

# NEAR AND FAR

## Rule Book

KICKSTARTER VERSION



## Welcome to *Near and Far*,

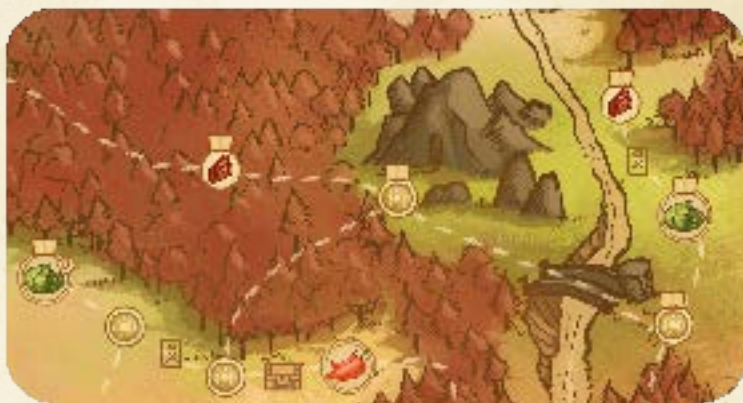
a world of ancient ruins, hidden treasures,  
and forgotten wonders!



***Near and Far* is a storytelling game,** and a sequel to the board game *Above and Below*. Like *Above and Below*, you will read from a book of stories as you play. Each story gives you a choice of how to respond, giving you mastery of your own destiny.


### ***Near and Far* is an atlas game.**

Instead of only one board, the game includes a book of maps, called the game atlas. Each time you play you will use a different map with new challenges and encounters, giving you an entire world to explore over many game sessions.



### ***Near and Far* is a campaign game.**

As you grow comfortable with the game, you may choose to start a campaign, creating a character to play over many game sessions. Each player keeps track of their own character by writing on a special card with a pencil. Player characters gain experience which can be used to purchase talents—permanent special abilities that can be used in every game session of the campaign.



*There are many ways to play the game. These are called modes. Game modes allow you to tailor the experience to your taste, and are described below.*

**FIRST ADVENTURE:** A somewhat simplified version of the standard game and the best way to get comfortable with the rules. You will use the first map in the game atlas, the Glogo Hills. Read the basic rules to play this mode. Ignore rules in the **shaded boxes**—you won't need these rules until you play some of the other modes. After completing the first adventure, you may choose one of the other modes.

**CAMPAIGN MODE:** In this mode, you and your friends will each play as one character over ten maps in an epic journey to find the mysterious Last Ruin, starting with the second map in the game atlas, the Broken Plains, and playing through to the eleventh map, The Last Ruin. You will keep track of your character's experience on a card, writing in pencil, which you will use to buy skills. Use the basic rules AND all of the rules in shaded boxes labeled *Campaign Mode*. This mode gives you a lot of world flavor because the stories you read are based on map locations.

**STORY MODE:** In this mode, you and your friends will each play as one character over three or more maps in an epic journey to find the mysterious Last Ruin, reading focused, specific character stories instead of random world stories. Each character has a unique tale with twists and turns, branching quest lines, and multiple endings, all decided by the players. You choose any maps from maps 2-10 for your first two or more sessions, and your final session will be on map 11, The Last Ruin. *You cannot play your final session on The Last Ruin until all characters have completed their first 8 quests.* Like Campaign Mode, you will keep track of your character's experience on a card, writing in pencil, which you will use to buy talents. Use the basic rules AND all of the rules in shaded boxes labeled *Story Mode* to play this mode.

**SHORT MODE:** In this mode, you will play only one game. Choose any map from 2-10. You do not need to keep track of experience or use character cards. This mode is best if you will only be playing one session and you are already familiar with the basic rules. In this mode, you will read the map-based encounters from the book. Use the basic rules AND all of the rules in shaded boxes labeled *Short Mode*.

# Game Components



1 Town Board



4 Player Boards

1 Atlas



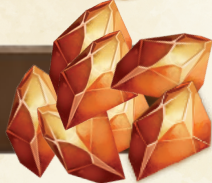
Coins  
(5 Fives, 26 Ones)



Quest Tokens



Gems



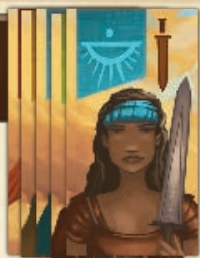
Packbirds



Faction Banner



**Adventurers**



**Threat Cards**



**4 Character Standees**



**Artifact Cards**



**Character Cards (4 types)**



**World Cards**



**4 Reputation Markers**



**Treasure Cards**



**Storybook**

**1st Player Token**

**Faction Camp Cubes (4 colors of 15 each)**

**4 Food Markers**

**4 Party Leader Markers**

**4 Dice**

**4 Pets**

# Setting up the Game

1. Give each player a player board, 1 food marker, 1 party leader marker, and 1 pet. Each player chooses a character and receives the character's standee.

## Campaign Mode, Story Mode

The player also receives the corresponding character card.

2. Give one player the 1st player token. The 1st player starts with 0 food. All other players start with 1 food each. Each player marks their food on their food track at the top of their player board.

3. Place the town board in the middle of the table. Place the players' reputation markers in the starting space on the reputation track (marked with a flame icon).

4. Shuffle the adventurers and place them in a stack face down next to the town board. Draw 5 adventurers and place them in the spaces on the upper left of the town board.

5. Turn the atlas to the first map and place the atlas below the town board.

## Campaign Mode

Play a series of 10 games, starting with map 2, the Broken Plains, and progressing through each of the 10 maps in order. Keep track of maps played on the back of the character cards.

## Story Mode

Play a series of 3+ games. Choose any map from maps 2-10 for the first 2-4 games, but the final game must be played on The Last Ruin map (map 11). When all players' characters have completed their first eight quests, play the final game.

