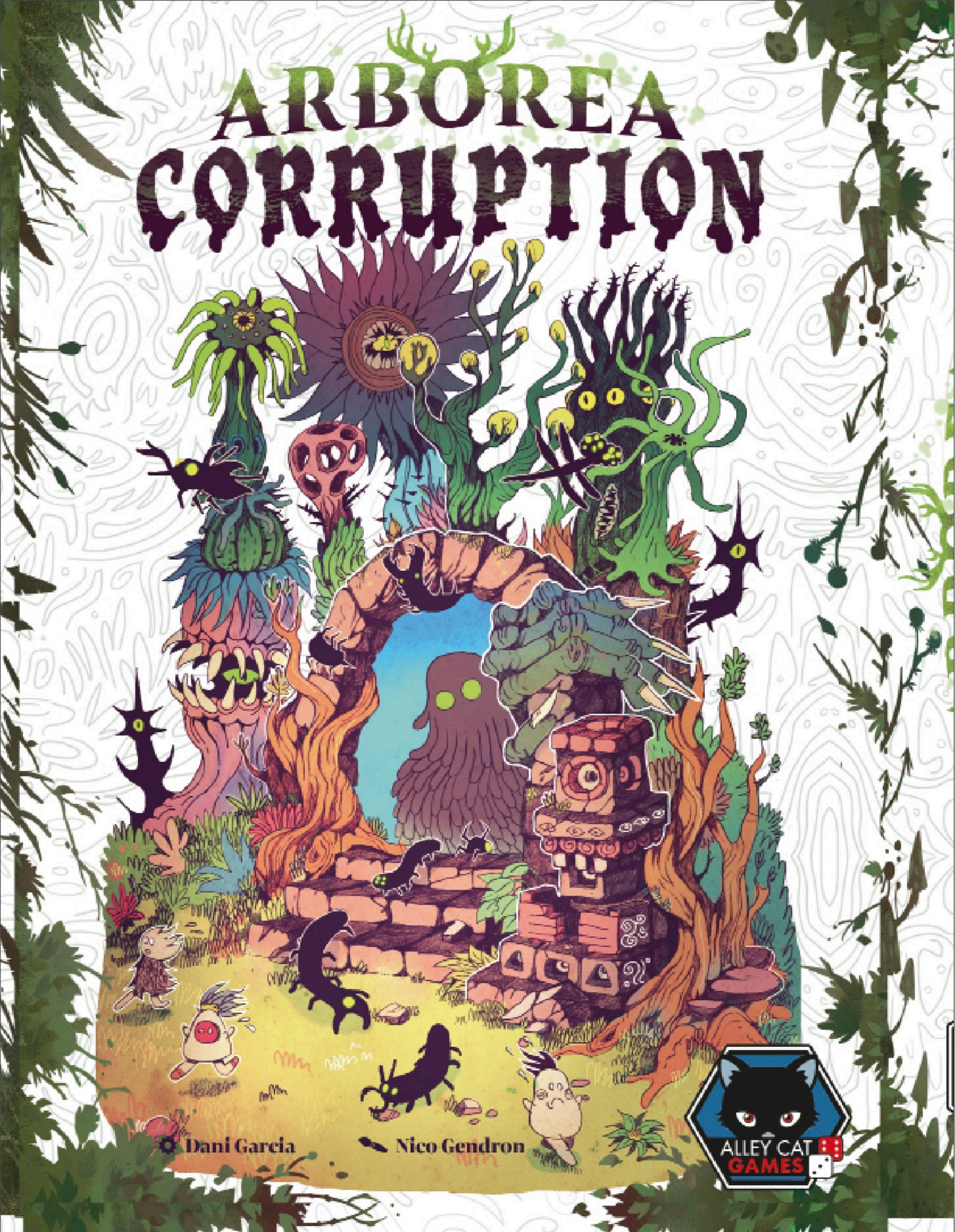
ARBOREA
CORRUPTION



Dani Garcia

Nico Gendron

ALLEY CAT GAMES

COMPONENTS

1 Portal Board



18 Majestic Creature tokens



XX Corruption tokens



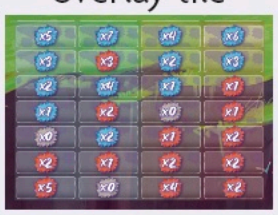
4 Portal track pieces



10 Corrupted Villagers



1 Corrupted Season overlay tile

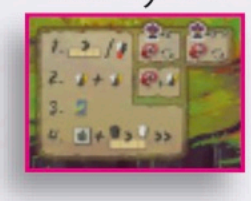


5 Portal Sage markers

1 for each player colour



1 Action Sequence overlay tile

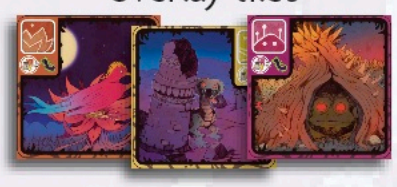


5 Wooden Cubes

1 for each player colour



8 Corrupted Sage overlay tiles



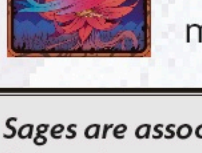
18 Majestic Creature cards

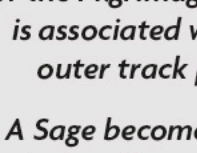


SETUP

1. Place the Portal board above the Main board.

2.  Randomly place the four Portal track tiles on the track spaces on the Portal board, two of them on the outermost spaces on each action track. When placing tracks that show icons, orientate them so the square showing no icon is closest to the centre of the board.

3.  Place the Corrupted Season overlay tile on the Season track.

4.  Place the Action Sequence overlay tile on the turn structure section of the Main board.

5.

Shuffle the Majestic Creatures cards to form a face down deck and place it besides the Portal board. Reveal four cards from the deck, face up, on the left spaces of the Portal board.

6. Place the corresponding Majestic Creature token on each card, this will form the display of Majestic Creatures.

7.  Create a supply with the unused Majestic Creatures tokens and Corruption tokens.

8.  Place the 8 Sage overlay tiles, corrupt side down, onto their matching spaces on the board.

Sages are associated with specific sections of the Pilgrimage track. The inner track piece is associated with the upper Sage and the outer track piece with the lower Sage.

A Sage becomes corrupted and it's overlay token flipped to the corrupt side, when a Corruption token is placed on it.

In a 1-3 player game place four Corruption tokens on Sages as follows:
