

Biomes - Prototype 4.10

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 being guarded by a dragon. 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 and Difficulty

The game length and difficulty are dependent on the number of players in the game. The number of minor quests and the number of tiles of every other type are equal to the number of players in the game.

If you would like some extra challenge, but a shorter game, then reduce the number of minor quests and tiles of each type by 1, or even 2 if you are brave enough. Conversely, you can add extra minor quests and tiles to make the game easier.

The game will take 45 minutes to 2 hours, depending on the number of players, number of tiles available, and the number of quests to complete. These time estimates vary highly based on how long you take to make decisions, but these are the major factors in game length.

Win

To win, you must find the dragon's lair, complete all of the minor quests (win or lose), and defeat the dragon. Each minor quest that is won grants you a Shield which will assist you in defeating the dragon. The number of minor quests, and thus Shields, in the game is equal to the number of players.

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. Your main camp is destroyed.
2. All players are injured at the same time.

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 it's turn after all players have had a turn.

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
6. Enemy Tribes
7. Quests

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)
9. Work a resource for a cool-down roll on that resource (2 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. On a roll of 1 a natural disaster occurs that destroys the secret was placed on that tile and updates the Disintegrating Ruins quest if it is currently active. You do not place any Secrets or roll a D6 for 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 8 minor quests in the game and 1 major quest. Each game will include the major quest and some number of minor quests, based on the number of players and the difficulty. Each minor quest contains a Shield that is capable of resisting the dragon and has special rules for how to obtain that shield. If the quest is won then you get the shield associated with it. If you lose the quest then you lose the shield. Quests, both major and minor, 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.

Major Quest: The Dragon's Lair

A dragon is guarding the exit. You must defeat it using the tools you have gathered to escape. If it defeats you then you lose the game. The roaming gang is afraid of the dragon and will treat its lair as an impassible tile.

Minor Quests Incomplete

The dragon begins the game asleep, but awakens once you find its den. The dragon also begins with 2 secrets on its quest board. Once awakened, the dragon will raid camps for secrets. 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 attempt to steal from the dragon to try to recover some of the stolen secrets for 2 actions. Any additional players on a tile adjacent to the dragon's lair may participate in the attempt for free. You may only make an attempt once per turn, but the next player may attempt again on their turn if they are able. Every successful attempt allows you to recover 2 secrets. The success of your attempt depends on the number of players who are participating.

On each attempt, roll a D6. If one player is attempt then 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 player the rolls are improved by 1. For example, if 3 players attempt, on a roll of 1-2 all participating 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 injure any players attempting to recover secrets from it.

Minor Quests Completed

Once all of the minor quests in the game have been completed (won or lost) you will be able to attack the dragon but the dragon will also see you as a threat. It will no longer raid a random camp for secrets but will attack your main camp during each board turn in an attempt to destroy it. To win, you must slay the dragon and escape before it destroys your main camp. Once all minor quests are complete, place the token for your main camp and the token for the dragon onto the cool-down board at a position of 19.

When this quest is updated, the dragon attacks your main camp. Roll a D6 for the dragon's damage to your camp and move your main camp's token by that amount as if it were a cool-down. If it reaches or passes 0, then your main camp is destroyed and you lose the game.

To attack the dragon, take one or more players to a tile adjacent to the dragon's lair. Attacking the dragon costs 3 actions and any additional players on a tile adjacent to the dragon's lair may participate in the attack for free. You may only attack the dragon once per turn, but the next player may attack on their turn if they are able. After you attack, any player that participated in the attack but was not shielded is immediately injured and returned to camp as with any other injury.

When you attack the dragon, roll a D6 for your team of players and add the number of players attacking to the roll, then roll a second D6 and subtract that value as the dragon's defense. If there is any remainder, you deal that much damage to the dragon. For example, if 3 players are attacking and you roll a 2 for the player roll, then you do $2+3=5$ damage. If the dragon's roll is a 1 then you do $5-1=4$ damage to the dragon, move its token by that amount as if it were a cool-down. If it reaches or passes 0 then you defeat the dragon and win the game.

