

## Biomes - Prototype 4.3

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### 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!

### Game Components

- 49 standard tiles, 7 of each of the 7 types of standard tiles
- 17 special tiles (1 main camp, 1 dragon lair, 1 roaming gang, 14 other quest tiles)
- 8 quest boards
- 1 cool down board
- 5 player boards
- 95 secrets
- 26 cool down markers
- 5 characters
- 5 D6
- 1 D8
- 1 roaming gang
- 4 raiding parties
- 18 camp pieces (8 orange, 10 blue)
- 20 road pieces
- 1 rules book

### Setup

#### Game Length and Difficulty

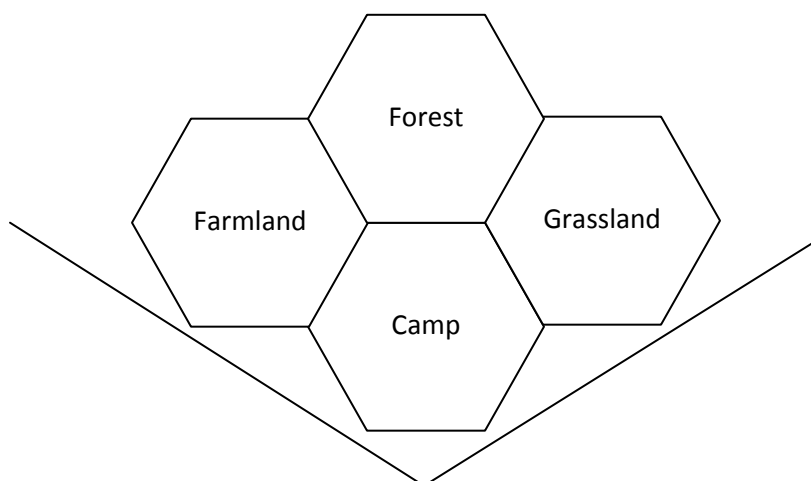
The game length and difficulty are dependent on the number of players in the game. The number of minor quests and the number of tiles of every other type are equal to the number of players in the game.

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.

## 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 discovered 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 and 2 tool packs on the main camp.

## Cool Down Board

Place the dragon counter and the main camp counter on the cool-down board at a starting value of 19 for both. Place the roaming gang on a cool-down of 10. Place a counter for the factory on the main camp on a cool-down of 10 and a counter for the starting farm on a cool-down of 4.

## Tile Stack

Find the number of tiles of each type you will be playing with this game, according to the game length and difficulty you have chosen. 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. Quest boards are rectangular and are not the quest tiles. 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. Place all the other Secrets into a box at the values listed below, 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. Save the extra packs and kits as these will be generated during the game. Put all other extra secrets away, they will not be used this game.

Secret Type	Number in Secret Box
Shield	None
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	3/4/4/5
Tool Pack	3/4/4/5
Farm Kit	2/3/3/4
Blacksmith Kit	2/3/3/4
Camp Kit	2/3/3/4
Caravan Kit	2/3/3/4
Clairvoyance	3/3/4/4
Teleport	3/3/4/4
Destiny	1/1/2/2
Recycle	1/1/2/2

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 secret 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 secrets.

## Goal of the Game

### Ending the Game

The game ends when either the player's main camp is destroyed, the dragon is slain, or all players are injured at the same time.

## 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.

## 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 or along the length of a caravan or ferry(1 action, 2 if moving onto a mountain tile)
2. Discover an adjacent unknown tile and any secrets on it (1 action)
3. Search for and Collect all secrets on the tile you are currently on, this allows you to look at all of the secrets on your current tile and keep any or all of them in your inventory (1 action, 2 if on a mountain or desert tile, free at camp)
4. Place a secret on the tile you are currently on (free)
5. Use a secret from your inventory (1 action)
6. Work a resource for a cool-down roll on that resource (2 actions)
7. Attempt to steal from an enemy (2 actions)
8. Battle against an enemy (2 actions)
9. Interact with a Quest (variable actions)

## Board turn:

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

1. Farms, Blacksmiths, Factories
2. Player Injury
3. Roaming Gang
4. Enemy Camps (no longer involved in an active quest)
5. Active Quests

## Core Rules

### Coordination and Take-backsies

You will communicate a lot in this game, which is made more challenging by the existence of private information. When discovering or searching you may not tell anyone what secrets you find. 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.