## Short Mode

Choose any map.

6. Shuffle the treasure cards and place them in a pile (face down) next to the town board. Place the world cards near the town board (world cards do not need to be shuffled or put in any particular order).

7. Stack the threat cards in numerical order from 1 to 8 (according to the number next to the sword) and place the cards next to the atlas, face up so that the 1 card is showing.

8. Place quest markers on spaces on the map with open book icons above them. Quest markers can only be placed in spaces with book icons, but not all spaces with book icons will have quest markers. A space may not contain more than one quest marker.

The number of quest markers placed in the game is equal to the number of players + 1, so:

*If playing with two players, place 7 quest markers.*

*If playing with three players, place 10 quest markers.*

*If playing with four players, place 13 quest markers.*

9. Place the camps, faction banners, packbirds, coins, gems, and dice off to the side of the atlas and town board. Place the story book nearby.

10. Shuffle the artifact cards and deal 6 cards to each player. Place the remaining artifact cards in a deck face down next to the town board.

**Campaign Mode, Story Mode, Short Mode**  
(See "Drafting Artifact Cards" on pg. 7)

**For examples and videos of how this game is played, visit:  
[www.redravengames.com/nearandfar](http://www.redravengames.com/nearandfar)**

3.



4.



6.



5.



7.



8.

9.



2.

1.



10.



# Playing the Game

## Goal of the Game

Each player searches for the legendary Last Ruin, a ruined city said to contain the greatest desire of the heart. Players must journey through forgotten, dangerous lands, recruiting the help of four factions: Outlaws (green banner), Mystics (blue banner), Lizards (red banner), and Nomads (yellow banner). Players will, of course, only find the Last Ruin on map 11, but each map in the atlas is a piece of their epic journey.

A player's search for this city, accompanying adventures, and influence with the four factions is measured in **Journey Points**. At the end of each game, the player with the most journey points wins.



## Overview

Starting with the first player and moving clockwise, the players take turns doing one of three actions: visit town, leave town, or go adventuring.

At any point during a player's turn they may build artifact cards as a free action.

***If playing with two players, the game end is triggered when any player recruits their 10th adventurer.***

***If playing with three players, the game end is triggered when any player recruits their 9th adventurer.***

***If playing with four players, the game end is triggered when any player recruits their 8th adventurer.***

## Campaign Mode, Story Mode

### Character Talents

Before starting the first turn, players may purchase talents (permanent abilities used over multiple games in a campaign) using experience points. (*Players start at 0 experience and gain 1 experience for each character quest completed in Story Mode, and 1 experience for every three quests completed in Campaign Mode.*) Experience points spent are permanently lost. Players mark experience and talents with pencil on their character cards.

*Experience Point Symbol*

When a player gains an experience point, they fill in the star symbol with pencil on their character card. A player should immediately write their unspent total in the circle at the bottom of the card. When a player spends experience, they update their total in the circle by erasing the number and writing the new current total.



### AVAILABLE TALENTS

**Bartering (cost 3):** When you visit the General Store, you may trade 1 coin for 1 gem.

**Cooking (cost 3):** You start the game with +2 food.

**Fishing (cost 1):** You start the game with +1 food.

**Healing (cost 3):** You may heal one of your adventurers when you visit the Mystic Hut.

**Lore (cost 4):** You may ignore negative points from one unbuilt artifact.

**Martial Arts (cost 2):** +1 to duel rolls.

**Persuasion (cost 2):** Draw +1 artifact card when you visit the General Store.

**Piano Playing (cost 3):** You may visit the Saloon even if it is occupied.

**Politics (cost 3):** You may buy talents mid-game when you visit the Town Hall. You may visit the Town Hall even if it is occupied.