One token is placed on the Sage associated with the track with a Season bonus on and the overlay token is flipped to the corrupt side.

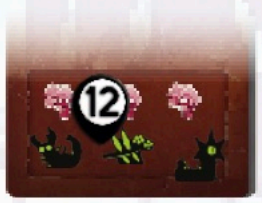
In a 4-5 player game:
Place one Corruption on every Sage and flip the overlay tokens to their corrupt side.

PLAYER SETUP

Place your 2 Corrupted Villagers on your board, one on the Young Villagers reserve, and the other on the Veteran Villagers reserve.

Place your Portal Sage marker on the starting space of the Portal Sage wheel.

Place a Corruption token on each of the two middle spaces on your starting Ecosystem card. Place three Corruption tokens on the level 1 Biome card in your supply.







OVERVIEW

A rift in the world has opened and corruption is now spreading to the land and its inhabitants. You will have to cleanse that corruption while still trying to create a healthy ecosystem. By sending some of your villagers to the portal that has appeared, you will contain the spread of the corruption. It's a dangerous task, and some of your villagers have already been affected by the portal's corruption. Corruption isn't the only thing to come through though. An old sage, long since forgotten, has returned and they know the ways of the lands beyond the rift. With their help you have the chance to rescue majestic creatures from the other side, currently trapped inside the portal, which will help your ecosystem flourish.

You may use this expansion at all player counts, and you may also include any other expansions.

The Corruption expansion makes it harder to earn RP, you may find you score a lot lower in your first few games. We suggest leaving out the Corrupted Season overlay tiles for these games. Do not combine the Midnight River expansion until you are very familiar with Corruption.

GAMEPLAY

The Corruption expansion adds new rules and options. The rules of the base game have not changed and still apply unless explained differently below.