You may talk about speculative plans all you want. As soon as you do or say something that provides new information you cannot take it back. For example, do you 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 discover, search, place a secret on a camp, use a secret, work a resource, attempt to steal, attempt a battle, or interact with quest 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 saying and can intervene in not so friendly ways. Be careful!

### 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. Your secrets are not destroyed or stolen. 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!

## Stealing

Stealing allows you to obtain secrets from enemies, such as the dragon, but only one player may participate. Enemies can also steal from you! When you or an enemy steals, roll a D6. On a roll of 1 or 2 nothing is stolen. On a roll of 3 or 4, 1 secret is stolen. On a roll of 5 or 6, 2 secrets are stolen. If you are stealing then the stolen secrets go into your inventory. If the enemy is stealing the secrets they see the enemy's rules on what they do with the secrets.

## Battles

Battles allow you, or enemies, to do damage. You may battle against the dragon, against the roaming gang, or in the war quests. When battling, multiple players may participate and the number of players involved will impact the results. When battling roll a D6 for your forces and a D6 for the enemy forces. The greater value wins the battle. For each player involved, add 1 to the roll for your forces. Most enemy forces have a modifier on their die roll, see the rules for the individual enemies for the appropriate values.

## Garrisoning

Players may garrison their camps to increase their rolls in stealing and battle situations. If a camp is garrisoned and is attacked, such as in a war, then the camp gets +1 to any rolls for that battle attempt. The roaming gang cannot move onto a garrisoned camp. Ally and enemy camps involved in an active quest are considered garrisoned, as are the battlefield and any raiding parties involved with the quests. The bonuses to their rolls from garrisoning are already included in the rules of the quests in question.

## Bufs

Bufs allow you to augment your abilities while the buff is active. Only buffs that are active when you begin your turn are in effect for that turn. This means that activating or deactivating a buff during a turn will have no effect this turn, but will impact your next turn. Active buffs do not count against your carry capacity.

You may choose to activate or deactivate a buff which counts as using the secret and therefore costs 1 action. When you activate a buff, place it in one of your active buff slots. You must have an available active buff slot to be able to do this. When you deactivate a buff it goes back into your inventory, it is not discarded.

One buff may be activated at the main camp, for 1 action, to apply the buff to all players.

## Factory

A factory produces kits whenever it goes off cool-down. Only the main camp contains a factory. The factory begins the game on a cool-down of 10 and returns to 10 after producing a kit

## Enemy Camps

Some quests may generate an enemy camp once complete. A new enemy camp begins on a cool-down of 6 and attempts to steal from the nearest player camp whenever it goes off of cool-down under normal stealing rules. Any secrets stolen are immediately moved from the player camp to the enemy

camp. If no secrets are stolen then the enemy camp goes on a cool-down of 4. If 1 secret is stolen then the enemy camp goes on a cool-down of 6. If 2 secrets are stolen then the enemy camp goes on a cool-down of 10.

If the nearest player camp has no secrets in it then the player camp is attacked instead, under normal battle rules. When attacking, the enemy camp gets +2 to its roll. If the enemy camp loses the battle then it goes on a cool-down of 10. If it wins the battle then it goes on a cool-down of 6. If the camp being attacked is not the main camp, and the enemy camp wins, then the camp is destroyed. If the camp is the main camp and the enemy camp wins then the main camp is dealt damage equal to the difference between the die rolls. For example, if the enemy camp rolls a 3 and the player camp rolls a 1 then the enemy camp does  $3 + 2 - 1 = 4$  damage to the main camp. Any players present at the camp being attacked influence the battle accordingly. If the battle is lost, any participating players are injured.

You may attempt to steal secrets from an enemy camp. You may also attack an enemy camp. If you attack an enemy camp and win then their cool-down is immediately reset to 10. If you attack an enemy camp and lose then their cool-down is unaffected. When attempting to attack an enemy camp the camp gets +2 to its rolls.

