you can do so, you use it immediately. Just got clairvoyance and say "I found a clairvoyance!"? You just used it! Find a farm kit and say so? I guess you are planting a farm! If you are out of actions, or cannot otherwise use the secret, you lose it! Your observers do not want you to have too many tools to escape, so they listen in on what you are doing and can intervene in not so friendly ways. Be careful!

Quests

There are 10 different quests in the game. Each quest provides a key for winning it and has special rules for how to obtain that key. One quest is updated at the beginning of every player turn. Which quest is updated is determined by a die roll. Quests are a special kind of tile and show up randomly like any other tile type, but as tiles of a type run out you become more likely to encounter a new quest.

Quest 1: Tug of War

When this quest is drawn, find the Killer Camp Tile and Ally Camp Tile of this quest and warriors for both camps. Roll for a random non-lake, non-quest, tile (D6) and place it on the tile you are exploring. Place both warriors on the tile but place no secrets. Place the Killer Camp Tile 3 tiles away from the battlefield to the left and the Ally Camp 2 tiles away from the battlefield to the right such that they are a total of 7 tiles away from each other.

The goal of this quest is to help the Ally Camp win the war. Your reward will be a Key and the ability to hire Mercenaries at that Ally Camp.

Whenever this quest is updated a battle ensues, roll a D6. On a roll of 1-4, the battle lines advance towards the Ally Camp. On a roll of 5-6, the battle lines advance towards the Enemy Camp. You may influence the next die roll by 1 in the favor of the Ally Camp at the cost of 1 supply at the Ally Camp. This does not stack, so you may only do this once per battle. You may also lend your sword in battle on behalf of the Ally Camp to improve its roll by 1 which begins the battle immediately. This does stack with the number of players at the battlefield and with the 1 supply you can give to the Ally Camp. You can cause up to 1 battle per turn. Each side has at least a 1/6 chance to win each battle, so you cannot overwhelm the Enemy Camp. If the Enemy Camp wins the battle while you are battling then you are injured and must recover.

If the Enemy Camp wins the war, the Ally Camp is destroyed along with its Key and the Enemy Camp goes on a cool-down of 6. If the Ally Camp wins, the Enemy Camp is subdued with a cool-down of 19 and you win the quest, the Key, and may now hire mercenaries at the Ally Camp. Hiring mercenaries puts the Ally Camp on a cool-down of 10. Regardless of the outcome, the Enemy Camp becomes a Killer Camp for the remainder of the game.

Quest 2: Trade War

When this quest is drawn, find the Killer Camp Tile and Ally Camp Tile of this quest and warriors for both camps. Place the Ally Camp Tile as the tile you are exploring and the Killer Camp Tile as the nearest available empty tile to the Ally Camp. You may the location of the Enemy Camp if there are multiple adjacent empty tiles. Place the warriors on their camp's tile. Both camps begin with a health of 4.

Whenever this quest is updated a battle ensues, roll a D6. On a roll of 1-4, the battle Enemy Camp wears down the Ally Camp by 1. On a roll of 5-6, the Ally Camp wears down the Enemy Camp by 1. You may influence the next die roll by 1 in the favor of the Ally Camp at the cost of 1 supply at the Ally Camp. This does not stack, so you may only do this once per battle. You may also lend your sword in battle on behalf of the Ally Camp to improve its roll by 1 which begins the battle immediately. This does stack with the number of players at the battlefield and with the 1 supply you can give to the Ally Camp. You can cause up to 1 battle per turn. Each side has at least a 1/6 chance to win each battle, so you cannot overwhelm the Enemy Camp. If the Enemy Camp wins the battle while you are battling then you are injured and must recover.

If the Enemy Camp wins the war, the Ally Camp is destroyed along with its Key and the Enemy Camp goes on a cool-down of 6. If the Ally Camp wins, the Enemy Camp is subdued with a cool-down of 19 and you win the quest, the Key, and may now trade with the Ally Camp. Trading puts the Ally Camp on a cool-down of 10. Regardless of the outcome, the Enemy Camp becomes a Killer Camp for the remainder of the game.

Quest 3: Fountain of Prosperity

When this quest is drawn, find the Stealer Camp Tile and Fountain Tile of this quest. Place the Stealer Camp in the location being explored. Roll for 6 random non-quest tiles (D8) and shuffle them together with the Fountain Tile. Place one tile, face-down, 5 spaces away from the Stealer Camp in un-explored territory. Arrange the other 6 tiles, face-down, around that tile in a circle. Place a raiding party on the Stealer Camp.