**Scouting (cost 6):** You may build two camps in one turn.

**Scrounging (cost 2):** You start the game with 1 treasure card.

**Spelunking (cost 2):** +2 to mine rolls.

**Storytelling (cost 3):** +2 vp if you have the highest reputation at game end.

**Taunting (cost 2):** +1 to duel rolls.

**Treasure Hunting (cost 3):** Draw +2 artifact cards at the start of the game.

*Note: Talents are described in more detail on page 28.*

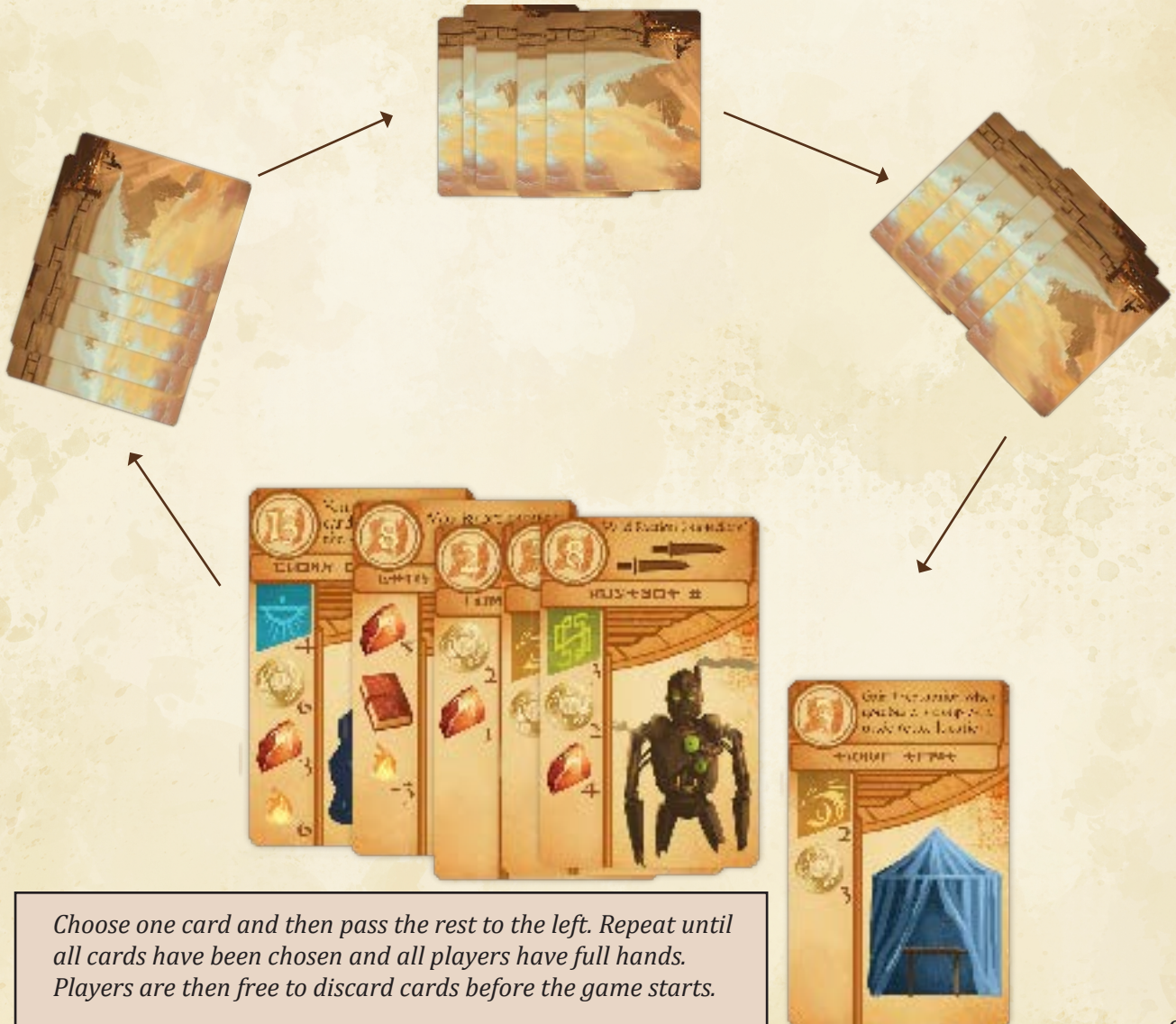
## Campaign Mode, Story Mode, Short Mode

### Drafting Artifact Cards

Each player drafts their 6 artifact cards. From these 6 they select 1 card for their hand. After selecting the card, each player hands their remaining 5 cards to the player on their left, who then selects one card, and passes the stack again, repeating this process until all cards have been selected.

Each player should be left with 6 cards. At this time, each player is free to discard any artifact cards that they don't want.

Note: Artifact cards remain in your hand until you can pay the cost to build them shown on the left side of the card. Completed artifact cards are worth journey points at the end of the game, but any artifact cards remaining unbuilt in your hand at the end of the game give a -3 journey point penalty.



# A Player's Turn

A player may do **one** of three things on their turn: **visit town, leave town, OR go on an adventure.**

## Visit Town



A player may visit town by moving their character standee to one of the buildings on the town board and taking the action that corresponds to the building.

- *The building must not be occupied by another player's character.*
- *A player can remain in town for multiple turns but cannot remain in the same building—if a player is already in town at the beginning of their turn, they must either leave town or move to a new, unoccupied building and perform that new building's action.*
- *Players can return to town from any space on the map regardless of distance.*
- *All players must visit town during the first round of the game.*

The building actions are described below:

## Town Hall



The player may perform each of the following actions once (descriptions from left to right):

- Pay 2 coins to discard 1 artifact card in hand.
- Pay 1 coin to go up or down 1 reputation.
- Pay 2 coins to gain a faction banner (any color).

## Saloon



- The player duels another player in town.

**How duels work:** First, the player declares who they are challenging and whether they are fighting **dirty** or **honorably**. Both players then roll a die. If the challenger chose to fight dirty, the challenger gains +1 to their roll. Each player adds their total number of swords and any combat modifiers to the roll. *Players count swords from adventurers in their **current party (not resting or injured)**, built artifacts, treasure cards, and world cards they own. If a pet is in a player's party, it also adds +1 to the roll.* The player with the highest number wins the duel. The defender wins a tie.

**If the challenger wins:** The challenger gains 1 reputation if they fought honorably and loses 1 reputation if they fought dirty. The challenger also gets to perform the action of the building occupied by the loser.

**If the challenger loses:** the duel simply ends with no punishments or rewards.

**Note on "Visiting" with the Saloon:** Some treasure cards, artifact cards, and talents give bonuses when "visiting" a specified building. These also count when using the Saloon to "visit" another building.

## Stables



- The player gains 1 pack bird.

Each pack bird a player owns increases a player's movement by 1. (ex: Each player normally has a movement of 2. With 2 pack birds, a player could move up to 4 spaces in one turn.). A packbird can also be returned to the supply in order ignore a threat while traveling.

## General Store



- The player draws one artifact card from the deck.
- OR** The player pays 2 food to draw 3 artifact cards from the deck.

The player reviews the new artifact cards and chooses to keep or discard any of the newly-drawn cards. If a player chooses to keep any of the artifact cards, they are added to the player's hand and cannot be discarded later (unless the player uses the Town Hall action).

## Farm



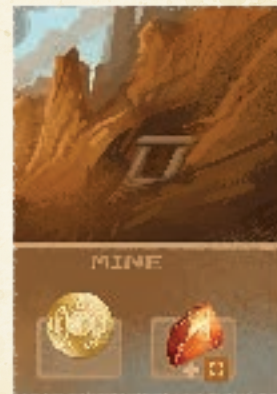
- The player gains 2 food.

