Return to Dark Tower™

Long ago, the sorcerer-king Azkol built a Tower at the crossroads of the Four Kingdoms. Behind its ebon walls, he practiced dark sorcery in his search for power.

As Azkol's madness grew, his apprentice, the sorceress Nimet, plotted against him. She stole his wondrous treasures and fled the Tower, then recruited heroes from the Four Kingdoms to stop him. One hero prevailed. Azkol was defeated, and the Tower lay vacant.

But now a new adversary has taken up residence. It grows in power, spreading corruption and calling forth wicked creatures from afar. This foe cannot be defeated alone. The heroes of the Four Kingdoms must unite and return to the Tower.

Overview

Return to Dark Tower is a cooperative game where heroes of the Four Kingdoms join forces, with the aid of a helpful companion, to defeat the adversary in the Tower. You all win or lose together.

Your companion will guide you in your quest to breach the Tower and engage the adversary in battle. But beware! The Tower's influence is ever working to corrupt the heroes.

You have six months before the Four Kingdoms fall and the adversary's reign is absolute. Can you repel the gathering darkness?

If you wish to play the competitive game, see page 24.



To watch a video tutorial, go to returntodarktower.com/learn

Components



1 Tower & 12 seals



1 game board

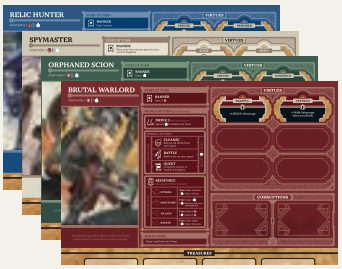


4 citadels *4 sanctuaries* *4 villages* *4 bazaars*

16 buildings



4 hero figures & bases



4 hero boards



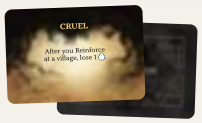
16 virtue tiles



24 skulls (plus extra)



40 spirit tokens



12 corruption cards



65 foe tokens



50 warrior tokens



20 foe cards



22 treasure cards



18 gear cards



18 potion cards



20 quest item cards



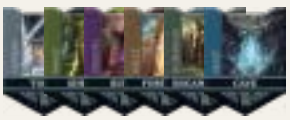
10 companion cards



16 heroic test cards



1 haggle die



6 dungeon tokens



3 quest markers

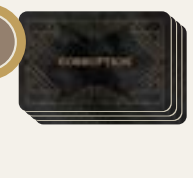


20 special tokens

World Setup

1. Place the **game board** so that each kingdom faces a different player.
2. Make sure the **Tower** has batteries installed and all 12 **seals** in place. Turn the Tower on; it will beep and lights will pulse. Place the Tower in the center of the game board.
3. Place the 16 **buildings** in their spaces.
4. Set aside the **warrior tokens**, **spirit tokens**, and exactly 24 **skulls** to create the supply.
5. Sort the **gear cards** into 6 separate face-up stacks. Make sure that each stack has 3 copies of a single card.
6. Shuffle the **treasure cards** together into a face-down deck. Draw the top 3 cards and place them in a face-up row to create the market.
7. Shuffle the **potion cards** together into a face-down deck.
8. Shuffle the **corruption cards** together into a face-down deck.
9. Place the **companion cards**, **quest markers**, and **haggle die** near the game board.

Note: *Leave the other cards and tokens in the game box for now. You will retrieve them later if required. You will not need all of them in every game.*





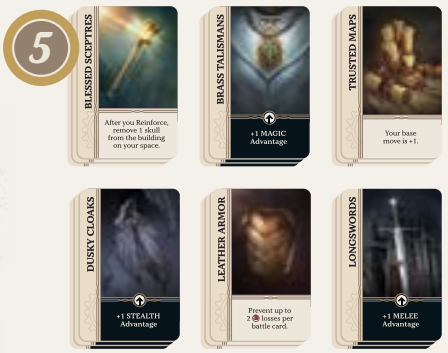
















Note: *The game comes with extra skulls to replace any that get lost.*

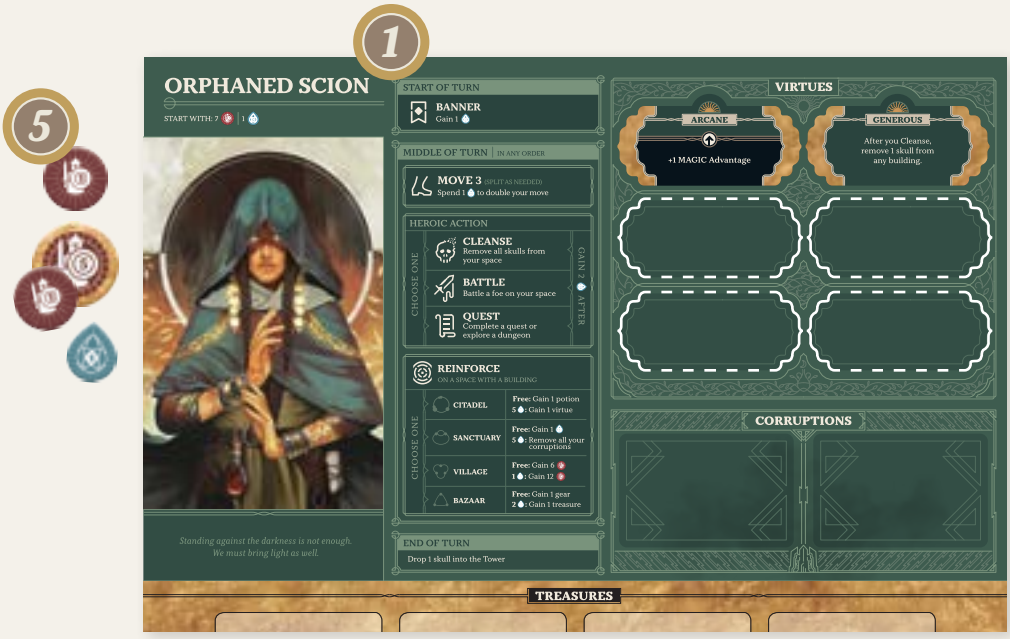
Hero Setup

Decide which player will play as which hero or assign them randomly.
Choose who will be the start player. Each player then carries out their own setup.