Whenever this quest is updated the Raiding Party explores and moves 2 tiles towards the Fountain area, or exploring the area for the Fountain once it arrives. If a lake is explored, then another tile is explored for free. If the first tile explored is a mountain the Raiding Party moves onto the mountain and stops as both movements have been used. If the second tile explored is a mountain then the Raiding Party moves onto the mountain for free and then stops. If the Raiding Party finds the Fountain, they move onto it, destroy it, and immediately return home. This then places the camp on a cool-down of 6.

If you find the Fountain and move onto it first, then you win the quest earning yourself the Key it holds along with 1 Secret of your choice from the box. You may then be transported back to the camp of your choice if you choose to do so. In this case, the Raiding Party is removed and the Enemy Camp goes on a cool-down of 16. Regardless of the outcome, the Enemy Camp becomes a Stealer Camp for the remainder of the game.

Quest 4: Ancient Tomb

When this quest is drawn, find the Stealer Camp Tile and Tomb Tile of this quest. Place the Stealer Camp in the location being explored. Place the Tomb Tile 5 adjacent to an explored tile that is 5 tiles away. The Tomb may be placed closer if no tiles meet the criteria, but the Tomb is not placed in unexplored territory. Place a Raiding Party on the Stealer Camp. Place 3 random Secrets from the box on this Quest Board.

Whenever this quest is updated the Raiding Party move 2 tiles towards the Tomb. Once it arrives on the Tomb Tile, it takes 1 more update to raid the tile. If the Raiding Party successfully raids the Tomb, the contents of the Tomb are destroyed, not returned to the box. This then places the camp on a cool-down of 6.

When you reach the Tomb you may plunder the Tomb for 2 actions, you may do this as many times as you want per turn. To plunder the Tomb, roll a D6. On a roll of 1-2 you find nothing. On a roll of 3-5 you find a Secret but not the key. If all 3 Secrets have been found then you find nothing. On a roll of 6 you find the Key. If the key has already been found then you find nothing. If the Tomb is fully plundered the Raiding Party is removed and the Enemy Camp goes on a cool-down of 16. Regardless of the outcome, the Enemy Camp becomes a Stealer Camp for the remainder of the game.

Quest 5: Roaming Gang

When this quest is drawn, find the Roaming Gang Tile and place it in the location being explored. Place the Roaming Gang on the tile. The Roaming Gang

Once revealed, the Roaming Gang moves 2 movement in a random direction each time it is updated. The Roaming Gang, like players, cannot move over lakes, takes 2 movement to move onto a mountain, and takes 1 movement to move onto any other tile. The tile it ends its movement on is disrupted. The Roaming Gang will usually pass through another tile on the way to its destination, that tile is left unaffected by the presence of the Roaming Gang. The exception to this is if that tile contains a mercenary sent to disrupt the Roaming Gang, in which case the Roaming Gang does not complete its movement and the disruption begins immediately. If the Roaming Gang would end its movement on a camp it may do so unless a player is occupying the camp to garrison it. This includes player camps, ally camps, and enemy camps. In this case, the Roaming Gang ends its movement outside of the camp and the camp is unaffected.

The Roaming Gang is carrying a key around with it. If you can subdue the Roaming Gang, you will be able to recover the key. However, this will no longer be possible once the Roaming Gang becomes enraged when the Exit Tile is discovered. You can subdue the Roaming Gang by hiring mercenaries to do so for 2 turns or by attacking them. When attacking the Roaming Gang you roll a D6. On a roll of 1-2 you are injured and must recover. On a roll of 3-4 there is a stalemate. On a roll of 5-6 you subdue the Roaming Gang for 2 updates and steal the key. You may attack the Roaming Gang again, but if victorious the Gang is only subdued for 2 updates.

When the gang comes out of being subdued, they are enraged meaning they move faster (2 moves per update) and cannot be subdued. This lasts for 2 updates. When the Exit Tile is found the Roaming Gang is permanently enraged, meaning it gains the extra move and can no longer be subdued.

The Roaming Gang disrupts different tile contents in different ways:

Player

The player is injured and immediately returned to the main camp.

Camp

If the camp contains any secrets, 1 secret is destroyed at random. Any cool-downs associated with the camp are halted. This includes ally camp, enemy camp, and injury cool-downs but not farm cool-downs since those are on another tile. Any Caravan Routes associated with the camp cannot be used.