## Mystic's Hut



- The player draws 1 treasure card, reads the text on the card aloud, and places it face up next to their player board.

## Mine



- The player gains 1 coin.
- OR** The player rolls a die in an attempt to gain 1 gem. On a roll of 4 or higher, the player gains 1 gem. Otherwise, the player gains 1 coin.

# Leave Town



A player's character must be in town at the start of their turn to select this action. When leaving town, a player follows these steps:

## 1. Move to the town spot on the map.

The player moves their character standee from the town board to this space on the atlas.



## 2. Recruit an adventurer.

The player takes an adventurer from the recruitment track and gains the amount of food listed above the space. The player marks their current total food on the food track on their player board. A player may never have more than 7 food.



After this, the player moves the remaining adventurers to the right and draws a new adventurer to fill the empty space on the left.



Hands represent skill. Each hand in your active party adds +1 to skill rolls and +1 to the number of resources collected when building a camp on a coin location or a gem location.



Swords represent combat. Each sword in your active party adds +1 to combat rolls, including duels and threat rolls.



Arrows represent movement. Each arrow in your active party adds +1 to your total movement.



The die represents luck. Each die in your active party adds +1 to all die rolls you make in the game. Your pet has this ability.



The shield represents caution. If you have at least 1 shield in your party, you may ignore any threat symbols when moving.

## Your Pet

Each player starts the game with one pet (dog or cat). The pet is treated as an adventurer except that it has no faction affiliation and can occupy any one of the four party slots. The pet can be placed in the inactive party area when not in the party, and can be injured like a normal adventurer. While the pet is in a party, it gives the player +1 to any die roll (skill, combat, threat, and duel).

### 3. Arrange Your Party

The player places the new adventurer in the active party, marking them as the party leader by placing the party leader marker on the adventurer token. If there is already an adventurer of the same banner color in the party, the old adventurer moves to the inactive party area at the bottom of the player board.

At this time, players are free to rearrange their party, switching out active and inactive party members.

*Note: The most recently-recruited adventurer must always remain in the active party. Only one adventurer from each faction can be in the active party at the same time. Each faction is controlled by the player who has the most adventurers and faction banners of that faction; this is important for scoring at the end of the game.*



*Note: This active party has two hands and one arrow, so this player would receive +2 to skill rolls, collect two resources when building a camp, and move up to three spaces per turn. There are no swords in the active party so the player receives no bonus to combat rolls.*

# Adventure



A player's character must be on the map to select this action. To adventure, a player moves their character on the map, chooses where to stop, may attempt quest (if there is a quest token there) and may choose to build a camp.

## Movement



Circular icons on the map are called spaces. The spaces depict a coin icon, gem icon, or one of the four trade route icons (peppers, machine parts, ichor stone, and tea leaves). Each space can hold any number of characters. Spaces are connected by dotted-line paths. Characters can travel from one space to the next following the paths. It costs 1 movement to move a character to an adjacent connected space. Icons in between spaces (threat symbols and treasure symbols) do not count as spaces and characters may not stop on these icons.

**Each player starts out with a base movement of 2.** The two arrows in the adventure symbol (picture above and on the player boards) are meant as a reminder of this.

Each pack bird a player owns gives +1 movement. Each active party member with an arrow symbol also gives +1 movement.

A player's total movement represents the maximum number of spaces a player can move on their turn, but they can choose to move fewer spaces.



When moving, a player must pay 1 food for each empty space (a space with no faction camp) they pass. Ending a character's movement on an empty space does not cost 1 food.

For example, if a player moves two spaces and the middle space is empty, they must pay one food. However, the player does not pay any food if the middle space is occupied by a faction camp, or if the player only moves one space and ends their turn on an empty space.

## Threats



If a path is marked with a threat symbol, then the player must deal with the active threat in order to pass.



The active threat is the visible threat card on top of the threat deck. The threats start at 1 sword and increase in difficulty up to 8 swords.

## Fighting a Threat

A number with a sword icon is pictured on each threat card. This is the difficulty of the threat.



If a player can match or exceed the difficulty number with their sum of swords from their treasure cards, built artifact cards, world cards, and active party, then the threat is defeated.

Treasure cards that grant +1 attack/combat when discarded can count towards this number.

The player takes the defeated threat card and the next card down becomes the new active threat.

When a player takes the threat card, they must roll a die to determine if they were injured in the fight or if they receive a bonus.



This section at the bottom of the threat card shows the potential consequences of dealing with a threat.

The player rolls a die and adds their sword number to the roll. If the final number is less than the number in the middle, the player receives the damage on the left. If the final number is equal to or greater than the number in the middle, then the player receives the bonus on the right.

### Example fighting a threat:

A player passes a threat space when the active threat is a Raider (difficulty of 2). The player has an artifact card with 1 sword, and a party member with 1 sword, so they have a total number of 2 swords and can defeat the raider. The player takes the threat card and rolls one die. They roll a 2 and add their 2 swords for a total number of 4. This number is less than 5, so the player loses 1 coin, but keeps the threat card.

Defeated threat cards that a player owns are worth journey points at the end of the game. Players should tuck defeated threat cards beneath the top edge of their player board so that only the journey point icon at the top of the card is showing.

## Passing a Threat

There are several ways to pass by a threat without fighting it. In all of these instances, no one takes the threat card and the card remains active.

### 1) Pass the threat, but deal with the consequences.


A player can pass over a threat without fighting it, but they must roll a die, adding appropriate swords, to receive either the damage or the bonus on the active threat card.

No one takes the threat card and the card remains active.

### 2) Sacrifice a pack bird.

A player can return a pack bird to the supply in order to pass a threat without dealing with the consequences.

### 3) Have a party member with a shield.

If a player has an active party member with a shield then they can freely ignore threats, passing them without dealing with the consequences. 