## Roaming Gang

The roaming gang moves around the biome randomly, disrupting whatever tile it is on. At the beginning of the game you do not know where the roaming gang is. Place the roaming gang on a cool-down of 10. When this cool-down reaches 0 the roaming gang is found at a location of your choosing in an undiscovered tile that is adjacent to a discovered tile. Place the roaming gang tile at that location with the roaming gang on that 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, onto the dragon's lair, takes 2 movement to move onto a mountain, cannot move over cliffs, and takes 1 movement to move onto any other tile. The roaming gang cannot end its movement on a garrisoned tile, raiding party, or battlefield. 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.

You may attack the roaming gang to subdue it. When you do this a battle begins under the normal battle rules. The Roaming Gang gets +2 to its roll. If the Roaming Gang wins, the player becomes injured and is returned to main camp. If the player wins, the Roaming Gang is subdued and placed on a cool-down of 10. While subdued the roaming gang does not move but still disrupts the tile it is on.

The tile it ends its movement on is disrupted. The Roaming Gang disrupts different tile contents in different ways:

## Players

A battle begins immediately.

## Camps

The roaming gang attempts to steal from the camp under the normal stealing rules. Any secrets it successfully steals are immediately destroyed. Any cool-downs associated with the camp are halted. This includes any caravan routes to/from the camp and player injury and the factory at the main camp but does not include attached farms as they are on their own tiles.

### *Farms and Blacksmiths*

The production of the farm or blacksmith is halted.

### *Caravan Routes or Ferry Terminals*

The caravan route or ferry cannot be used.

## **Player Actions**

Players have several core actions to choose from during their turn.

### **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.

### **Discovery**

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

Once you have picked a location, 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. Mountain
6. Desert
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 in place and face-up, roll a D6 to discover the secrets on that tile. On a roll of 1, there are no secrets to be discovered. On a roll of 2-5, there is 1 secret. On a roll of 6, there are 2 secrets. As the discoverer you, and ONLY you, may look at these secrets for free. Once you have looked at them, place the secrets face-down on the tile being discovered.

Discovery takes 1 action normally, or two actions if you are currently on a desert tile.



## Search and Collect Secrets

When you search for and collect secrets you, and ONLY you, may look may look at all of the secrets on the tile that you are currently on. You may add any, even all, of the secrets to your inventory for free. When you do so, place them in your inventory face-down. Any secrets that you do not want to keep, including those currently in your inventory, are placed back on the tile face-down.

Searching takes 1 action and allows you to look at all secrets on a tile. The exception is that searching takes 2 actions on both mountain and desert tiles. Collecting secrets is free at player camps.

## Placement of Secrets

You may place a secret on a tile at any time for free. Place secrets face-up on player camps and face-down on all other tiles. If you wish to pick the secret back up, you must spend an action to search for and collect all of the secrets on the tile, unless you are at a player camp.

One sneaky thing you can do is move to a player camp, "place" all your secrets there for free which reveals them to all players, then "pickup" the secrets again for free. Essentially, you can reveal your inventory if you are at a player camp.

## Usage of Secrets

All secrets can be used for some effect. While secrets are private information, nothing remains secret forever. Using a secret tells everyone what you had when you use it.

## Working of a Resource

You may work a resource if you are on a tile that contains a farm, blacksmith, or the main camp. When you work a resource you spend 2 actions to get a cool-down roll for that resource. For example, if you are on the main camp tile, you may spend 2 actions to immediately roll a cool-down roll for the factory at the main camp.

## Stealing from an Enemy

You may attempt to steal from an enemy. This can be the dragon or an enemy camp that resulted from a finished quest. When you attempt to steal, you spend 2 actions on the attempt and follow the stealing rules to resolve the steal.

## Attacking an Enemy

You may attempt to attack an enemy to subdue them. You may attack the roaming gang or an enemy camp that resulted from a finished quest. When you attack, you spend to 2 actions on the attack and follow the rules of attacking to resolve the attack. Attacking in a war and attacking the dragon are considered to be quest actions, and are thus handled within the rules of the corresponding quest.

## 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.

## Quests

There is 1 major quest in the game and 7 possible minor quests. 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.

#### *Dragon sleeps*

The dragon begins the game asleep. It does nothing while asleep. The dragon awakens when you find its lair.