Minor 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 Shield 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 action and 1 supply pack 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, but you must be at the site of the battle when it occurs to do so. This does stack with the number of players at the battlefield and with the 1 supply pack you can give to the Ally Camp. 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 and the Enemy Camp equips the shield and goes on a cool-down of 6. If the Ally Camp wins, the Enemy Camp is subdued with a cool-down of 10 and you win the quest, the Shield, 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.

Minor 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 action and 1 supply pack 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, but you must be on the Ally Camp tile when the battle occurs to do so. This does stack with the number of players at the battlefield and with the 1 supply pack you can give to the Ally Camp. 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 and the Enemy Camp equips the shield and 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 Shield, 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.

Minor 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, take the Shield, and immediately return home and equip the Shield on the camp. 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 Shield 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 10. Regardless of the outcome, the Enemy Camp becomes a Stealer Camp for the remainder of the game.

Minor 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 stolen, including the Shield. The Raiding Party immediately returns home, equips the Shield on the camp, and stores any secrets at the camp. 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 Shield. If all 3 Secrets have been found then you find nothing. On a roll of 6 you find the Shield. If the Shield 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 10. Regardless of the outcome, the Enemy Camp becomes a Stealer Camp for the remainder of the game.

Minor 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.

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 cannot move onto the Dragon's Lair tile.

The Roaming Gang is carrying a Shield around with it. If you can subdue the Roaming Gang, you will be able to recover the Shield. However, this will no longer be possible once the Roaming Gang becomes enraged when the Dragon's Lair Tile is discovered as the gang will want to protect itself with the Shield.

You can subdue the Roaming Gang by hiring mercenaries to do so for 2 turns or by attacking them for 2 actions. 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 Shield. 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 by taking 2 moves per update. Both tiles landed on are disrupted, even though the Roaming Gang ends its movement on the second tile. This lasts for 2 rounds. When the Dragon's Lair Tile is found the Roaming Gang is permanently enraged, meaning it gains the extra move for all future rounds.

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.

Minor Quest 6: 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.

This quest does not update during the board turn. Instead, the ruins fall apart a little but more whenever a Natural Disaster occurs in the biome. When a Natural Disaster occurs, update this quest by reducing its health by 1. 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 pack.

You may attempt to repair the ruins to collect the secrets inside. You may use 1 action to use 1 Tool Pack to increase the health of the ruins by 2. You may also use 1 action to use 1 Supply Packs 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 Shield and 1 Secret of your choice from the box.

Minor Quest 7: Sinking Ruins

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

When this quest is updated, the ruins sink 1 unit farther into the sea. When the ruins have 0 units remaining, they become sunk and all secrets on within are destroyed. The Sinking Ruins Tile then becomes as a Lake Tile, and 2 random adjacent tiles also become Lake Tiles.

You may plunder the ruins for 2 actions, you may do this as many times as you want per turn. To plunder the ruins, 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 Shield.

You may use 1 action to use 1 Tool Pack or 1 action to use 2 Supply Packs to prevent the next sinking of the ruins, but this does not stack and does not reverse any effects.

Minor Quest 8: 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 for 2 actions. When searching, 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 for 2 actions and carry them to safety. A priest has a weight of 4. Any adjacent tile qualifies as safety. Once saved, by placing the priest on a safe tile for 2 actions, the priest rewards you with his Secret/Shield. The priest is also willing to deliver the Secret/Shield to a Player Camp of your choice, which occurs immediately. The first two priests rescued give you a Secret, the third gives you a Shield.

Secrets

There are many types of secrets to be found. Secrets give you 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:



Shield - Pickup/Place/Use - Weight 2

Shields may be equipped on players as a buff or on any camp (player, ally, or enemy) but not as a buff.

When equipped on a player, the player is immune to damage from the dragon. This applies during both phases of the dragon quest. That is, the injury that would have been dealt while stealing from the dragon is prevented as are injuries applied after attacking the dragon. This does not protect against any other kind of injury, just injury caused by the dragon.