**Important:** A threat symbol on the map becomes inactive if both spaces surrounding it are occupied by faction camps. If either space is empty, then any new players passing over the threat symbol must deal with the active threat, either by fighting it or passing it. If both adjacent spaces have a camp, ignore the threat symbol between them for the remainder of the game. The town space (large blank circle) is always considered to have a camp for purposes of determining if adjacent threat symbols are active.

## Treasure



If a path is marked with a treasure symbol, the player draws a treasure card when passing over, the same as if the player had visited the Mystic's Hut in town.

**Important:** A treasure symbol on the map becomes inactive if both spaces surrounding it are occupied by faction camps. If either space is empty, then new players passing over the space still receive a treasure card. If both adjacent spaces have a camp, ignore the treasure symbol between them for the remainder of the game. The town space (large blank circle) is always considered to have a camp for purposes of determining if adjacent treasure symbols are active.

## Quests

If a player ends their movement on a space with a quest token, then the player may attempt a quest.

Quest  
Number



The player to their left is the reader. They turn to the quest in the story book matching the number (or letter) listed above the space on the open book icon.

The reader then reads the story paragraph (normal text just below the quest number). After this, the reader reads the choices. Each choice has its own box. The reader reads the **bold text** at the top of each choice box, which includes the skill or combat required to succeed along with a one-sentence description. The reader does not yet read the reaction paragraphs (normal text in each choice box) or the rewards (also in bold at the bottom of each choice box).

The map space pictured above links to quest 41, which looks like this:

### 41

The path leads you to the bottom of a cliff with an old looking rope stretching up towards the top. You tug on the rope a few times and it seems to be fairly solid. According to your map you need to keep going in the same direction.

#### Skill 4

##### **FIND A WAY AROUND.**

You spend the better part of two days wandering but you eventually find your way again. Along the way you come across a blackberry bush and decide to help yourself.

**4: 2 food**

**6: yellow faction**

#### Skill 6

##### **CLIMB THE CLIFF.**

It takes all your strength but you manage to get to the top of the cliff without the rope giving way. On the top of the cliff you find the pathway again, and a pack someone left behind. "For weary travelers," says a note on the pack.

**4: treasure card, green faction**

**6: gem**

~ Brenna Asplund

The active player then selects one of the choices and states their choice out loud. The player then rolls one die and adds any modifiers in an attempt to reach or exceed the skill or combat required to succeed.

For skill rolls, the player adds the total skill from their active party (represented by hand symbols) and any bonuses from cards they own.



Some choices have a combat number rather than a skill number. For combat rolls, the player adds the total swords from their active party and any bonuses from cards they own.



The player may also choose to injure party members in order to add extra skill or combat to the roll. Each party member injured is worth +1 skill or combat.

To injure a party member, the player slides the adventurer to the injured area in the lower left of the player board, marked by this symbol:



A player may injure up to three of their party members in an encounter, but may never injure the party leader. A party leader may never be injured.

**Important: Only active party members can be injured, and injuries are permanent. An injured adventurer cannot be healed or moved back into the active party for the remainder of the game. (Some special cards exist that allow you to heal party members under certain circumstances, moving them to the inactive party area.)**

If the total roll is equal to or greater than the required skill or combat, then the player succeeds. The reader then reads the reaction paragraph for the choice and the active player receives the listed rewards. The player keeps the quest token as an additional reward.



If the total is 2 or more above the required skill or combat, then the player also receives a bonus reward (listed under the base rewards). *For example, if Jenny rolled a skill 7 for the choice "Find a way around." in encounter 41, she would gain the quest token, 2 food, and a yellow faction token.*

If the final total is less than the required skill or combat, then the player fails. The reader does not read the reaction paragraph, the active player receives no reward, and they must discard the quest token (return it to the supply).

*For quest clarifications, turn to page 27. Also, see page 3 of the Story Book.*

## Campaign Mode, Short Mode

### Side Quests

Sometimes a regular quest will trigger a side quest.

The side quest will be listed among the rewards (Ex: Q2 ). The player should mark the side quest number in the spot on the lower left of the character card labeled "side quest."

Next time the player attempts a quest, the player to their left will look up the side quest number and read that quest **instead of** the quest marked on the map.

The side quest encounters are near the back of the story book, after the map-based quests. All side quests have a "Q" in front of the number.

## Story Mode

### Character Quests

When playing story mode, read the character quests **instead of** regular quests or side quests.

In this mode, players experience a full story from start to finish, playing as a character trying to reach the mystical Last Ruin. The story will change based on player decision and lead to several distinct endings for each character.

Each player's first quest will be the first character quest at the top of the list on their character card (i.e., R1). Based on their choice in that quest, they will receive a new number (i.e., R3). The player should write down this number in the next empty line below. The next time they attempt a quest, it will be this quest number.

Each time a player completes a quest in Story Mode, they fill in the star next to that quest number on their player card. Each star is worth 1 experience point.

Some character quests will grant keywords. The player should write these keywords on the back of their character card. These keywords will affect the story later on.

*Important: In this mode, if a player fails an encounter, they do not receive any rewards as normal, but they are read the reaction paragraph and mark the next character quest on their character card. They receive an experience point even if they fail.*

Players may only read their final 2 character quests when playing on the Last Ruin map (map 11) during the final game of Story Mode. If a player needs a quest read to them but they have reached their last 2 character quests and they are not playing on the Last Ruin map, a regular map quest may be read. Players do not gain an experience point for map encounters in story mode.