#### *Dragon awakens*

The dragon awakens when you find its lair. The dragon begins with 2 random secrets from the secret box on its quest board, face-up. Once awakened, the dragon will raid camps for secrets without cool-down. 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.

#### *Dragon angered*

The dragon becomes angered when you attack it or when all of the minor quests have been completed. When angered, the dragon will no longer attempt to steal secrets. Instead, it will attempt to destroy your main camp. Your goal is to kill the dragon and escape before it destroys your main camp. Additionally, with the dragon angered, all enemy camps and the Roaming Gang go berserk. Enemy camps no longer go on cool-down and the Roaming Gang moves twice per round.

When this quest is updated, the dragon attacks your main camp. This does not count as a battle, the dragon always succeeds at its attack and does some amount of damage to your main camp. Roll a D6, apply that much damage to your main camp by moving the counter for your main camp on the cool-down board by that amount. If the counter reaches or passes 0 then your camp is destroyed and you lose the game.

#### *Stealing from the dragon*

When you are adjacent to the Dragon's Lair, you may attempt to steal from the dragon to try to recover some of the stolen secrets for 2 actions. If you fail to steal any secrets from the dragon you become injured and return to camp. See the Stealing section for rules on stealing.

### *Attacking the dragon*

You may attack the dragon at any time, but doing so will anger it. You must attack the dragon to slay it, escape, and win the game.

Attacking the dragon costs 2 actions, any additional players may participate for free if they are adjacent to the dragon's lair tile. You may only attack the dragon once per turn, but the next player may attack the dragon on their turn. The dragon will always injure all players attacking, regardless of who wins the battle. Having a shield equipped will make you immune to this damage.

Attacking the dragon follows the battle rules as normal. The dragon gains no bonuses to its die roll. When rolling for who wins the battle, the positive difference between your roll and the dragon's roll will be the amount of damage you do to the dragon. For example, if you roll a 4, the dragon rolls a 5, and you have 3 players then the result will be  $4 + (3 * 1) = 7$  for your team. You then apply  $7 - 5 = 2$  damage to the dragon. Move the dragon's counter on the cool-down board by this amount. If it reaches or passes 0 then you slay the dragon and win the game!

#### **Minor Quest 1: Battlefield**

When this quest is drawn, find the enemy 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 discovering. Place both warriors on the tile but place no secrets. Place the enemy 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 6 tiles away from each other.

The goal of this quest is to help the ally camp win the war. If your ally wins the war then the ally camp becomes a player camp, you gain a shield at that camp, and the enemy camp is destroyed and becomes a grassland tile.

If the enemy wins the war, then the ally camp is destroyed and becomes a grassland tile, the enemy camp gains and applies the shield immediately such that it cannot be recovered, and the enemy camp begins to raid player camps beginning on a cool-down of 6.

Whenever this quest is updated a battle ensues under the normal battle rules. The enemy gains +2 to its roll and the ally gains +1 for its roll. Players may participate in the battle by ending their turn at the battlefield and choosing to participate when the battle occurs which grants +1 to the ally roll for each player participating. If the enemy wins the battle, move the battlefield one tile towards the ally camp and injure all participating players. If the ally wins the battle, move the battlefield one tile towards the enemy camp. The quest ends when the battlefield moves onto either the ally or enemy camp tile, the owner of that tile loses the war.

#### **Minor Quest 2: Trade War**

When this quest is drawn, find the enemy camp tile and ally camp tile of this quest and warriors for both camps. Place the ally camp tile as the tile you are discovering and the enemy 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.

The goal of this quest is to help the ally camp win the war. If your ally wins the war then the ally camp becomes a player camp, you gain a shield at that camp, and the enemy camp is destroyed and becomes a grassland tile.

If the enemy wins the war, then the ally camps is destroyed and becomes a grassland tile, the enemy camp gains and applies the shield immediately such that it cannot be recovered, and the enemy camp begins to raid player camps beginning on a cool-down of 6.

Whenever this quest is updated a battle ensues under the normal battle rules. The enemy gains +2 to its roll and the ally gains +1 for its roll. Players may participate in the battle by ending their turn on the ally camp and choosing to participate when the battle occurs which grants +1 to the ally roll for each player participating. If the enemy wins the battle they do 1 damage to the ally camp and injure any players participating. If the ally wins the battle they do 1 damage to the enemy camp. The quest ends when either the ally or enemy camp's health reaches 0. The camp that loses all its health first loses the war.