Gaining Corruption

Various game effects will instruct you to gain Corruption. Corruption gained with Ecosystem cards and Creatures stays with that particular card or token until cleaned. Whenever you are instructed to take Corruption not associated with a Ecosystem card or Creature (such as from a corrupted Sage), take a Corruption token and place it on any Habitat space in your Ecosystem that does not contain Corruption. If all Habitat spaces already have Corruption, place the Corruption on your player board, it must be placed in your Ecosystem as soon as you are able. Corruption held on your player board cannot be cleaned.

Dani gains 2 Corruption this turn. He places one on the remaining Pink Biome Habitat in his Ecosystem Ⓐ, the 2nd corruption is placed onto his player board Ⓑ until he has an available Biome Habitat to place it on.



Step 1: Pilgrimage

Place 1 Villager

Normal Villagers (Young, Veteran, and Elder) are placed as normal and cannot be placed directly onto the Portal board. In addition to your normal Villagers, you may now also place Corrupted Villagers.

A Corrupted Villager may be placed directly onto the Portal board. They are placed onto an empty track square below the Place Villager icon as per the normal rules.

A Corrupted Villager may be placed onto the Main board as per the normal rules but Corruption will spread to the Sage (see page XX).

Advance 1 Pilgrimage Track

You may choose to advance a track on the Portal board when taking this action. All the normal track rules apply.

Step 2: Activate Villagers



As shown on the Action Sequence overlay tile, you may now activate a 3rd Villager on your turn before paying Spirit Ⓐ, providing at least one of those Villagers is on the Portal board. You may use all other activations for any Villager in any area. To activate 4 Villagers by paying spirit, or 3 Villagers without paying Spirit, at least one must be on the Portal board..

Whenever a **Young or Veteran** (small) Villager finishes a trail it now automatically moves to the Portal board instead of returning to the Reserves Ⓑ. They must be placed on the Place Villager space as normal Ⓒ, and therefore any additional Villagers past the second cannot be placed, and will instead return to the Reserve as normal Ⓓ. **Elder Villagers** still return to your available supply Ⓔ.





Whenever a **Corrupted Villager** reaches the Sage Gift reward space, Corruption will spread to the Sage. Every time a Corrupted Villager reaches the space, perform the following steps:

1. Place a Corruption token on the Sage, next to the Gift spaces. If the Sage was not previously corrupted, flip the Corrupted Sage tile to show the corrupted side. There is no limit to the amount of Corruption tokens that can be placed on a Sage.

2. If you receive a Gift reward from the Corrupted Sage, gain a Corruption for each Gift received. You may choose not to take Gift rewards to avoid gaining the Corruption.

Dani activates 2 workers this turn.

He first activates his corrupted worker and collects his rewards Ⓐ. The Sage at the end of this track is already corrupted. As Dani's corrupted worker reaches the Sage Gift reward space, he adds a second corruption token to the sage Ⓑ. Dani chooses not to take any Sage Gifts now, so does not take any corruption, and continues to place the corrupted worker on the portal track.



Dani activates his second worker, a young worker, and collects his rewards Ⓒ. When passing the Sage Gift space, Dani chooses to take 1 Sage Gift Ⓓ. As he does so, he must also take 1 corruption token from the supply. Dani only takes 1 corruption from the supply even though the corrupted Sage has more than 1 corruption token on it. He then continues to place his young worker on the portal track.

If Dani had a third worker on the portal track, he could choose to activate it for free. Otherwise activating a third worker would cost Spirit as normal

Portal Board Activations

The final action of any Villager on the Portal board is to advance your **Portal Sage marker**. If the Villager was a normal Villager, move the Portal Sage marker one space clockwise around the wheel. If the Villager was a Corrupted Villager, move the Portal Sage marker two spaces. You gain all rewards the marker passes or lands on, as long as you have a gift next to that reward, or if the reward shows the 'V' icon next to it. (see Villager Rewards on page XX). If the Villager was a Corrupted Villager, gain each reward with one of your gifts twice instead of once (this does not apply to the Majestic creature reward).

Dani activates his corrupted worker on the portal track this turn and gains his rewards. After doing so, he advances his Portal Sage marker 2 spaces around the wheel Ⓔ, passing one of his gifts and gaining the 3 spirit reward next to it Ⓕ.



Step 3: Complete 1 Ecosystem Card

Whenever you complete an Ecosystem card, it may have a number of Corruption tokens on it. When you flip the card and place it into your Ecosystem, you must place each Corruption token on a Biome Habitat space (not rock) on that Ecosystem card.