1. Place your **hero board** in front of you.
2. Place the 3 **hero virtue tiles** for your hero in empty slots on your hero board, inactive side up.
3. Place your hero figure on the space with the citadel in the kingdom in front of you. This kingdom is your **home kingdom**.
4. Place the **kingdom virtue tile** for your home kingdom in an empty slot on your hero board.
5. Collect your **starting resources** from the supply (7 warriors and 1 spirit).

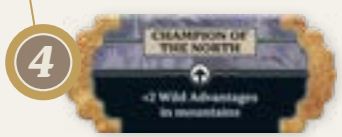


North kingdom's citadel





Hero virtue tiles (inactive)



Kingdom virtue tile

App Setup

*You will need to have the official **Return to Dark Tower** game app downloaded on one device with Bluetooth capability.*

Download on the App Store | GET IT ON Google Play | available at amazon appstore

1. Launch the app on your device and select "start new game."
2. Follow the prompts in the app to sync your device to the Tower.
3. Select your desired game mode, difficulty, and expansions. Heroic difficulty is the default, while Gritty difficulty offers a greater challenge. If you would like to use a specific **game seed** instead, enter it here (see page 23 for more details).
4. Select the number of players.
5. Select your **main goal**. Retrieve the matching companion card.
6. Select your **adversary**. Place the matching adversary card and adversary token nearby.
7. Select your **foes** (one level 2, one level 3, and one level 4). Place the matching foe cards and foe tokens nearby.
8. The app will display your selections for review. To confirm them, press "continue."
9. Follow the final setup directions in the app: adding skulls, spawning foes, placing the main goal quest marker, etc.

Note: *The recommended first game is Recover Azkol's Treasures and Ashstrider.*



Select your main goal



Select your adversary



Select your foes

Concepts to Know: HEROES

♦ ADVANTAGES ♦

There are six types of Advantages, which are linked to the six traits found on foes and dungeons. Wild Advantages can count as any of these six traits.

You calculate Advantages before you battle foes or explore dungeons with the matching trait, then use them to improve the results of battle cards or dungeon rooms.

Advantages with a black background are automatic and do not have a cost (A). Advantages with a gray background are conditional and have a cost (B).

♦ ITEMS ♦

There are four types of items: **potions, gear, treasures,** and **quest items**. You gain items by reinforcing, defeating foes, exploring dungeons, and completing quests. **You can only use your items on your own turn.**



Each hero can carry a certain number of items:

Potion	*unlimited*
Gear	*up to one of each*
Treasure	*up to four*
Quest Item	*unlimited*

If you ever gain a duplicate gear or fifth treasure, lose one.

When you gain a potion, draw the top card of the potion deck. When you gain gear, choose one from the gear stacks.

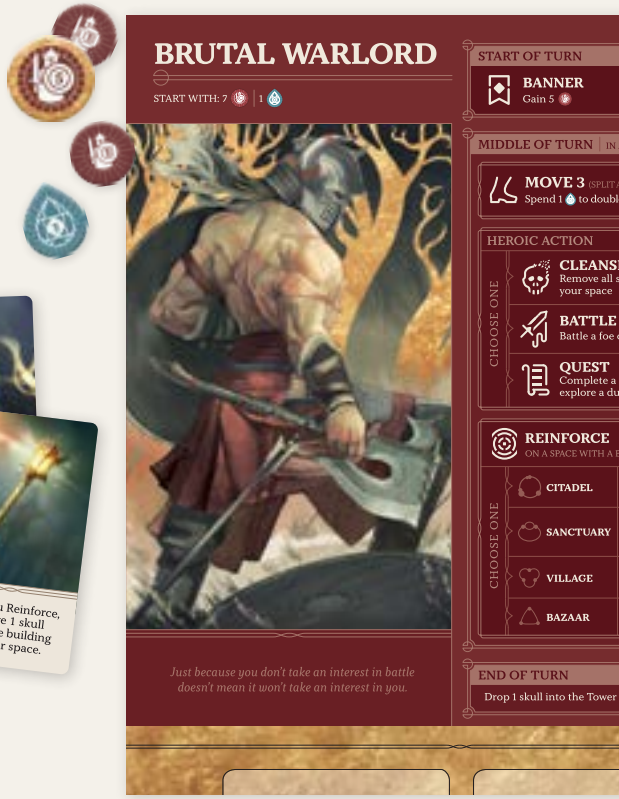
When you gain a treasure, choose one of the face-up treasures from the market. When a treasure leaves the market, replace it with the top card of the treasure deck.

When you gain a quest item, find and take it from the quest item deck in the box.

See page 13 for what happens when an item is spent or lost.

♦ WARRIORS ♦

Warriors are an important resource when battling foes, exploring dungeons, and completing quests. Warrior tokens are unlimited, so use a proxy if the supply runs out.



♦ COMPANIONS ♦

Companions are allies who aid your efforts. In each game, there is a main companion who offers beneficial quests. Some quests let you recruit other companions who will provide their abilities to the hero they accompany.

♦ SPIRIT ♦

Spirit is a resource that allows the heroes to move farther, gain virtues, remove corruptions, and be more effective when reinforcing. Spirit tokens are unlimited, so use a proxy if the supply runs out.

♦ VIRTUES ♦

Virtues are special abilities unique to your hero.

You start the game with three active virtues and three inactive virtues, which you can gain during the game. You gain a virtue by spending spirit when you reinforce at a citadel.