### **Minor Quest 3: Fountain of Prosperity**

When this quest is drawn, find the enemy camp tile and fountain tile of this quest. Also find one of each non-lake and non-quest, 6 in total. Do not take these extra tiles from the stacks, but from those still in the box. This quest adds more tiles than otherwise would have existed in the game.

Place the enemy camp in the location being discovered. Shuffle the remaining 7 tiles together. Place one tile, face-down, 5 spaces away from the enemy camp in un-discovered territory. Arrange the other 6 tiles, face-down, around that tile in a circle. Pick the location of these tiles such that all 7 can be placed in this way. Place a raiding party on the enemy camp. The raiding party may not be attacked.

Whenever this quest is updated the raiding party discovers and moves 2 tiles towards the fountain area, or discovering the area for the fountain once it arrives. If a lake is discovered, then another tile is discovered for free. If the first tile discovered is a mountain the raiding party moves onto the mountain and stops as both movements have been used. If the second tile discovered 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.

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 immediately returns to its camp.

Regardless of the outcome, the enemy camp begins to raid player camps beginning on a cool-down of 6 once the quest is complete.

### **Minor Quest 4: Ancient Tomb**

When this quest is drawn, find the enemy camp tile and tomb tile of this quest. Place the enemy camp in the location being discovered. Place the tomb tile 5 adjacent to an discovered 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 un-discovered territory. Place a raiding party on the enemy camp. The raiding party may not be attacked. 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 the raiding party arrives on the tomb tile it raids the tomb, takes all of the remaining contents, returns home immediately, equips the shield on the camp, and stores any other secrets at the camp.

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 immediately returns to its camp.

Regardless of the outcome, the begins to raid player camps beginning on a cool-down of 6 once the quest is complete.

#### **Minor Quest 5: Burning Tower**

When this quest is drawn, find the burning tower tile and place it on the location being discovered. A band of ruffians is attempting to burn the tower down. If they succeed, the shield inside the tower is destroyed. You cannot access the tower until they are scared away. The tower begins on a health of 6 and the ruffians begin at a health of 12.

When this quest is updated the ruffians get one step closer to burning the tower down, reduce the health of the tower by 1. If this would cause the health of the tower to reach 0 then the tower and its contents are destroyed. Once destroyed, the ruffians take up residence in the ruins and prevent anything from moving through the ruins, making it impassible terrain even to the roaming gang. The ruffians also tax movement onto adjacent tiles. Movement onto an adjacent tile, but not off of, will cost 1 supply pack.

You may reinforce the tower by using a supply pack or a tool pack for 1 action. If you use a supply pack then increase the tower's health by 1. If you use a tool pack then increase the tower's health by 2. If the tower reaches a health of 12 then the ruffians given up on burning the tower and leave.

You may attempt to injure the ruffians by attacking them for 2 actions, under normal battle rules. If the ruffians have 7 or more health then they gain +2 to their roll, otherwise they gain +1 to their roll. If the ruffians win the battle then all involved players are injured. If you win the battle, reduce the ruffians' health by the difference in your rolls. For example, if you attack with 2 players roll a 5 and the ruffians roll a 3 then you do  $5 + 2 - 3 = 4$  damage to the ruffians. If the ruffians' health is reduced to 0 then they fail to burn the tower and run away.

If you are able to chase off the ruffians before the tower is burned then you enter the tower and find a shield and one secret of your choice from the box.

### Minor Quest 6: Sinking Ruins

When this quest is drawn, find the Sinking Ruins Tile and place it on the location being discovered. 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 reinforce the ruins by using 2 supply packs or a tool pack for 1 action. If you reinforce the ruins then the next sinking is delayed for 1 round. You can do this at most once per round, among all players.

### Minor Quest 7: Temple on the Volcano

When this quest is drawn, find the Volcano Tile and place it on the location being discovered. 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 destroying its contents and making it impassible as well. The dragon's lair cannot be destroyed by lava, but any other tile can be destroyed by lava. After an eruption the counter returns to 2 to erupt again until all adjacent tiles are covered in lava.