Step 4: Update Biome Reserve and Advance Pilgrimage Tracks

All tracks advance as normal. Note that the Corrupted Villagers advance tracks one space as per any black coloured Villager. The two Pilgrimage tracks on the Portal board also advance in the same way.

End of Turn: Add Cards and Creatures to your Ecosystem

You may not place an Ecosystem card in such a way that a card covers a Habitat space that contains a Corruption token.

Ensure all Corruption tokens placed on Ecosystem cards or Creatures remain on those once they are placed in your Ecosystem.

Activating Villager Rewards Changes

Unless stated otherwise, all Villager rewards work as per the base game rules.

Take 1 Ecosystem Card

Whenever you take a new Ecosystem card, you must also take a number of Corruption tokens equal to the Biome cost of the card (i.e. 3/4/5/6 Corruption tokens). Place these tokens on the centre of the card after placing it in a slot of your player board.

Gift a Sage

Any 'Gift a Sage' icon that does not specify which Sage the Gift must be placed on, may be used to place on the Sage Wheel of the Portal board. The Sage Wheel has four spaces for Gifts. Each space may contain up to one Gift from each player. The four wooden cubes replaced by the Season track markers allow for this.

Sage Rewards

If you take a reward from a Corrupted Sage, gain one Corruption token for each reward taken. The amount of Corruption on the Sage does not increase the Corruption you take.

The rewards of the Portal Sage wheel are as follows:

- Advance your marker one space on any one Season track
- Clean 3 Corruption from Habitats (see below)
- Gain 3 Spirit
- Clean 1 Creature or Sage (see below)
- Gain a Majestic Creature and advance the Sun Tracker

Return Villager

> ***Remember: Young and Veteran Villagers returning from the main board do not return to your player board and are now instead placed on the Portal board, providing empty spaces remain.***

When a Corrupted Villager returns to your player board, place it in the Veteran Villager reserve unless a Corrupted Villager is already placed there. If there is, place it in the Young Villager reserve instead.

Attract a Creature

Whenever you attract a Creature, place a Corruption token with it in the Borderlands.

Invite Creature

You may not invite a Majestic Creature using the standard reward.

Whenever you invite a Creature that has a Corruption token with it, you must keep the Corruption token with that Creature.

Train Villager

Whenever you train Villagers, you may choose to train Corrupted Villagers from the reserve of the Villager you are training, instead of the uncorrupted Villagers.

Clean Corruption

Clean actions are split into two distinct types. Each Clean Corruption reward shows a number. According to the number shown, you may immediately remove a number of Corruption tokens.

Clean Creature/Sage

- A Corrupted Creature in your Ecosystem, Invited Creatures area, or Captivity area.
- A Corrupted Creature in the Borderlands, if you do so you must select the lowest placed Creature of your chosen type. Gain Spirit as shown in the row that Creature is located.
- A Corrupted Sage, if you do so you may take a Gift reward (not the lowest one for small Villagers) from that Sage. If you cleaned the last Corruption token from a Sage, flip the Corrupted Sage overlay tile, to show its uncorrupted side.

Clean Habitat

- Habitats on Ecosystem cards.
- Ecosystem cards above your player board.

Gain Majestic Creature

Whenever you gain a Majestic Creature, select a Majestic Creature from the display. Majestic Creatures can never be Corrupted. Take the Creature and place it in your Invited Creature area. Also take the matching card to remind you how the Creature scores at the end of the game. Majestic Creatures each have their own scoring rules, but all other rules of Creatures apply. Advance the Sun tracker one space.

Reveal a new Majestic Creature card from the deck so that there are always four cards in the display. Place the matching Creature with the card.

END GAME SCORING

Perform end game scoring as usual, with the following changes:

Seasons

The Corrupted Season tracks now feature negative as well as positive scoring. If your Season track marker is on a negative space, calculate the score as normal (including the criteria count maxing out at 8) but instead of gaining RP, you lose RP.

Creatures

Any Corrupted Habitat does not count towards Creature scoring. It is considered "Corrupted", and it's not the original Habitat (this includes Corrupted water not multiplying the RP of adjacent Creatures).