When you gain a virtue, flip one of your inactive virtues face up to its active side (C). It goes into effect immediately.



♦ CORRUPTIONS ♦

Corruptions are penalties that weaken your hero. You gain a corruption when...

- *an effect tells you to lose warriors, spirit, items, and/or virtues that you do not have*
- *an effect tells you to place one or more skulls on destroyed buildings*
- *a building in your home kingdom is destroyed*
- *an effect tells you to gain a corruption*

You normally cannot gain more than one corruption per effect. For example, if an effect tells you to lose 8 and 2 , but you only have 6 and 1 , you lose what you can but only gain a single corruption. Building destruction and "gain a corruption" effects are exceptions to the one-per-effect rule and can result in multiple corruptions at once.

When you gain a corruption, draw the top card of the corruption deck and place it on your hero board (D). It goes into effect immediately.

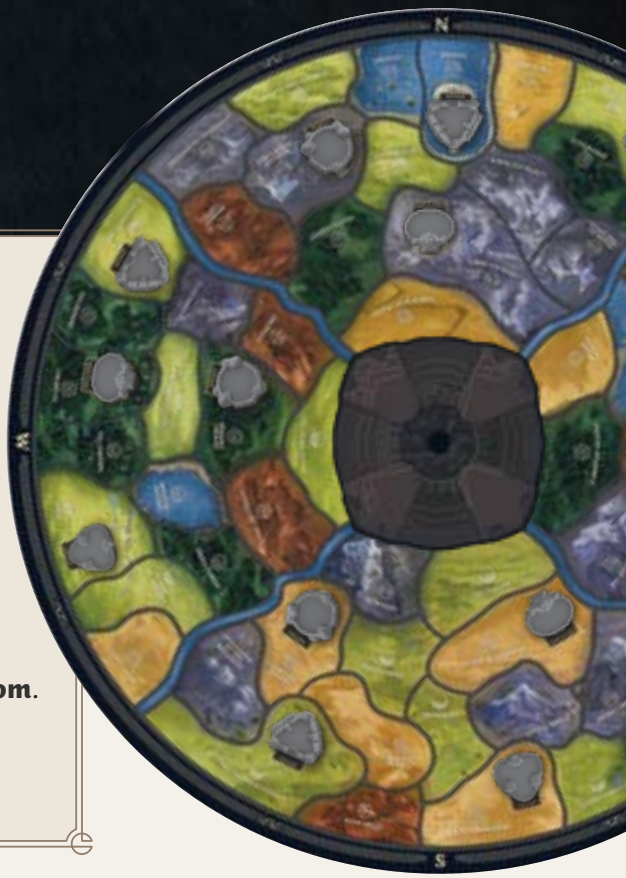
You can only have up to two corruptions. **If you would ever gain a third corruption, the players lose the game!** Press the "game lost" button, found on most screens in the app.

It is possible for heroes to remove corruptions. Place removed corruptions on the bottom of the corruption deck.



When a quest to gain a new companion is completed, the new companion joins the hero who completed the quest and will accompany the heroes for the rest of the game.

Concepts to Know: THE WORLD



♦ KINGDOMS ♦

The game board is divided into four kingdoms (north, south, east, and west). The kingdoms are separated by rivers. Each kingdom has 15 spaces. The terrain type of each space is indicated by its color and icon.



Desert **Hills** **Mountains** **Lake** **Forest** **Grasslands**

The kingdom facing you is your **home kingdom**. The kingdom where your hero figure is currently located is your **current kingdom**.

In games with fewer than four players, a kingdom that is not anyone's home kingdom is known as a **dormant kingdom**.

♦ BUILDINGS ♦

There are four types of buildings: **citadels, sanctuaries, villages,** and **bazaars**. In each kingdom, there is one building of each type.

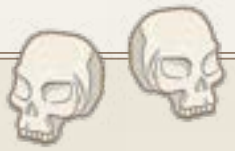
While you are on a space with a building, you can take the Reinforce action (explained on page 20).

When a building is **destroyed**, the building and any skulls on it are **removed from the game**. The hero whose home kingdom the building was in gains a corruption. If it was in a dormant kingdom, no one gains a corruption.



Citadel *Sanctuary* *Village* *Bazaar*

♦ SKULLS ♦



Skulls represent the growing influence of evil. They make foes and events more threatening and can destroy buildings.

When skulls emerge from the Tower or are added due to events, they must be placed on buildings. As seals on the Tower are removed, skulls will emerge with greater frequency.



Three skulls maximum

Each building can hold up to three skulls. If a building would receive its **fourth skull**, it is destroyed and all four skulls are removed from the game. If you have to take a skull from the supply and there are none, **the heroes lose**!





♦ GLYPHS ♦

As the seals on the Tower are removed, glyphs will be revealed. Each glyph matches a specific action.

While a revealed glyph is facing your home kingdom, you must spend one spirit if you wish to take the matching action. If you do not spend the spirit, you cannot take the action.





♦ FOES ♦

In each game, you will face four types of foes, including the adversary. The app will tell you when these foes appear and on which spaces. Each foe has a matching card.

- **A** **Level:** *How many battle cards you draw in the app when you face them in battle. Each game has a level 2, level 3, level 4, and level 5 foe (the adversary).*
- **B** **Traits:** *Which Advantages you can use against this foe in battle and what might happen when you battle them.*
- **C** **Strike Event:** *What this foe will do about once a month. Foes strike only if there is at least one of that foe on the game board.*
- **D** **Status:** *How threatening this foe's battle cards and events are. Foe status will grow more lethal if any are on the game board for too long. Some rare events will weaken them.*





FOE STATUS SCREEN

The foe status screen in the app shows information about each foe on the game board. This includes the number of each foe, their status, and their current strike event. You also use this screen to remove a foe without battling when an effect in the game allows you to do so.