## Campaign Mode, Story Mode

### Tracking Experience Points

Each time a player completes a quest in Story Mode, they fill in the star next to that quest number on their player card. Each star is worth 1 experience point. *Even if a player fails an encounter, they still gain 1 experience.*

Each time a player completes 3 quests in Campaign Mode (filling in one line of boxes with pencil), they fill in the star next to that line of boxes on their player card. Each star is worth 1 experience point. *Even if a player fails an encounter, they still fill in a box with pencil.*

Players should keep track of the running total of experience points they own in the circle labeled "experience" at the bottom of their character card. *Note: Read more about character cards on page 24.*

### Possible Quest Rewards:

- +/- Reputation
- Faction banners
- Treasures
- World cards
- Artifacts
- Coins
- Gems
- Food

**World cards** are cards that can only be gained through certain quests. World cards are played immediately after they're received and remain in play for the rest of the game.

## Building Camps

If a player ends their movement on a space that has no faction camp, they may, after attempting any available quests, build a faction camp there.

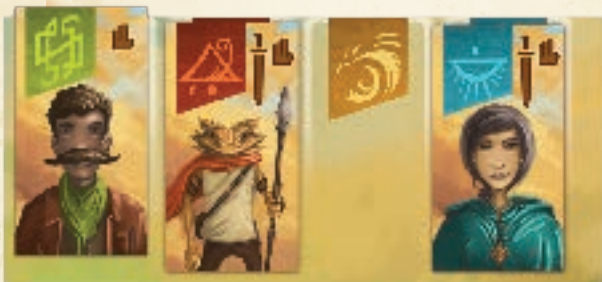


The player must pay 3 food to build a faction camp. They place one camp on the space. The camp must be the same color as the player's party leader.

Each camp is worth 1 journey point to the player who controls their faction at the end of the game.

When you build a camp, you gain a number of gems or coins equal to the number of hands in your active party.

### Example of building a camp:



Janice recruits a green adventurer when leaving town, making the green adventurer the party leader. In her next turn, she spends 1 food to skip the empty coin space and then spends 3 food to build a green camp on the empty gem space. Her active party has three hands, so she gains 3 coins.

## Trade Routes

Eight spaces don't have gems or coins, but instead show one of four other pictures. These are trade routes.



Each of the four trade routes has two spaces on the map (an example is pictured on page 17).

If players build faction camps of the same color on both spaces, then that faction controls the trade route. If players build faction camps of different colors on both spaces, then the two factions jointly control the trade route.

To mark ownership of a completed trade route, place a cube of the controlling faction (or factions) on that route's spot on the trade route track in the upper left of the map (pictured above).

At the end of the game, the player that controls the faction that controls the trade route earns journey points from that trade route.

***A completed trade route is worth 10 points.***

***A jointly-owned completed trade route is worth 3 points to each faction.***

***An incomplete trade route (if neither or only 1 trade route space is built) is worth 0 points.***

*Note: Points for trade routes aren't counted until the end of the game, so it is entirely possible for one player to complete one or more trade routes using one faction, only to have another player gain control of that faction and end up with the points at the end of the game.*  
***Trade route bonuses are about the faction that controls the route, NOT the player that completed the route.***

## Campaign Mode, Story Mode, Short Mode

### Bonus Spaces

Some spaces near town will grant bonuses for building a camp there.



The gem space on the left gives a wild faction banner when building a camp there. The player chooses the color of the faction banner.

The coin space on the right grants +1 coin when building a camp there.

Some maps have other special spaces.

For example:



This space from the Fire Delta grants +1 coin when you land there.



*The tea leaves trade route spaces above have a distance of 5 spaces. Not all trade routes are the same distance from each other.*

# Free Action

## Building Artifact Cards

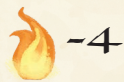
At any point during a player's turn they can choose to build an artifact card from their hand. When in hand, artifact cards grant no abilities or points. When built, the player places the card face up on the table next to their player board. Built artifact cards give abilities and journey points.



To build an artifact card, the player must pay the required coins, gems, and books (listed on the left side of the card) to the supply. *A book symbol with no number next to it means: 1 book.*

### Some artifacts have extra requirements:

An artifact with a flame indicates that player must reach a certain reputation (positive or negative) before being able to build the card. *In this case, the player would need to be at -4 reputation or lower. If the number next to the flame said "4", the player would need to be at 4 reputation or higher.*



An artifact with a banner indicates that a player must own a certain number of banners/adventurers of the matching color before being able to build the card.



**Constructed artifact cards are worth journey points at the end of the game**, indicated on the upper left of the card. *For example, the card pictured on the left is worth 4 adventure points.*

**Constructed artifact cards also give abilities during the game.** These abilities are written on the top of the card. *For example, the card pictured on the left allows a player to heal one injured adventurer when they gain an adventurer of the same color.*



Swords on the top of artifact cards act like swords in a player's active party. They provide +1 to all combat.

### Campaign Mode, Story Mode, Short Mode

Artifact cards left unbuilt in your hand are worth -3 journey points each at the end of the game.

Artifact cards can be discarded without penalty immediately after you draw them or by visiting the Town Hall.

*Note: Banners on artifact cards do not give a player the banners. This is only a **requirement to build**.*

# Game End

When one player owns a certain amount of adventurers, the game end is triggered. The number of adventurers depends on the number of players:

- **4 Players: 8 Adventurers**
- **3 Players: 9 Adventurers**
- **2 Players: 10 Adventurers**

Players complete the current game round until play returns to the player with the first-player token. Each player then has one more turn. After the last player has completed their turn, the game ends and players count up journey points.

**Journey points are gained from:**

- **Faction camps**
- **Trade routes**
- **Artifacts**
- **Threats**
- **Coins**
- **Gems**
- **Other Card Bonuses**

## Factions Camps/Trade Routes

The player that has the most adventurers and faction banners for each faction controls that faction. Players collect all the camps from their controlled factions.

Each camp is worth **1 journey point**. Each trade route owned by a faction is worth **10 points**, or **3 points** per faction if jointly owned.