When equipped on a camp that camp becomes immune to the dragon's raid. The dragon will only raid from camps (player, ally, or enemy) that have no Shield equipped.



Trap - Immediate Use - No Weight

When you come across a Trap, you are immediately injured and returned to your main camp. Any secrets on you, not including equipped buffs or Shields, are discarded.



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

An Extra Action Buff can be used on yourself to give yourself an 2 extra actions each turn. This buff does stack if applied both on yourself and on the main camp. You cannot stack multiple extra actions on yourself.



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

A Carry Capacity buffs can be used on yourself to give yourself the ability to carry 2 more weight. This buff does stack if applied both on yourself and on the main camp. You cannot stack multiple carry capacities on yourself.



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

A Far Sight buff 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. The Extra Sight Buff also boosts the strength of Clairvoyance.



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

An Ease of Passage buff 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.

If the Ease of Passage buff is applied globally, any Mercenaries will also get the buff.



Nine Lives Buff - Pickup/Place/Use - Weight 2

A Nine Lives buff can be used on yourself to reduce all future injury cool-downs on yourself to 0. When you are injured you are still transported back to the main camp and lose the rest of your current turn, but your cool-down is 0 meaning you will not lose any additional turns.

When the Nine Lives buff is equipped, you may also choose to sacrifice any equipped buff, including nine lives, to negate the injury being dealt. If you choose to do this, the chosen buff is discarded from the game, the injury is negated, and you continue the rest of your turn as normal from your current tile.



Reroll Buff - Pickup/Place/Use - Weight 2

A Reroll buff can be used on yourself to allow you to reroll any die roll that you perform. Each die roll may only be rerolled once, but you may reroll as many distinct die rolls per turn as you wish. When you choose to reroll a die, the second roll supersedes the first one even if the second roll is lower.

If you have this buff equipped both at main camp and on yourself then you may reroll any die roll up to twice.



Supply Pack - Pickup/Place/Use - Weight 1

Supply Packs are your basic currency. You may use a supply pack 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 pack on yourself then you will have $5 - 1 + 5 = 9$ actions remaining. You may also use supply packs to interact with other tribes in a myriad of ways. Those ways, and their costs, will be discussed later. Supply packs can be found around the biome, but are mostly generated through farms.



Tool Pack - Pickup/Place/Use - Weight 2

Tool packs are another form of basic currency. Tool packs may be used on any cool-down to immediately roll an extra cool-down die for it. You may only use a tool packs 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. Tool packs are also useful for various quests and are detailed in their descriptions. Tool packs can be found around the biome but are mostly generated through blacksmiths.



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 pack for the adjacent camp whenever it goes off cool-down. When the farm is created, and whenever a supply pack 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 supply packs. Any extra supply packs 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 supply packs at ally camps as if they were your own. Supply packs 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.



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 tool pack for the adjacent camp whenever it goes off cool-down. When the blacksmith is created, and whenever a tool pack is generated, the blacksmith is placed on a cool-down of 10. If the blacksmith is placed on a grassland tile then the blacksmith goes to a cool-down of 6. Camps have limited tool space and can only hold up to 4 tool packs. Any extra sets of tool packs 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 tool packs at ally camps as if they were your own. Tool packs 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.



Factory Kit - Pickup/Place/Use - Weight 2

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

A factory produces a new kit of your choice for the adjacent camp whenever it goes off cool-down. When the factory is created, and whenever a kit is generated, the factory is placed on a cool-down of 16. If the factory is placed on a forest tile then the factory goes to a cool-down of 10.

Factories may be placed adjacent to ally and enemy camps! If an enemy camp successfully steals a factory kit from you, they will immediately use it to build themselves a factory on an adjacent grassland tile or any tile farthest from any player camps if no grassland is available.

Factories 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 or ferries. This includes your main camp, other player camps, ally camps, and any ferries that you create 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 tile and the destination tile. 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 action and 1 supply pack. You may do this as many times as you want in a turn. However, you may not request anything from the other end. If there is a chain of caravans and/or ferries, you may send the secret down the chain at the cost of 1 supply pack per leg to be travelled, this will still only cost 1 action.