Sequence of Play

The game is played in a series of **months**. If the heroes do not complete the main goal and then defeat the adversary before the end of the sixth month, they lose the game.

♦ INDIVIDUAL TURNS ♦

In the first month, the first turn is taken by the start player. Then play continues in clockwise order. **Each player takes exactly one turn in the first month.**

In following months, the first turn is taken by the player seated to the left of the player who took the final turn in the previous month. Play continues in clockwise order. You know the average number of turns per month, but not the exact number.

The app will inform you when the month ends.

Player Count	Average Turns per Month
1	6 turns
2	7 turns
3	8 turns
4	9 turns

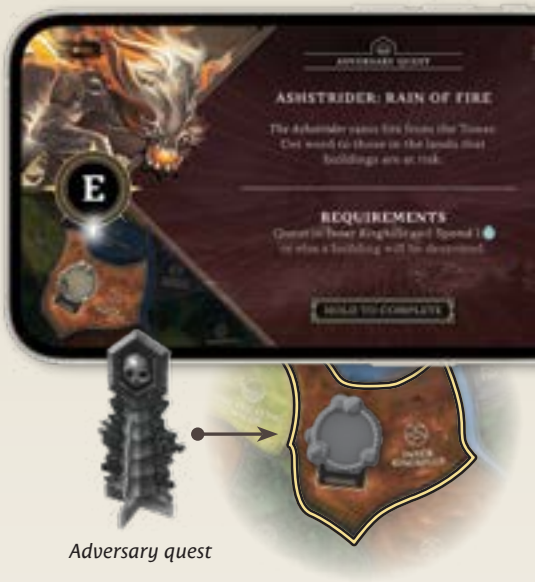
Note: *Each player takes exactly one turn in the first month. When you choose Gritty difficulty, there are fewer turns per month.*

♦ MONTHLY QUESTS ♦

At the start of each month (except the first), the app will give two monthly quests. Read them aloud and place the matching quest markers on the spaces on the game board where they can be completed.

- **Companion Quest:** *Completing this quest provides a new companion or quest item to help the heroes.*
- **Adversary Quest:** *Failing this quest allows the adversary to advance their plans, making the world worse for the heroes.*

Monthly quests fail if they are not completed by the end of the month. Read the outcome aloud and resolve any effect, as instructed by the app.



Adversary quest

Taking Your Turn

Perform these three steps, in order:

1. **Start of Turn**: You *may* take your Banner action.
2. **Middle of Turn**: You *may* move, take a heroic action, and take a Reinforce action, in any order.
3. **End of Turn**: You *must* drop a skull into the Tower.

Note: *You should discuss your plans with your fellow heroes, but the final decisions for what to do on your turn are yours alone.*

1. Start of Turn

At the start of your turn, you may take the **BANNER ACTION** listed on your hero board. This action is optional. However, you cannot save your Banner action for later.

Other game effects that apply "at the start of your turn" happen now. You can resolve these effects and your Banner action in any order.

♦ MAKING TRADES ♦

Once during your turn, you may trade with heroes on your space (as long as all agree).

You **may** give and take warriors, spirit, items, and companions.

You **may not** give or take virtues or corruptions.



♦ SPENDING VS. LOSING ♦

Resource or Item	*When Spent or Lost Return to...*
Warriors	*the general supply*
Spirit	*the general supply*
Potion	*the bottom of the potion deck*
Gear	*the matching gear stack*
Treasure	*the bottom of the treasure deck*
Quest Item	*the game box*

Spending resources or items is optional and can be done at any point during your turn.

Sometimes, you will spend an item to get its effect. Sometimes, you will spend an item to get a different effect, such as triggering a virtue or completing a quest. When you spend an item for a different effect, you do not get the effect of the item you spent as well.

> **Example:** *If you spend 4 potions to trigger the Relic Hunter's Inventive virtue, you do not also get the effects of the potions you spent.*



Losing resources or items is mandatory. You must lose them if possible when required by an effect. If you cannot fully resolve the losses from an effect, resolve what you can and gain a corruption (see page 9 for more details).

2. Middle of Turn

In the middle of your turn, you may **MOVE**, take a **HEROIC ACTION**, and take a **REINFORCE ACTION**. These steps are optional, and you can perform them in any order. You can even split up your move, taking actions before, in the middle of, and after moving.

♦ MOVEMENT ♦

Move a number of spaces up to your move value. Your base move value is listed on your hero board.

You may spend one spirit to double your move for the turn. You must do this before you start moving.

Some virtues or gear can modify your move value. Modifiers are applied before doubling. If your move value changes (e.g., from gaining gear) after you have started to move, it does not apply until your next turn.

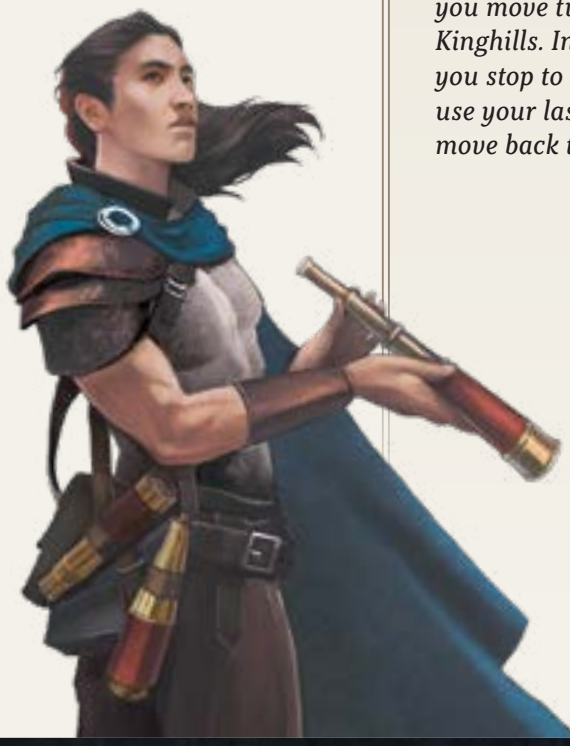
Moving to an adjacent space takes one move. Spaces on the game board are adjacent to each other if they share a segment of narrow gold border (land) or thick blue border (river).