Farm

The production of the farm is halted.

Caravan Route

The Caravan Route cannot be used.

Raiding Party

The raiding party is destroyed along with any secrets it was carrying.

Mercenary

The mercenary is destroyed unless it was sent to disrupt the Roaming Gang, in which case the disruption begins immediately.

Quest 6: Dragon's Lair

When this quest is drawn, find the Dragon Lair Tile and place it in the location being explored. Also, pick 2 random Secrets from the box and put them face-up on the Quest Board.

When this quest is updated, the dragon attacks a random camp with secrets and steals the two most valuable secrets and takes them back to its lair. It strikes immediately and returns immediately. This camp may be any camp be it a Player Camp, Ally Camp, or Enemy Camp.

You may attack the dragon to try to recover some of the stolen secrets. Every successful attack allows you to steal 2 secrets. The strength of your attack depends on the number of players attacking. On each player attack, roll a D6. If one player is attacking, on a roll of 1-4 the player is injured and must recover, on a 5 nothing happens, and on a 6 you recover 2 secrets. For each additional players the rolls are improved by 1. For example, if 3 players attack, on a roll of 1-2 all attacking players are injured, a roll of 3 nothing happens, and on a roll of 4-6 you recover 2 secrets. Having more than 4 players is pointless as the dragon always has at least a roll of 1 to defeat any players attacking it.

The dragon is persistent, meaning it continues as it did before regardless of how many times it is defeated. Defeating the dragon does not subdue it for any number of updates.

Quest 7: Disintegrating Ruins

When this quest is drawn, find the Ruins Tile and place it on the location being explored. The ruins begin on a health of 6.

When this quest is updated, the ruins fall apart a little bit more. Roll a D6, on a roll of 1-2 the ruins lose 2 health and on a roll of 3-6 the ruins lose 1 health. If the counter reaches 0 then the ruins and everything inside are destroyed. If destroyed, a band of ruffians takes up residence in the ruins. The ruffians prevent anything from moving through the ruins, making it impassible terrain. The ruffians also tax movement onto adjacent tiles. Movement onto an adjacent tile, but not off of, will cost 1 Supply.

You may attempt to repair the ruins to collect the secrets inside. You may use 1 Repair Tools to increase the health of the ruins by 2. You may also use 2 Supplies to increase the health of the ruins by 1. Upon reaching full health, which is a count of 12, the ruins are fully repaired. This grants you the Key and 1 Secret of your choice from the box.

Quest 8: Sinking of Atlantis

When this quest is drawn, find the Atlantis Tile and place it on the location being explored. Place 5 random Secrets from the box face-down onto the quest board. Atlantis begins at 4 units above sea level.

When this quest is updated, Atlantis sinks 1 unit farther into the sea. When Atlantis has 0 units remaining, it is sunk and all secrets on within are destroyed. The Atlantis Tile then becomes as a Lake Tile, and 2 random adjacent tiles actually become Lake Tiles.

You may plunder Atlantis for 2 actions, you may do this as many times as you want per turn. To plunder Atlantis, roll a D6. On a roll of 1-5 you rescue the corresponding Secret. If the Secret for the roll has already been recovered then you recover nothing. On a roll of 6 you recover the Key. You may use 1 Repair Tools or 2 Supplies to prevent the next sinking of Atlantis, but this does not stack and does not reverse any effects.

Quest 9: Temple on Mt Vesuvius

When this quest is drawn, find the Volcano Tile and place it on the location being explored. Place 3 priests and 2 Secrets from the box onto the Quest Board. The volcano begins at an eruption counter of 4.

Whenever this quest is updated the eruption counter is reduced by one. If this makes the eruption counter reach 0, an eruption occurs. If this is the first eruption, the remaining priests and their rewards are destroyed and the tile becomes covered in lava making it impassible. For any additional eruptions, one random adjacent tile becomes covered in lava making it impassible as well. Once all adjacent tiles are covered in lava the eruption stops. After an eruption the counter returns to 4.

You may attempt to rescue the priests before they are killed in the eruption, but first you must find the temple. To find the temple you must search for it on the tile, roll a D6. On a roll of 1-4 you find nothing. On a roll of 5-6 you find the temple and know its location. Once the temple is found, you make pickup priests and carry them to safety. Any adjacent tile qualifies as safety. Once saved, by placing the priest on a safe tile, the priest rewards you with his Secret/Key at the Player Camp of your choice. The first two priests rescued give you a Secret, the third gives you a Key.