**Note: If two players are tied for faction control, then they split all faction points evenly, rounding down.**

## Artifacts/Threats

Players add up the journey points from all the artifact and threat cards they own. The amount of points each card is worth is indicated on the card in the top right or left corners.

### Campaign Mode, Story Mode, Short Mode

Artifact cards left unbuilt in your hand are worth -3 journey points.

## Coins/Gems

Players gain **1 journey point for every 2 coins/gems** they own at the end of the game. *Example: Kyle owns 3 gems and 1 coin, so he gains 2 journey points.*

## Card Bonuses

Some cards give bonus adventure points under certain conditions. These conditions are listed on the top of the cards.

**The player with the highest number of journey points is the winner.**

*For an example of play, turn to page 27.*

# Game Modes

*A summary of rules specific to certain game modes.*

## First Adventure

- Deal 6 artifact cards to each player at the beginning of the game (no drafting).
- Unbuilt artifact cards incur no penalty at the end of the game.
- Play through one game with the Glogo Caverns map.
- Play with map quests (marked on spaces on the map, see pg. 14).

## Campaign Mode

- Draft artifact cards at the beginning of the game (see pg. 7).
- Unbuilt artifact cards incur a -3 penalty at the end of the game.
- Play through all game maps in order (excluding the first map, Glogo Caverns).
- Players will play 10 games, starting with The Broken Plains and ending with The Last Ruin.
- Players must play the same character for all 10 games.
- Play with map quests (marked on spaces on the map) and side quests (see pg. 14-15).
- Players gain 1 experience point per 3 completed encounters. Experience points can be used to purchase character abilities (see pg. 6).

## Story Mode

- Draft artifact cards at the beginning of the game (see pg. 7).
- Unbuilt artifact cards incur a -3 penalty at the end of the game.
- Choose any map from maps 2-10 unless all players have reached character quest 9, in which case play your final game, on map 11.
- Players must play the same character for all games.
- Play only with character quests (no map quests or side quests, see pg. 15). The final 2 character quests can only be played on The Last Ruin map.
- Players gain 1 experience point per completed quest. Experience points can be used to purchase character abilities (see pg. 6).

## Short Mode

- Draft artifact cards at the beginning of the game (see pg. 7).
- Unbuilt artifact cards incur a -3 penalty at the end of the game.
- Play through 1 game with any map.
- Play with map quests (marked on space on the map) and side quests (see pg. 14-15).



# Character Cards

## Campaign Mode

The diagram below shows how to use character cards in campaign mode.

Each time you complete a quest, fill in a box with the pencil (1 row at a time, starting with the top row).

Each time you complete 3 quests, fill in the star in the same row-- this gives you 1 experience point. Start with the first star filled in (you start with 1 experience point).

Ignore this column.

When you buy a talent, write it here.



Write sidequest numbers here. If there is a number here and it is time for a quest, read this sidequest instead of the quest listed on the space on the board. After the sidequest is completed, erase the number. If a new sidequest is given, write the new number.

Ignore this shaded box.

Each time you complete a game, fill in a circle.

If a quest gives you any keywords, write them here. If an quest asks for any keywords, check here.

If you fill in every encounter box on your card, you gain 7 journey points at the end of the game on the Last Ruin map (map 11).

Keep track of unspent experience points here. When you buy a talent, subtract the cost from this number.

## Story Mode

The diagram below shows how to use character cards in story mode.

Each time you complete a character quest, write the next quest in the line below. Whenever you have a quest, read the quest on the lowest row.

Each time you complete a quest, fill in the star in the same row-- this gives you 1 experience point. Start with the first star filled in (you start with 1 experience point).

Ignore these rows of boxes.

When you buy a talent, write it here.



Ignore this.

Ignore these circles.

Keep track of unspent experience points here. When you buy a talent, subtract the cost from this number.

If you complete your last character encounter, you gain 7 journey points at the end of the game on the Last Ruin map.

If a quest gives you any keywords, write them here. If a quest asks for any keywords, check here.

This shaded box is to remind you that you cannot complete your last 2 character quests unless playing on the Last Ruin map. If you need quests read to you and have completed eight character quests and you are not playing on the Last Ruin map, use the regular map quests. When all players have completed their first eight quests, you play the final game on the Last Ruin map (map 11).

## Artifact Card Clarifications

Artifact cards give players special abilities and journey points when built. When in hand, they give no abilities nor points. A player must pay the cost and meet the requirements along the left side of the card to build an artifact card. When a player builds an artifact card, they place the card face up on the playing surface next to their player board.

- Note: If a card says the word "Enemy", it is referring to a threat.



## Treasure Card Clarifications

Treasure cards give players special abilities. They are drawn randomly from a face-down deck.

- Players keep treasure cards until the end of the game unless otherwise noted on the card text.
- When a player gains a treasure card, they must read the ability aloud and keep the card face-up on the playing surface next to their player board.
- If the text uses the word "Discard" at the end of the ability description, it means the player must discard the card when the ability is used.
- If the text uses the phrase "Roll 4-6 on a die to keep this card" at the end of the ability description, the player must roll a die when the ability is used. If the player rolls a 4+, the player keeps the card. Otherwise, the player discards the card.
- If a card says "+1 attack", it gives the player one sword.
- If a card says the word "Enemy", it is referring to a threat.