> **Note:** *When you cross a river, you cannot move to a space further up or down the river. The river is not a space; it is a border.*

Nothing on the game board stops or prevents your movement. You may freely enter and leave spaces with foes, skulls, tokens, and other heroes.



Example: *You (Orphaned Scion) are in the Upper Ice Fangs. You can move up to three spaces. First, you move two spaces to the Inner Kinghills. In the Inner Kinghills, you stop to take an action. You then use your last space of movement to move back to the Peaks of the Djinn.*



♦ HEROIC ACTIONS ♦

There are three different heroic actions: **A) CLEANSE, B) BATTLE,** and **C) QUEST**. You may take only **one** of these heroic actions per turn.

Before you take the Battle or Quest action, calculate how many Advantages you have available. (See the Advantages sidebar.)

Important! After you complete a heroic action, gain two spirit from the supply.

A) CLEANSE

Take the Cleanse action to **remove skulls** from a building on your space. Remove all skulls from the building and return them to the supply. Unless you have an ability that allows otherwise, you cannot Cleanse on a space without skulls.

1



Example: *You (Orphaned Scion) are in the Hissing Groves. The citadel has three skulls, and you decide to Cleanse it. You remove all of the skulls and return them to the supply.*

2



Your Generous virtue lets you also remove one skull from another building after you take the Cleanse action, so you remove one skull from the village in the east kingdom.

At the end of this heroic action, you gain 2 .

♦ ADVANTAGES ♦

You can use Advantages to improve battle cards or dungeon rooms. When you begin the battle or enter the dungeon, calculate how many automatic Advantages you have (black background). You can spend the cost to gain a conditional Advantage (gray background) in the middle of a battle or dungeon if needed.

If you gain an item in the middle of a battle or dungeon, you gain any automatic Advantages it gives and can use them in the same action. If you lose an item that gives you an automatic Advantage in the middle of a battle or dungeon, that Advantage doesn't go away.

You can use up to 10 Advantages in a single heroic action. When you use an Advantage, you do not return the item that created it (e.g., the Advantage gained from Longswords).

Unused Advantages go away when the heroic action is over.

Sometimes, you will need to use Advantages to complete a monthly quest. In this case, calculate your Advantages and then use them all at once to complete the quest.

Types of Advantages	
BEAST	MAGIC
HUMANOID	MELEE
UNDEAD	STEALTH

Wild Advantages can be used as any type.

B) BATTLE

Take the Battle action to **battle a foe** on your space and remove them from the game board. You can only take the Battle action while on a space with a foe. If more than one foe is on your space, choose one.

STARTING THE BATTLE

Calculate your automatic Advantages. Open the battle screen to select a foe. Select a number of battle cards equal to the foe's level. The app will reveal the first selected card. Many cards will make you lose warriors. Each foe also has special cards based on their traits, as well as a unique critical hit card.



Press the battle button to open the battle screen

USING ADVANTAGES

You may use your Advantages to improve the revealed battle cards. To use an Advantage, press the arrow on the bottom of the battle card. The card will change to a better result, or maybe even a positive effect.

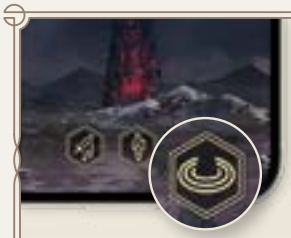
- *You may use your Advantages as you like, including multiple Advantages or no Advantages on a single card.*
- *Each card can be improved, with enough Advantages, until you have the best possible result for that card.*
- *You cannot undo used Advantages.*
- *The app shows how many you have used so far.*



Select a foe to battle

APPLYING THE RESULTS

When you are done using Advantages on a card, follow the instructions in the app to resolve the card and see the next card. Remember, if you cannot fully resolve the losses from a card, resolve what you can and gain a corruption. Once all cards have been resolved, that foe is defeated! Remove the foe token from the game board.



Foe status button

♦ REMOVING FOES ♦

Certain effects let you remove foes from the game board without battling them. Open the foe status screen to select which foe to remove. This is not a heroic action, so you do not gain two spirit. The adversary cannot be removed this way.

♦ BATTLING THE ADVERSARY ♦

Once you have completed the main goal, you can battle the adversary. This works like a normal battle, but with three key exceptions:

- *You must resolve five battle cards in a single battle to defeat the adversary.*
- *You may retreat from a battle with the adversary. You must resolve at least one battle card. After that, you can choose to retreat or continue to the next card.*
- *You might reveal a card that was improved with Advantages in a previous battle. If you do, those Advantages will already be applied when the card is revealed.*

Note: *Heroes might need to battle the adversary multiple times before striking the final blow.*