Quest 10: Escape

When this quest is drawn, find the Exit Tile and place it on the location being explored. All Enemy Camps and the Roaming Gang become enraged. Additionally, when updating quests at the beginning of a turn, 2 quests are updated instead of 1.

Secrets

There are many types of secrets to be found. Secrets give you new or more tools to help you escape. Each secret has a weight which limits how many you can carry on you at a given time. You start the game with a carry capacity of 4. Throughout the course of the game you will find resources to increase your carrying capacity.

The available secrets are:

Key - Pickup/Place/Use - Weight 2

Keys may only be used on the exit tile to unlock the exit. However, if keys have been used on the exit then enemy tribes will treat the exit tile like a camp tile and may come to steal or destroy the keys. It is highly recommended you use all the keys at once, during the same round, but it is not required.

Extra Action Buff - Pickup/Place/Use - Weight 2

Extra Action Buffs can be used on yourself to give yourself an 2 extra actions.

Extra Carry Capacity Buff - Pickup/Place/Use - Weight 2

Extra Carry Capacity Buffs can be used on yourself to give yourself the ability to carry 2 more weight.

Extra Sight Buff - Pickup/Place/Use - Weight 2

Extra Sight Buffs can be used on yourself to give yourself the ability to explore tiles 2 tiles away. With this buff, you do not need to be adjacent to a tile to explore it but can be a tile away and still be able to explore it.

Ease of Passage Buff - Pickup/Place/Use - Weight 2

Ease of Passage Buffs can be used on yourself to allow you to more easily complete certain actions on rugged terrain. With this buff, the extra actions required to complete tasks on mountains and deserts do not apply. That means that moving onto a mountain or discovering a secret therein will only take one action. The same goes for desert tiles and exploration, picking up secrets, and placing secrets.

Captured - Immediate Use - No Weight

When you come across a Captured secret, you are immediately captured by the nearest enemy stealer camp. You, and all the secrets in your inventory, are immediately transferred to that camp. The enemy camp then holds you for a ransom of 2 supplies which anyone may come and pay. You may also be broken out by a mercenary. If you are not rescued within 2 rounds, counting down during the board turn, the tribe decides that no one wants you and you are returned home injured.

If you are captured when no enemy stealer camp has yet been revealed then you are still captured along with your entire inventory, but nobody knows where you are! The first stealer camp to be revealed will be the camp that has captured you, even if another stealer camp is later revealed to be closer to where you were captured.

Supply - Pickup/Place/Use - Weight 1

Supplies are your basic currency. You may use a supply on yourself to give yourself an immediate extra turn worth of actions. For example, if you have 5 actions at the start of your turn and you immediately spend an action to use a supply on yourself then you will have $5 - 1 + 5 = 9$ actions remaining. You may also use supplies to interact with other tribes in a myriad of ways. Those ways, and their costs, will be discussed later. Supplies can be found around the biome, but are mostly generated through farms.

Farm Kit - Pickup/Place/Use - Weight 2

Farm kits allow you to build farms adjacent to any camp. However, a farm kit may only be used on a tile adjacent to an existing camp. Creating a farm expends the farm kit, discard it after it is used.

A farm produces a new supply for the adjacent camp whenever it goes off cool-down. When the farm is created, and whenever a supply is generated, the farm is placed on a cool-down of 10. If the farm is placed on a farmland tile then the farm goes to a cool-down of 6. Camps have limited barn space and can only hold up to 4 supplies. Any extra supplies generated or placed on a full camp are discarded.

Farms may be placed adjacent to ally and enemy camps! You may freely pickup and use supplies at ally camps as if they were your own. Supplies at the enemy camps are not usable but may be stolen. If an enemy camp successfully steals a farm kit from you, they will immediately use it to build themselves a farm on an adjacent farmland tile or any tile farthest from any player camps if no farmland is available.

Farms do not extend the size of the adjacent camp.

Camp Kit - Pickup/Place/Use - Weight 2

Camp kits allow you to setup a player camp somewhere else in the biome. A camp may only be placed on tiles that have been cleared of all secrets and any danger. These camps act like your main camp in all ways except for being the main camp. That means they may be destroyed without you losing the game. Creating a camp expends the camp kit, discard it after it is used.