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. One priest is equivalent to 4 secrets and you may only carry one priest at a time. 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. You may carry up to 4 secrets at a time, plus any buffs that you have equipped.

The available secrets are:



## Shield

Shields may be equipped on players as a buff or on any camp (player, ally, or enemy) as a shield.

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 steal attempts. A shield does not block damage from the dragon, they only prevent the dragon from stealing from the camp. The dragon will only steal from camps (player, ally, or enemy) that have no Shield equipped.



## Supply Pack

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 camps 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

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



## Extra Action Buff

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

A Carry Capacity buffs can be used on yourself to give yourself the ability to carry 2 more secrets. 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

A Far Sight buff can be used on yourself to give yourself the ability to discover tiles 2 tiles away. With this buff, you do not need to be adjacent to a tile to discover it but can be a tile away and still be able to discover it. The Extra Sight Buff also boosts the strength of Clairvoyance.



### Ease of Passage Buff

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 searching for a secret therein will only take one action. The same goes for desert tiles.



### Nine Lives Buff

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

A Reroll buff can be used on yourself to allow you to reroll any die roll that you perform. This does not include board turn updates that you roll unless they have to do with your person, such as injury or wars you are participating in. 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.



### Farm Kit

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

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.



## Camp Kit

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 discovered at no additional cost. Beware, this can easily spawn an enemy camp next to your new camp if you are not careful!



## Caravan Kit

Caravan kits allow you to setup caravan routes and ferries. Using a caravan kit expends it, discard it after it is used.

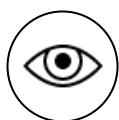
Caravan routes can be built between any friendly camps or ferries. This includes your main camp, other player camps, ally camps, and any ferries that you create but does not include enemy camps. Caravan Routes are up to 5 tiles long, counting both the originating tile and the destination tile. Caravan Routes may not go through lake tiles or camps, such as having an player, ally, or enemy camp midway along the Caravan Route.

A ferry can be built along any number along any number of adjacent lake tiles. When created, the player defines the start and end points of the ferry, one of which is the tile the player is currently on. Ferries do not need a camp on either end, like a caravan route does. A caravan route may be built to either end of a ferry.

Players may move along the length of the caravan route or ferry for 1 action. You may not jump on a caravan or ferry mid-route, they are only usable end to end. Moving along multiple caravans and/or ferries in a row costs 1 action per route traveled. Raiding parties and the roaming gang cannot use your caravans or ferries.

You may send a secret down a chain of caravan and/or ferry routes at the cost of 1 supply pack per leg of the route travelled. For example, if you want to send a secret down 3 legs, that will cost 3 supplies. This also takes 1 action to do, but you may send the secret down as many legs as you want for that 1 action. You may send multiple secrets in a turn, but each secret sent cost 1 action and some number of supplies to be sent. You may not

You may not request anything from the other end.



### Clairvoyance

Clairvoyance allows you to discover all adjacent tiles and look at all secrets on your current tile and all adjacent tiles. As with all private information, only you can look at these secrets.

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.



### Teleport

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

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

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 discovery, rolls of 5 or 6 spawn 2 secrets from the secret box instead of just a 6.

## Quarry Tile

The quarry tile has cliffs on some sides. These cliffs are impassible unless you spend 1 tool pack to cross over it. You must also spend a tool pack to discover 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 searching for 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, discovering an adjacent tile from a desert tile takes 2 actions instead of 1 and searching for Secrets also takes 2 actions. Placing secrets on a desert is still free.

## Lake Tile

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

## Player Camps

Player camps allow players to place and collect secrets for free. Camps have a limit of 4 supply packs and 4 tool packs able to be stored on them. If a player camp is attacked it is destroyed unless it is the main camp.

## Main Camp

The main camp is a special player camp. You start the game with your camp revealed. If your main camp is destroyed, you lose the game. Your main camp has health, meaning that attacks on it reduce its health rather than destroying it immediately. 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. Your main camp includes a factory.

## Dragon's Lair

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 discovered next to the tile. You may not build a camp on the Dragon's Lair tile. You may not move onto the Dragon's Lair tile except to steal from or attack it.