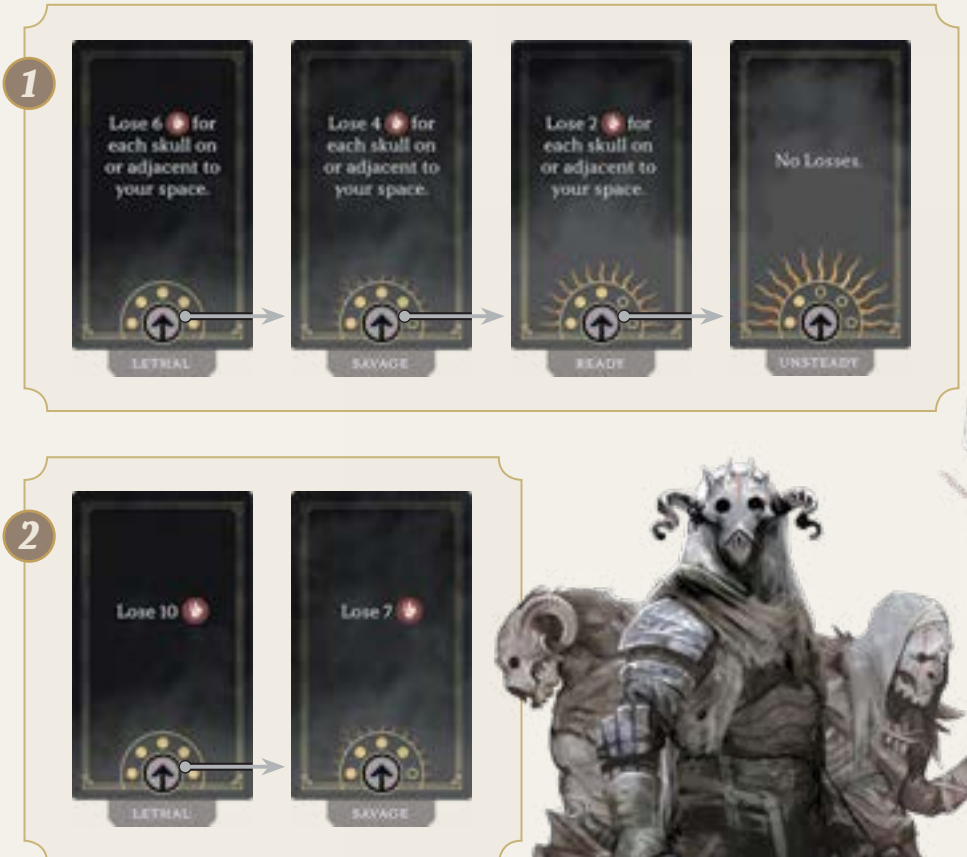


Example: *You decide to battle brigands. Their status is lethal, and you have four Advantages. Brigands are a level 2 foe, so you must select two battle cards.*

The first card forces you to lose 12 due to skulls on a nearby building. You use three Advantages by pressing the arrow three times. This improves the card until it causes no losses. You decide to save your last Advantage because you still have one more card left.

The next card forces you to lose 10 . You use one Advantage to improve it so you only have to lose 7 .

You lose 7 , but the brigands are now defeated. Remove the brigands token from the game board and gain 2 .



C) QUEST

Take the Quest action to **complete a quest** (including the main goal) or **explore a dungeon** on your space. You can only take the Quest action if you can legally perform one of these two options.

♦ COMPLETE A QUEST ♦

Quests will require you to be in a certain location, spend certain resources, use certain Advantages, defeat a certain foe, complete a certain dungeon, and so on.

To complete a quest, select the quest in the app, then press and hold the button. The app will tell you what happens. Read the outcome aloud, gain any rewards indicated, and remove the quest marker from the game board.

> **Note:** *Some quests are automatically completed by the app when you complete the dungeons associated with those quests.*

♦ COMPLETING THE MAIN GOAL ♦

The main goal is a type of quest. You can complete the main goal, just like a normal quest, if you meet all of its requirements.

Completing the main goal will cause the adversary to spawn somewhere on the game board. You can then battle it to defeat it and win!

1



Example: *You decide to complete the monthly companion quest. This quest requires you to be in the Ash Hills and spend two gear.*

2



Quest location *Spend 2 gear*

You move to the Ash Hills and return your Dusky Cloaks and Leather Armor to their stacks in order to meet the quest's requirements. You gain Hakan the Artificer as a companion.

At the end of this heroic action, you gain 2 .



♦ EXPLORE A DUNGEON ♦

Dungeons will spawn as part of certain quests. The goal of each dungeon is to complete it by exploring rooms until you find its target room (i.e., where someone is hiding or where an item is hidden). Completing a dungeon automatically completes its associated quest.



ENTERING THE DUNGEON

Press the dungeon button and select a dungeon to explore. The app will show the starting room and any unentered rooms you have access to. Select one to enter. When you do, the app will reveal what happens in the new room.



Dungeon button



Select a dungeon to enter

USING ADVANTAGES

You may use **one** Advantage to improve the results of a room. To do so, press the "improve" button. The room will then change to a better result.

- *Each room can only be improved once.*
- *You cannot undo used Advantages.*

APPLYING THE RESULTS

After deciding whether or not to use an Advantage, follow the instructions in the app to resolve the room. Remember, if you cannot fully resolve the losses from a room, resolve what you can and gain a corruption. That room is now cleared, and you decide whether to enter a new room or leave the dungeon.

- *If you clear the target room, you have completed the dungeon!*
- *If you leave the dungeon, the rooms you cleared will remain cleared the next time any hero explores that dungeon.*





Example: *You decide to explore a fortress. Fortresses have the MELEE trait. You have one Advantage from your Longswords.*

The first room you enter forces you to lose 5 ◉. You have 7 ◉, so you decide to lose them and not use your Advantage.

The next room forces you to lose 1 ◉. But you have 0 ◉, so you use your Advantage to improve the result. Now you gain 1 ◉ instead!

Since you are out of Advantages, you decide to leave, having cleared two rooms but not completed the dungeon.

At the end of this heroic action, you gain 2 ◉.

♦ REINFORCE ♦

Once per turn, you may Reinforce while on a space with a building. Each building has something you can gain for free and an enhanced option that costs spirit. You choose one.