When you place a camp, all adjacent tiles are immediately explored at no additional cost. Beware, this can easily spawn an enemy camp next to your new camp if you are not careful!

Caravan Kit - Pickup/Place/Use - Weight 2

Caravan kits allow you to setup Caravan Routes between any friendly camps. This includes your main camp, other player camps, and ally camps but does not include enemy camps. Creating a Caravan Route expends the caravan kit, discard it after it is used.

Caravan Routes are up to 5 tiles long, counting both the originating camp and the destination camp. Caravan Routes may not go through lake tiles or camps, such as having an player, ally, or enemy camp midway along the Caravan Route.

Players may move along the length of the Caravan Route for 1 action. You may not jump on a caravan mid-route, they are only usable end to end. Moving along multiple Caravan Routes in a row costs 1 action per route traveled. Hired mercenaries may also use the Caravan Route, from end to end, as 1 movement. Raiding parties and the Roaming Gang cannot use your Caravan Routes.

You may send a secret down the Caravan Route for the cost of 1 supply. You may do this as many times as you want in a turn. However, you may not request anything from the camp at the other end.

Repair Tools - Pickup/Place/Use - Weight 2

Repair Tools are another form of basic currency. Repair Tools may be used on any cool-down to immediately roll an extra cool-down die for it. You may only use a Repair Tools on cool-downs that are accessible from the tile you are on. For example, you can only roll an Ally cool-down if you are on that Ally Camp. Repair Tools are also useful for various quests and are detailed in their descriptions. Repair Tools can be found around the biome but are mostly generated through Blacksmiths.

Blacksmith Kit - Pickup/Place/Use - Weight 2

Blacksmith kits allow you to build blacksmiths adjacent to any camp. However, a blacksmith kit may only be used on a tile adjacent to an existing camp. Creating a blacksmith expends the blacksmith kit, discard it after it is used.

A blacksmith produces a new set of repair tools for the adjacent camp whenever it goes off cool-down. When the blacksmith is created, and whenever a set of repair tools is generated, the blacksmith is placed on a cool-down of 16. If the blacksmith is placed on a grassland tile then the blacksmith goes to a cool-down of 10. Camps have limited tool space and can only hold up to 2 sets of Repair Tools. Any extra sets of Repair Tools generated or placed on a full camp are discarded.

Blacksmiths may be placed adjacent to ally and enemy camps! You may freely pickup and use Repair Tools at ally camps as if they were your own. Repair Tools at the enemy camps are not usable but may be stolen. If an enemy camp successfully steals a blacksmith kit from you, they will immediately use it to build themselves a blacksmith on an adjacent grassland tile or any tile farthest from any player camps if no grassland is available.

Blacksmiths do not extend the size of the adjacent camp.

Clairvoyance - Pickup/Place/Use - Weight 1

Clairvoyance allows you to safely discover at all secrets on your current tile and all adjacent tiles. As with all private information, only you can see these secrets. If one of the secrets is a Captured, even if it is on your current tile, you are safe. You see the trap, so you can avoid it. Yes, you may warn your allies that there is danger, but you may not specify which secret is the dangerous one if there are multiple secrets on that tile.

Foresight - Pickup/Place/Use - Weight 1

Foresight allows you, and only you, to look at the next 5 tiles OR secrets and arrange them in any order you want. When you use this secret, pick either the stack of tiles or the stack of secrets, draw 5 tiles/secrets from that stack, arrange them in any order you want, and place them back onto the stack face-down.

Teleport - Pickup/Place/Use - Weight 1

You may use Teleport to, well, teleport you to any tile on the board. If you want to die, feel free to teleport yourself onto a lake or the tile the roaming gang is on.

Tiles - add image to all tiles

There are several kinds of tiles, each has a special feature to it.

Main Camp Tile

You start the game with your camp revealed. If your main camp is destroyed, you lose the game. All players begin the game on the main camp. If you become injured on your journeys you will be automatically transported back to the main camp to be healed.

Ally Camp Tile

The ally camps, when revealed, have no secrets on them and have a cool-down of 6. While on cool-down, ally camps may not be used.

Secrets may be stored on ally camps as if they were your own camps, with the exception that they do not count for the purpose of activating Extra Action or Extra Carry Capacity secrets.