## Example of Play

The following is an example of a few turns taken by one player at the start of a game:

*Tom is the first player and starts the game. He takes his character standee from his player board and places it on the Stables building on the town board. He gains 1 pack bird token, placing it on his player board.*

*Tom's opponent's take their turns, placing character standees on the farm and mine buildings. Tom starts his second turn. He does not yet want to leave town, so he places his standee on the Saloon building, choosing to have a duel with the player on the mine. Tom rolls a 4 and adds 1 from his dog. His opponent rolls a 3 and adds 1 from her dog. Tom wins because he has the higher number, a 5. Tom dueled honorably, so he gains 1 reputation. He also takes the action on the mine, collecting 1 coin.*

*On Tom's third turn, he leaves town. He places his character standee on the town space on the map. He then recruits the 3-food adventurer, a green banner outlaw, and places it in his party area on his player board. In his party he now has the outlaw and his dog (his dog is on the red-banner slot). He moves his food marker on his food track up, gaining 3 food.*

*It's Tom's fourth turn. He could decide to immediately return to town and visit a building, but decides to adventure instead. He can move 3 spaces (because he has 2 basic movement +1 for his pack bird), but decides to move only 1. Between the 2 spaces is a threat symbol. Luckily, Tom's party has 1 sword, which is what is required to defeat the threat. He claims the card but he must roll a die to see if there are any consequences. He rolls a 6, adding 1 for his dog and 1 for his sword, bringing the total to 8, which is sufficient for avoiding the consequences. Tom stops his movement on a gem space. There is no quest token there, so he cannot attempt a quest. He decides to build a camp, paying 3 food. He gains 1 gem because he has 1 skill (hand symbol) in his party.*

*On Tom's fifth turn, he could continue adventuring on the map, but he decides to return to town. He takes his character standee from the map and places it on the Mine at town, gaining 1 coin.*

## Quest Clarifications

### Campaign Mode, Story Mode

Some character quests look like the example below. Some of the choices have no skill or combat roll requirements and some contain keywords. In the example here, if the player has the keyword "Enemy", that player does not choose and will be read the first choice. If the player does not have the keyword, they will be given the second and third choices and must choose one of them.

### E13

You finally reach the stronghold of the bandit king "Eyim" and walk straight to the center of the town. There, in front of you, stands a series of metal cages. Each one is full of humans, birdfolk, lizardfolk, and even a few glogos. You spot Rin near the front of one of the cages and you meet her eye before turning your attention to the throne in the center of the square, where your old friend John sits, his hair bleached to look like yours. "You weren't doing anything with your name," he says. "So I thought I'd use it."

#### If Keyword ENEMY

John has his men beat you and toss you in one of the cages. "I told you you would regret the day you attacked me," he says. He forgot that you have experience breaking out of cages. You soon escape, freeing all of his captives along with you.

**+3 Reputation, E14**

#### OTHERWISE, COMBAT 7

##### CHALLENGE JOHN TO SINGLE COMBAT.

When John is laying on the ground, defeated, the members of his crew recognize you, the true Eyim, as their new leader. You order them to release everyone from the cages. When that's done, you order the group to disband, and you leave alone.

**7: +1 reputation, treasure, green faction, E14**

**9: treasure**

#### OTHERWISE, SKILL 4

##### CONVINCE JOHN'S CREW THAT HE'S AN IMPOSTER

It's hard for John to maintain his deceit with you standing right in front of him. His crew soon recognizes you as the real famous outlaw and they chase John out of town. You command the men to let all of the people out of their cages. When the captives are all free, you order the group to disband, and you leave alone.

**3: +1 reputation, treasure, E14**

**5: coin**

~Brenna Asplund

# Talents Clarifications

## Campaign Mode, Story Mode

Talents are permanent abilities used over multiple games in a campaign. A player may buy a talent by paying experience points. When a player buys a talent, they write it on the back of their character card. From this moment forward, the character talent gives the player an ability in all future games in the campaign.

- **Bartering (cost 3):** When you visit the General Store, you may trade 1 coin for 1 gem. You may only do this once per visit.
- **Cooking (cost 3):** You start the game with +2 food.
- **Fishing (cost 1):** You start the game with +1 food.
- **Healing (cost 3):** You may heal one of your adventurers when you visit the Mystic Hut.
- **Lore (cost 4):** You may ignore negative points from one unbuilt Artifact. *Example: You end the game with 2 unbuilt Artifact cards. You lose only 3 journey points instead of 6.*
- **Martial Arts (cost 2):** +1 to duel rolls. Stacks with other skills.
- **Persuasion (cost 2):** Draw +1 artifact card when you visit the General Store. You may keep or discard it.
- **Piano Playing (cost 3):** You may visit the Saloon even if it is occupied by another player's character.
- **Politics (cost 3):** You may buy talents mid-game when you visit the Town Hall (normally, players may only buy talents before the game begins). You may visit the Town Hall even if it is occupied by another player's character.
- **Scouting (cost 6):** You may build two camps in one turn. You may build one camp, continue moving, and build one more camp (as long as you have sufficient food). You may still only go on a quest where you end your movement.
- **Scrounging (cost 2):** You start the game with 1 treasure card. Draw the card from the top of the treasure deck.
- **Spelunking (cost 2):** +2 to mine rolls.
- **Storytelling (cost 3):** +2 vp if you have the highest reputation at game end.
- **Taunting (cost 2):** +1 to duel rolls. Stacks with other skills.
- **Treasure Hunting (cost 3):** Draw +2 artifact cards at the start of the game. Draw these cards after you draft your 6 cards. You may discard the cards before the game begins.



# Map-Specific Rules

## Credits

**Game Design:** *Ryan Laukat*

**Illustration:** *Ryan Laukat*

**Rule Book:** *Brenna Asplund, Ryan Laukat*

**Story Book:** *Ryan Laukat, Brenna Asplund, Alf Seegert, Malorie Laukat*

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## Player Turn

### Player Actions

1 per turn



#### Visit Town

(Visit a building in town and perform the action there.)



#### Leave Town

(Recruit an adventurer, gain food, and move to the town space on the map.)



#### Adventure

(Move, attempt a quest, and/or build a camp. In that order.)

**Free Action: Build an Artifact Card**  
(Can be done at any time in a player's turn, can be done more than once in a player's turn.)

## Symbols