Building	Free Effect	Enhanced Effect
CITADEL	**Gain 1 potion for free.** *Draw the top card of the potion deck.*	**Spend 5 to gain 1 virtue.** *Choose 1 of your inactive virtues and flip it face up.*
SANCTUARY	**Gain 1 for free.** *Take this spirit from the supply.*	**Spend 5 to remove all your corruptions.** *Return these cards to the bottom of the corruption deck in either order.*
VILLAGE	**Gain 6 for free.** *Take these warriors from the supply.*	**Spend 1 to gain 12 warriors.** *Take these warriors from the supply.*
BAZAAR	**Gain 1 gear for free.** *Choose 1 card from the gear stacks.*	**Spend 2 to gain 1 treasure.** *Choose 1 card from the treasure market.*

♦ HAGGLE DIE ♦

Before you Reinforce, you can choose to roll the haggle die. The result will affect the Reinforce action (and may cancel it!).



- Reinforce normally.
- After you Reinforce, gain three warriors.
- After you Reinforce, gain one potion.
- After you Reinforce, gain one gear.
- The Reinforce action is canceled! You cannot Reinforce again this turn unless an effect gives you another Reinforce action.

Example: *You decide to Reinforce at a bazaar. You choose to roll the haggle die first, and the result indicates that you will gain one potion after you resolve the action.*

You decide to spend 2 to use the enhanced effect of the bazaar, which lets you gain a treasure. You take one of the face-up treasures and place the top card of the treasure deck face up to refill the market.

Now you apply the result of the haggle die roll, drawing the top card of the potion deck.

3. End of Turn

At the end of your turn, you **must** take a skull from the supply and drop it into the Tower. If you cannot drop a skull because the supply is empty, the heroes lose!

When you drop a skull, it might emerge from the Tower, cause the Tower to rotate, or cause events to occur. If skulls emerge, place them first, then resolve events.

> **Note:** *Once you have dropped a skull into the Tower, you may not use items any more on that turn, not even to deal with skulls or events.*

♦ PLACING SKULLS ♦

When a skull tumbles out of a Tower opening, it must be placed on a building in the kingdom where it first emerged (even if it came to a stop in a different kingdom).

Each player decides where to place skulls that emerge in their home kingdom. The player who dropped the skull into the Tower decides where to place skulls that emerge in dormant kingdoms.

If a building would receive its fourth skull, it is destroyed! Remove the building and all four skulls from the game. The player whose home kingdom the destroyed building was in gains a corruption. If the destroyed building was in a dormant kingdom, no one gains a corruption.





***Example:** You (Spymaster) drop a skull into the Tower. When you do, a skull emerges in the east kingdom, which is the Relic Hunter's home kingdom.*



Unfortunately, all of the buildings in the east kingdom have three skulls already. The Relic Hunter decides to place the skull on the sanctuary. Since that would be the sanctuary's fourth skull, it is destroyed.

The sanctuary and all four skulls are removed from the game, and the Relic Hunter gains a corruption.

♦ EVENTS ♦

Events happen at the end of most player turns. The app will alert you.

Read the event aloud and follow its instructions, with the player who dropped the skull into the Tower making any choices required. Once the event is resolved, press "confirm." Repeat as needed for each event.

Events fall broadly into these categories:

- **Foes Strike:** *Foes move and/or strike. This event is skipped if none of that foe is on the game board.*
- **Foes Spawn:** *Foes spawn somewhere on the game board.*
- **Foes Grow in Power:** *Foes change status to become more lethal. This event is skipped if none of that foe is on the game board.*
- **The Tower Stirs:** *The Tower rotates or a seal on the Tower is removed.*
- **The Tower Acts:** *The adversary strikes from within the Tower.*
- **Companion Events:** *Companions reveal various beneficial events.*
- **New Wares:** *Heroes may replace treasures in the market.*

When an event tells you to remove a seal, remove the one indicated by the glowing lights. The lights at the base of the Tower show you which side the seal is on. The light behind the seal shows you which one to remove.

If skulls emerge when the Tower rotates or a seal is removed, place those skulls as normal.

After you resolve any events, the next player's turn begins.

1



Example: *You (Relic Hunter) drop a skull into the Tower. The first event spawns shadow wolves in the Forest of Shades and the Bleak Wastes.*

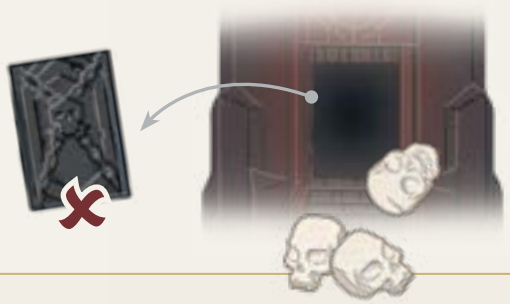
2



You place one shadow wolves token on each of those spaces.

The next event tells you to remove the seal indicated by the glowing lights.

3



When the seal is removed, three skulls emerge in the north kingdom, which is the Brutal Warlord's home kingdom. The Brutal Warlord decides where to place those skulls on the buildings in the north kingdom.

End of the Game

♦ LOSING THE GAME ♦

You lose the game immediately in any of the following situations:

- *When a hero would gain their third corruption.*
- *When you have to take a skull from the supply and there are none.*
- *When the sixth month ends.*

If you lose the game, press the "game lost" button on the main screen in the app.

♦ WINNING THE GAME ♦

You win the game if you complete the main goal and then defeat the adversary.

COMPLETING THE MAIN GOAL

The main goal is selected at the start of the game. When you complete the main goal, the adversary will spawn somewhere on the game board.

DEFEATING THE ADVERSARY

The adversary is selected at the start of the game. If you defeat the adversary in battle, you win the game!

♦ GAME SEEDS ♦

The game stats screen will show a unique 12-character code. This game seed includes all setup variables: the game mode, player count, difficulty, main goal, adversary, foes, and events.

You can enter a specific game seed to attempt that exact setup. This allows you to replay a setup that you lost or to share an interesting setup with friends!