Enemy Stealer Camp Tile

Once revealed, the Enemy Stealer Camp begins on a cool-down of 6. When the cool-down is reduced to 0 the camp attacks immediately by sending out a raiding party. The raiding party immediately raids the nearest player or ally camp, but not enemy camps, with secrets, stealing two secrets at random. If there is only one secret at the nearest camp, then the one secret is taken but the cool-down when the raiding party returns home will be reduced. If there are multiple camps to be stolen from that are at equal distance from the enemy camp, then one is chosen at random to be raided.

After raiding a camp the raiding party is placed adjacent to the raided camp, with the stolen secrets, on the shortest path to their home camp. The raiding party then moves at a speed of 2 movement towards their home camp. Raiding parties, like players, cannot move over lakes, takes 2 movement to move onto a mountain, and take 1 movement to move onto any other tile. This movement occurs at the specified time during the board's turn.

When the raiding party returns their home camp, the raiding party is removed from the board and the secrets it carried are stored at that camp. If one of the secrets returned is a Farm Kit, the Farm Kit is immediately used by the camp on an adjacent farmland tile. If no farmland is available then the tile

farthest from any player camps is used. If multiple farmlands are available then the farmland farthest from any player camps is used.

If 1 secret is returned, the cool-down of the camp begins at 10. If 2 secrets are returned then the cool-down is set to 16. If the raiding party is destroyed on the way back to camp then the cool-down is set to 6. If the exit tile has been discovered then the camp is going berserk and does not go on cool-down.

If keys have been used on the Exit Tile then the Exit Tile is treated as a camp for the purposes of choosing a camp to raid.

Enemy Killer Camp Tile

The Enemy Killer Camp works much the same way as the stealer camp with a few important exceptions. First, if the nearest camp has no secrets in it, that camp is destroyed. If that camp is the main camp, you lose the game. If there are two camps the same distance from the enemy camp, the camp to be raided is chosen at random regardless of whether or not it holds secrets. The Killer Camp only targets player camps, so ally camps are not considered when deciding which camp is raided. If keys have been used on the Exit Tile, the Exit Tile is treated as a camp for the purposes of choosing a camp to raid.

Once raided, movement back to the home camp is exactly the same as with the Stealer Camp. If a camp is destroyed then a raiding party is not spawned and the enemy camp is immediately placed on cool-down.

Once the raiding party returns, the secrets it carried are immediately destroyed, farms included.

If 1 secret is returned, the cool-down of the camp begins at 10. If 2 secrets are returned then the cool-down is set to 16. If a camp is destroyed, the cool-down is set to 19. If the raiding party is destroyed on the way back to camp then the cool-down is set to 6. If the exit tile has been discovered then the camp is going berserk and does not go on cool-down.

Roaming Gang Tile

This tile reveals the Roaming Gang. This is a grasslands tile with the two special properties that it has no secrets and that it spawns the Roaming Gang. This means you can build a new player camp on this tile, unlike the ally and enemy camp tiles.

Grassland Tile

The grassland tile allows blacksmiths built on it to produce repair tools at a faster rate. Normally blacksmiths produce after a cool-down of 16. Blacksmiths built on grassland produce after a cool-down of 10.

Farmland Tile

The farmland tile allows farms built on it to produce supplies at a faster rate. Normally farms produce after a cool-down of 10. Farms built on farmland produce after a cool-down of 6.

Forest Tile

The forest tile is more likely to have secrets. On exploration, rolls of 5 or 6 spawn an additional secret from the secret box.

Quarry Tile

The quarry tile has cliffs on some sides. These cliffs are impassible unless you spend 1 supply to cross over it. You must also spend a supply to explore over a cliff, unless you have the extra sight buff.

Mountain Tile

The mountain tile is extra rugged and hard to travel on. As a result, moving onto a mountain tile takes 2 actions instead of one and discovering secrets on mountains also takes 2 actions. Moving off of, picking up secrets from, placing secrets on, and using secrets on mountains are all unaffected.

Desert Tile

The desert tile is a shifting landscape and it can be hard to see clearly. As a result, exploring an adjacent tile from a desert tile takes 2 actions instead of 1 and picking up and placing Secrets also takes 2 actions.

Lake Tile

The lake tile is impassible. You cannot use supplies to cross a lake. The lake tile is also impassible to mercenaries, raiding parties, and the Roaming Gang. Caravan Routes may not be built through lake tiles.

Exit Tile

The exit tile holds the exit and there is only one in the game. The exit tile is defined to be on a wall, therefore no more tiles may be explored next to the exit tile. You may build a camp on the exit tile.