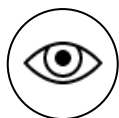


Ferry Kit - Pickup/Place/Use - Weight 2

Ferry kits allow you to setup a ferry across any number of adjacent lake tiles. A ferry works similarly to a caravan in that each ferry has a defined start and end location, movement along the length of the ferry costs 1 action, and can only use a ferry if you are on either end but cannot begin your travel in the middle. Creating a ferry expends the ferry kit, discard it after it is used.

A ferry can travel along as many tiles as you want, but it can only travel along lake tiles that are adjacent to each other. You may send a secret down the ferry for the cost of 1 action and 1 supply pack. You may do this as many times as you want in a turn. However, you may not request anything from the other end. If there is a chain of caravans and/or ferries, you may send the secret down the chain at the cost of 1 supply pack per leg to be travelled, this will still only cost 1 action.

Once a ferry is established, both ends count as a camp when creating new caravan routes, meaning a caravan route may be created between a camp and a ferry or between two ferries.



Clairvoyance - Pickup/Place/Use - Weight 1

Clairvoyance allows you to safely discover 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 Trap, 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.

If you have the Extra Sight Buff active on you then you may choose to use clairvoyance remotely or boosted at your current tile. If you choose to use it remotely, you use Clairvoyance to look at a tile that is up to 3 tiles away along with any adjacent tiles to that tile. If you choose to a boosted clairvoyance then you look at your current tile and any tiles within 2 spaces of your current location.

If clairvoyance is used on the Volcano tile, then you immediately find the temple on the Volcano.



Master Plan - Pickup/Place/Use - Weight 1

Master Plan allows you to look at the quest stack and arrange the quests in any order you want. Pick one quest to play immediately on an adjacent tile. If there is no adjacent tile, then the nearest available tile to the main camp is used instead.



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.



Destiny - Pickup/Place/Use - Weight 1

Destiny allows you to control your die rolls for the remainder of your turn. Instead of rolling for a value, choose the value you want and place the die on that value as if you had rolled that value.



Recycle - Pickup/Place/Use - Weight 1

You may use Recycle to retrieve 1 Secret of your choice from the discard pile into your inventory. The recycled secret may be a Shield or any other secret of your choosing.

Tiles

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

Grassland Tile

The grassland tile allows blacksmiths built on it to produce tool packs at a faster rate. Normally blacksmiths produce after a cool-down of 10. Blacksmiths built on grassland produce after a cool-down of 6.

Farmland Tile

The farmland tile allows farms built on it to produce supply packs 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.

The forest tile allows factories built on it to produce kits at a faster rate. Normally factories produce after a cool-down of 16. Factories built on forest produce after a cool-down of 10.

Quarry Tile

The quarry tile has cliffs on some sides. These cliffs are impassible unless you spend 1 supply pack to cross over it. You must also spend a supply pack 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 supply packs 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.

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.

Dragon's Lair Tile

The Dragon's Lair tile holds the exit and there is only one in the game. The tile is defined to be on a wall, therefore no more tiles may be explored next to the tile. You may not build a camp on the Dragon's Lair tile.

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 their quest is complete, the Enemy Stealer Camp begins on the specified cool-down. 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 6. If 2 secrets are returned then the cool-down is set to 10. If the raiding party is destroyed on the way back to camp then the cool-down is set to 6. If all minor quests have been completed then the camp is goes berserk and does not go on cool-down.

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.

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 6. If 2 secrets are returned then the cool-down is set to 10. If a camp is destroyed, 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 all minor quests have been completed then the camp goes berserk and does not go on cool-down.

Bufs

Bufs allow you to augment your abilities while you wear the buff. When you use a buff you put on the buff it provides and the buff takes place immediately. You may take off a buff at any time, but doing so also removes the effects of the buff immediately. Putting on or removing a buff counts as using a Secret and thus takes 1 action, but does not destroy the Secret. Used buffs do not count against your carry capacity, but buffs in your inventory do. If you are Injured throughout the game, your buffs remain intact on you and do not get stolen or destroyed even though the Secrets in your inventory do get stolen or destroyed.