♦ APP ICON GUIDE ♦

BATTLE *Button*

DUNGEON *Button*

FOE STATUS *Button*

ADVANTAGE *Button*

EVENT *Icon*

COMPANION QUEST *Icon*

ADVERSARY QUEST *Icon*

MAIN GOAL *Icon*

COMPLETED QUEST *Icon*

GAME LOST *Button*

Long ago, Azkol's apprentice, the sorceress Nimet, sought out the greatest hero from each kingdom in an attempt to end her master's evil. Travel back to that time and prove yourself worthy. Enter the Tower and steal Azkol's most powerful relic, weakening him forever.

Competitive Game

We suggest that you familiarize yourself with the cooperative game mode before you try the competitive game mode.

♦ OVERVIEW ♦

In the competitive game mode, the heroes race to be the first to find the relic hidden within the Tower dungeon.

♦ SETUP CHANGES ♦

Observe these changes and additions to the game setup:

- *Deal each player four heroic test cards (one of each type), face down.*
- *Give each player one Amulet of Hope quest item.*
- *Choose the competitive game mode in the app.*





♦ HERO GOALS ♦

The goal for each hero is to **complete three heroic tests**, **enter the Tower dungeon**, and **find the relic**—all without getting eliminated.

COMPLETING HEROIC TESTS

Completing a heroic test requires you to take the Quest action while in a specific location on the game board. In addition, you must also have or spend certain resources or items. Flip the heroic test card face up once it is completed. The completion of heroic tests, unlike quests, is not recorded in the app.

Important! When you complete a heroic test, you may remove a seal from any Tower opening or place a removed seal back on any Tower opening.



Optional heroic test completion effect

ENTERING THE TOWER DUNGEON

Once you have completed three heroic tests, you have gained access to the Tower dungeon. You can then enter the Tower dungeon by taking the Quest action on any space adjacent to the Tower.

FINDING THE RELIC

Finding the relic requires you to find the room in the Tower dungeon where the relic is hidden. If you find the relic, you win the game! If you leave before you find it, you can re-enter the Tower dungeon and keep exploring on a future turn... but another hero might find it before you!

♦ HERO ELIMINATION ♦

If you would gain a third corruption, or you have to take a skull from the supply and there are none, you are eliminated from the game and your home kingdom becomes dormant.

♦ END OF THE GAME ♦

If one hero finds the relic, that hero wins! If all but one of the heroes are eliminated, the lone remaining hero wins. If the sixth month ends, or one event eliminates all remaining heroes at once, Azkol reigns supreme and nobody wins.

♦ CLARIFICATIONS ♦

- *The app will offer a quest each month. The first hero to complete the monthly quest gains a companion. If no one completes the monthly quest, there is no penalty.*
- *You do not need permission from other heroes to affect them with items or abilities (e.g., moving them with the Potion of One Thousand Strides).*
- *Despite the competitive nature of the game, the word "foe" only refers to actual foes, not the other heroes.*
- *Heroes may still trade with each other if all heroes participating in the trade agree to it.*
- *When you gain a potion, if there are no potions left in the deck, you can take a potion of your choice from another hero.*



Token Appendix



♦ Foe Tokens ♦

Foe tokens show the locations of foes on the game board. You must take the Battle action to battle them. Each foe token shows the level and traits of that foe. Foe tokens are removed when you defeat them in battle or use an effect to remove them.

> **Note:** *The foe tokens are double sided. The two sides differ only in appearance, not in function. Use whichever side you prefer.*



♦ Caravan Tokens ♦

Caravan tokens are only used when **Miras the Horselord** is the main companion. Caravans function like moving dungeons that can be explored.

> **Note:** *There are only three caravan tokens. There is no Southern Caravan.*



♦ Dungeon Tokens ♦

Dungeon tokens show the locations of dungeons on the game board. You must take the Quest action to explore them. Each dungeon token shows the trait of that dungeon. Dungeon tokens are removed when you complete them or when an event instructs you to.



♦ Siege Tree Tokens ♦

Siege tree tokens are only used when **Letha the Dryad** is the main companion. Spaces with siege tree tokens count as forests in addition to their normal terrain type. You can take the Reinforce action on a space with a siege tree token to move it one space.



♦ Spore Tokens ♦

Spore tokens are only used when the **Lingering Rot** is the adversary. When you gain a spore token, place it on your hero board. If you would ever gain a third spore token, return all your spore tokens to the supply and gain a corruption instead.

♦ River of Fire Tokens ♦

River of fire tokens are only used when **Ashstrider** is the adversary. These tokens turn normal rivers into rivers of fire. When you cross a river of fire, you lose six warriors. These tokens cannot be removed.



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Quick Reference

♦ COMMONLY MISSED RULES ♦

- ◊ You may spend 1 to double your move value for the turn. Once you have started to move, you may no longer double or modify your move.
- ◊ Nothing on the game board stops or prevents your movement. You may freely enter and leave spaces with foes, skulls, tokens, and other heroes.
- ◊ Wild Advantages can always be used as any type of Advantage.
- ◊ During a battle, you gain a corruption for each battle card that you cannot fully resolve all losses for.
- ◊ While a glyph is facing your home kingdom, you must spend 1 if you wish to take the matching action.
- ◊ You may only trade with other heroes once per turn. You may not trade virtues or corruptions.

♦ YOU GAIN A CORRUPTION WHEN... ♦

- ◊ an effect tells you to lose warriors, spirit, items, and/or virtues that you do not have
- ◊ an effect tells you to place one or more skulls on destroyed buildings
- ◊ a building in your home kingdom is destroyed
- ◊ an effect tells you to gain a corruption

♦ WINNING & LOSING ♦

You **win** the game if you complete the main goal and then defeat the adversary.

You **lose** the game immediately in any of the following situations:

- ↠ *When a hero would gain their third corruption.*
- ↠ *When you have to take a skull from the supply and there are none.*
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