Once the exit tile is revealed the enemy camps go berserk. This means their cool-downs are immediately reduced to 0 and completion of a raid will not place the camp on cool-down.

Bufs

You may take off a buff at any time but using a buff does not give you the extra abilities until your next turn. You may only use 1 buff of a kind and are limited to 3 total buffs. Used buffs do not count against your carry capacity, but buffs in your inventory do.

Trading

You may trade with the specified Ally Camp once the Trade War quest has been successfully completed. Trading costs 2 supplies and allows you to look through the box for any Secret you want. When you do this, you, and only you, may look through the secret box. Once you have chosen a secret that secret goes directly into your inventory face-down. You do not have to pick a secret if there is none that you want, but your supplies are still expended. Trading with an ally camp puts that camp on a cool-down of 10.

Mercenaries

You may hire mercenaries at the specified Ally Camp, once the Tug of War quest has been successfully completed. Mercenaries can be used to rescue allies and secrets from enemy camps, disrupt the Roaming Gang, or destroy raiding parties. Mercenaries, once hired, appear on the ally camp from which you purchased them and then move at a speed of 2 movement towards the specified target.

Mercenaries, like players, cannot move over lakes, takes 2 movement to move onto a mountain, and take 1 movement to move onto any other tile. This movement occurs at the specified time during the board's turn.

When rescuing allies and secrets, you may pay up to 3 supplies to rescue up to 3 allies and/or secrets from a single enemy tribe, each ally or secret to be rescued costs 1 supply. Once rescued, the chosen allies and/or secrets are returned to your main camp and the mercenaries are discarded.

When disrupting the Roaming Gang, you hire the mercenaries to go chase down and do battle with the Roaming Gang for 3 rounds for a cost of 3 supplies. The Roaming Gang does not move while disrupted but all other rules apply.

When destroying a raiding party, you hire the mercenaries for 1 supply to catch up to the raiding party and destroy it. Doing so will immediately return all stolen secrets to the camp they were stolen from.

While the mercenaries are performing the task you hired them for, the ally camp from which you hired them is unavailable. When the mercenaries complete their task the ally camp they were hired at is placed on a cool-down of 10.

Injury

When injured, you are immediately transported back to your main camp to be healed. When this happens, you are placed on a healing cool-down of 10. If the Roaming Gang is on your Main Camp while you are healing then your healing is suppressed but you are not re-injured.

Cool Downs

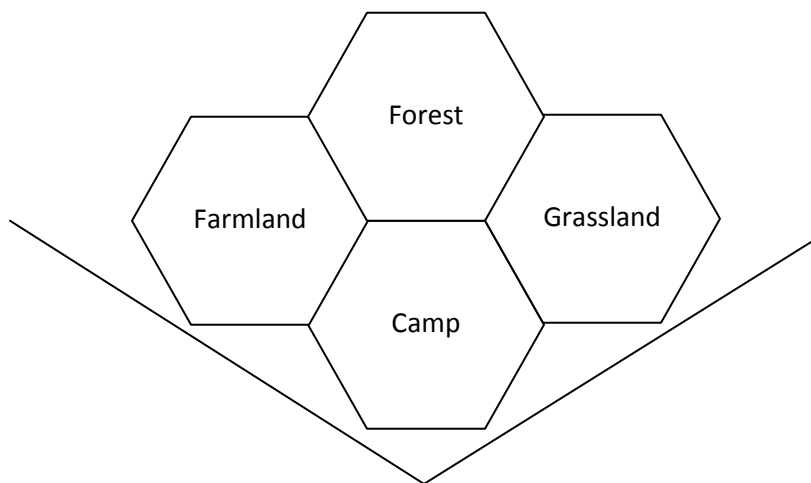
There are multiple kinds of cool-downs in the game. Farms, ally camps, enemy camps, and even you go on cool-down when injured. Whenever a cool-down is begun it begins as a specified number, usually one of the corners of the cool-down board, and a token is placed there representing the object that is on cool-down. When not on cool-down, the extra tokens are placed in the middle of the cool-down board.

During the board turn you will reduce all of the cool-downs that are not disrupted by the Roaming Gang by rolling a D6. To perform a cool-down, simply roll a D6 and move the corresponding token that many spaces towards 0. If this causes the token to reach or pass 0, then the object is said to be off cool-down. If this is an injured player, they return and now may take their turns as normal. If this is a farm, it produces a supply and goes back on cool-down. If this is an ally camp they are once again able to be used. If this is an enemy camp they immediately pick a target and attack!