One buff may be used at the Main Camp, for 1 action, to apply the buff to all players. This buff may also be removed and takes effect immediately.

Trading

You may trade with the specified Ally Camp once the Trade War quest has been successfully completed. Trading costs 2 supply packs 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 supply packs 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 supply packs to rescue up to 3 allies and/or secrets from a single enemy tribe, each ally or secret to be rescued costs 1 supply pack. 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 supply packs. 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 pack 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

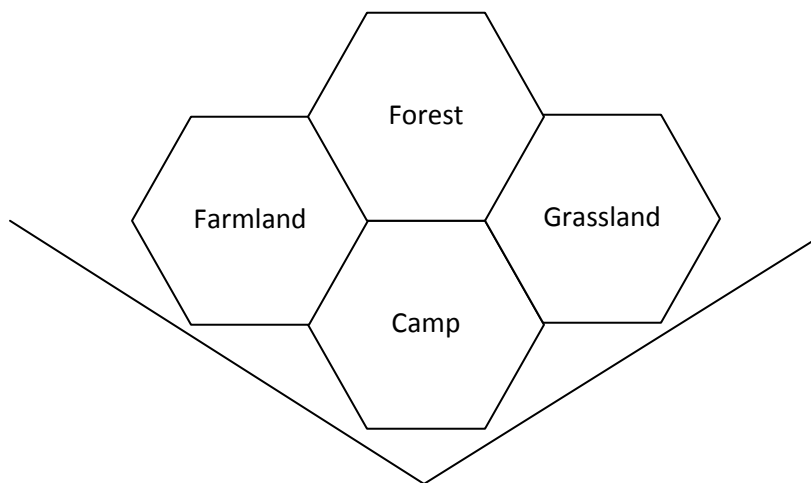
There are multiple kinds of cool-downs in the game. Farms, ally camps, enemy camps, and even you go on cool-down when injured. Whenever a cool-down is begun it begins as a specified number, usually one of the corners of the cool-down board, and a token is placed there representing the object that is 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 pack 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 supply packs on the main camp.

Tile Stack

Organize the tiles face-up into stacks by type and arrange the stacks on the table in the following order:

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

Shuffle the Quarry tiles and place them face-down, as their orientation matters. Pick the Quest Boards you will play with, based on the number of players, shuffle them with the major quest, and place them face-down. Draw the top quest and apply it immediately.

Secrets

Set aside the Shields, all but 4 Supply packs, all but 4 Tool packs, and Traps. Place all the other Secrets into a box, you will draw random Secrets from this box throughout the game. Place two random Secrets

from the box on the forest tile and one on the grassland tile, but none on the farmland tile. Add the Traps to the box.

Secret Type	Number in Secret Box
Shield	None
Trap	2/3/4/5
Extra Action Buff	1/2/3/4
Carry Capacity Buff	1/2/3/4
Far Sight Buff	1/2/3/4
Ease of Passage Buff	1/2/3/4
Nine Lives Buff	1/2/3/4
Reroll Buff	1/2/3/4
Supply Pack	2/3/3/4
Tool Pack	2/3/3/4
Farm Kit	1/1/2/2
Blacksmith Kit	1/1/2/2
Factory Kit	1/1/2/2
Camp Kit	1/1/2/2
Caravan Kit	1/1/2/2
Ferry Kit	1/1/2/2
Clairvoyance	2/2/2/2
Master Plan	2/2/2/2
Teleport	2/2/2/2
Destiny	2/2/2/2
Recycle	2/2/2/2

Numbers in columns are for having 2/3/4/5 players.

Players

Each player begins the game on the main camp tile. Pick a character and place them on the tile. Each player may pick 1 Secret of their choice from the box, share it with everyone, and place it face-down on their Player Board. 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 completed all of the minor quests, at which point the dragon begins to raid your main camp and you must defeat the dragon to escape. Beware, once all of the minor quests are completed (won or lost) 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.