- Majestic Creatures are scored before any other Creatures.
- Any Corrupted Creatures lose RP instead of gaining RP following their normal scoring rules.
- **Rule change:** Wiseowls now score 1 RP for every 3 Gifts you have placed, instead of 2 Gifts.
- For each Corrupted Habitat a Creature is placed on you will lose 4 RP.
- Remove the Corruption tokens adjacent to Creatures once all Creatures scoring has been carried out.
- .

MULTIPLE EXAMPLES NEEDED

Corruption Tokens

Any remaining Corruption tokens in your Ecosystem or on your player board waiting to be placed loses you 1 RP each. Corruption tokens on incomplete Ecosystem cards do NOT lose you RP.

Majestic Creatures

Each Majestic Creature has its own scoring rule. They are affected by Corrupted Habitats and Water Habitats as per normal Creatures.



4 for each diagonally adjacent normal Creature and 6 for each diagonally adjacent Majestic Creature.



8 per adjacent Water Habitat. Not doubled by Water but is instead doubled by any adjacent Rock.



6 per adjacent Rock.



Score 3 for every Habitat of one adjacent type in one continuous group.



Score 6 for each adjacent row and column that contains no Creatures.



Score 2 for each Habitat that you have the most of in your whole Ecosystem.



Score 4 for each normal Creature type in the adjacent rows and columns.



Score 3 for every normal Creature in your Ecosystem



Score 3 for each step you have taken on the Season track on which you have advanced the least. The starting space of each track is considered to be space '0'.

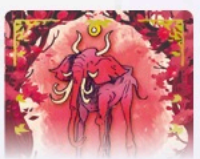


Score 3 for each different type of Habitat in your Ecosystem (not including Rock).

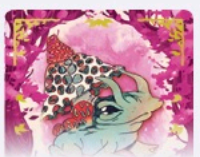
Remove all adjacent Corruption.



Scores 5 for each Corruption removed in this way. If the Brown Goat is adjacent to water, this score is doubled as the water is no longer Corrupted.



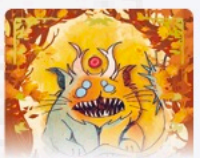
Score 2 for each Sage on which you have at least one Gift, this includes the Portal Sage.



5 per adjacent "pink" + 6 per Mushfrog not next to water in your ecosystem.



Red Wolf: 5 per adjacent "red" + 6 per Antleworm scoring at least 6



5 per adjacent "yellow" + 8 per diagonally adjacent Grimster.



5 per adjacent "green" + 8 per Wildcat with at least one Antleworm on its row/column.



5 per adjacent "purple" + 6 per Wiseowl diagonally adjacent to another (not the Purple Goat) Majestic Creature.



7 per Spiderant in your ecosystem.

FAQ

The  icon refers only to the normal creatures found in the base game.

Any effect that gains you Corruption or places Corruption somewhere are compulsory.

All effects that Attract or Invite Creatures are compulsory.

Other effects are optional, you may choose to not complete them if you wish.

If no Creatures remain of a certain type, the Sun token still advances.

The bottom step or starting space of the season track is step 0.

When playing with the Midnight River expansion, you may only activate your Boat once per turn and it classifies as a main board activation.

Fish and Sprites do not reduce your spirit if in captivity at the end of the game.

Fish and Sprites may be placed from captivity once per place creature action as per creatures.

REWILD PROMO CARDS

Replace all the base game normal creature scoring rules with those found on the promo cards. Give each player a reference card with the new scoring rules.

- **Baby Mushfrog:** 2 per adjacent Pink Habitat space and 2 RP for each different type of normal creature on a diagonally adjacent space.
- **Baby Antlerworm:** 2 per adjacent Red Habitat space and 2 RP for each different type of normal creature on a diagonally adjacent space.
- **Baby Grimster:** 1 per adjacent Yellow Habitat space for each Mushfrog, Wiseowl, and Spider Ant in your ecosystem.
- **Baby Tailcat:** 1 per adjacent Green Habitat space for each Antlerworm, Wiseowl, and Spider Ant in your ecosystem.
- **Baby Wiseowl:** 1 per adjacent Purple Habitat space for every two different Sages at which you have Gift cubes.
- **Baby Spider Ant:** 3 per adjacent Rock.