Beginning the Game

Start State

To start the game, find the main camp tile, one farm tile, one forest tile, and one grassland tile. Arrange them on the table as such:



Note the "V" formed by the shape of the tiles. This "V" determines the walls of the board. New tiles may only be explored in-between the arms of the "V".

Place a farm on the farmland tile and the camp pieces on the main camp tile. Place 2 supplies on the main camp. You will also place two secrets on the forest tile and one on the grassland tile, but not yet.

Tile Stack

If you have not already, determine the length of your game by choosing how many stacks of tiles you will play with. Once you have decided, fill the stacks face-down as follows:

First Stack: Lake Tile, Mountain Tile, Stealer Camp Tile

Second Stack: Lake Tile, Mountain Tile, Killer Camp Tile, Ally Camp Tile

Third Stack: Lake Tile, Mountain Tile, Roaming Gang Tile

Fourth Stack (if any): Lake Tile, Mountain Tile, Stealer Camp Tile, Ally Camp Tile

Fifth Stack (if any): Lake Tile, Mountain Tile, Killer Camp Tile

Shuffle all of the remaining basic tiles together. Basic tiles are Grasslands, Farmlands, Forests, and Quarries. Once shuffled, fill each stack with random basic tiles face-down until each stack contains a total of 8 tiles. The exit tile goes in the last stack in addition to the other tiles in that stack, totaling 9 tiles in the final stack. Unless you are playing with 5 stacks you will have several unused tiles.

Shuffle each stack of tiles then place them into one large stack in order with the first stack on the top.

Secrets

Depending on the number of stacks you chose you will have varying amounts of each secret type. Some of these secrets will be available on the tiles while some will only be available from the secret box. The

secret box is the source of the extra secrets that are placed when rolling a 6 during exploration. The secret box is also used when trading with an ally tribe. Based on the number of stacks you chose, place the secrets into two piles, one for the tiles and one for the secret box, as follows:

Secret Type	Number on Tiles	Number in Secret Box
Key	3/4/5	1/1/2
Extra Action Buff	2/2/3 2/3/4	1/1/1
Extra Carry Capacity Buff	1/2/2 2/3/4	1/1/1
Extra Sight Buff	2/3/4?	1/1/1?
Ease of Passage Buff	2/3/4?	1/1/1?
Captured	3/4/5	0/0/0
Supply	2/3/4	2/3/4
Farm Kit	2/2/2	1/1/2
Camp Kit	2/2/3	1/1/1
Caravan Kit	2/3/3	1/2/2
Repair Tools	2/3/4?	2/3/4?
Blacksmith Kit	2/2/2?	1/1/2?
Clairvoyance	2/2/3	1/1/2
Foresight	1/1/1	1/1/2
Teleport	1/1/1	1/1/2

Numbers in columns are for having 3/4/5 stacks of tiles.

Unless you are playing with all of the tiles, you will have extra secrets that are not used the game. Put the extra secrets away, except for the extra supplies. The extra supplies will be your source of supplies as supplies are generated by farms. Place the secrets for the secret box in a box.

Of the secrets for the tiles, form one stack for each stack of tiles in the game, fill the stacks face-down as follows:

First Stack: Key, Captured, Extra Action

Second Stack: Key, Captured, Extra Carry Capacity

Third Stack: Key, Captured, Extra Action

Fourth Stack (if any): Key, Captured, Extra Carry Capacity

Fifth Stack (if any): Key, Captured, Extra Action

Shuffle the remaining secrets for the tiles. Place two on the starting forest tile face-down and one on the starting grassland tile face-down. Distribute the remaining secrets evenly between the stacks of secrets face-down. If you have 3 stacks of secrets, each stack will have 6 secrets. If you have 4 or 5 stacks of secrets, most stacks will have 6 secrets but one stack will have 5 secrets instead.

As with the tiles, shuffle each stack then place them into one large stack in order with the first stack on the top.

Players

Each player begins the game on the main camp tile. Pick a character and place them on the tile. Your inventories begin empty. You begin the game with 3 actions per turn and a carry capacity of 4.

Ending the Game

The game can be ended once you have found enough keys and have found the exit tile. To win simply bring enough keys and all of the players to the exit tile to successfully escape.

Beware, once the exit tile is revealed the enemy camps go berserk. This means their cool-downs are immediately reduced to 0 and completion of a raid will not place the camp on cool-down.