

Dwellings of Eldervale

Rules of Play

Components



1 Sticker Sheet



1 Discard Tray



1 Elemental Score Board



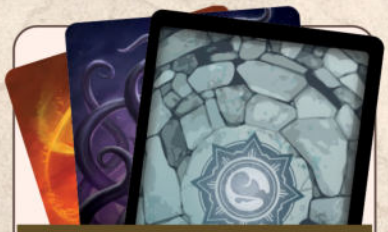
2 Dungeon Trays with Lids



30 Realm Tiles



2 Resource Trays with Lids



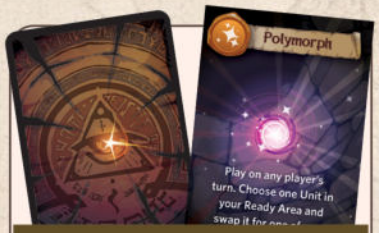
104 Adventure Cards of 8 Elements



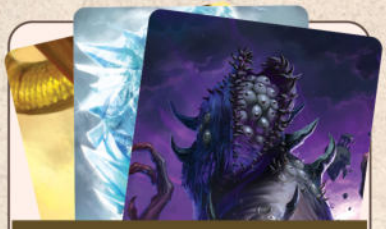
8 Elemental Starter Cards



5 Player Aids



60 Magic Cards



10 Monster Cards



10 Monster Standees and 12 Plastic Stands



5 Monster Dice



96 Cardboard Treasure Tokens



118 Cardboard Resources



9 Orbs



48 Dice
(6 for Each Element)



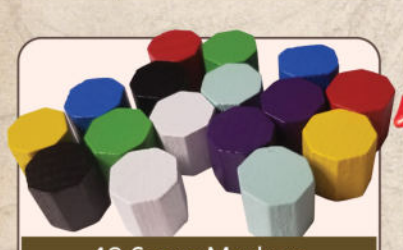
8 Player Trays



8 Faction Boards



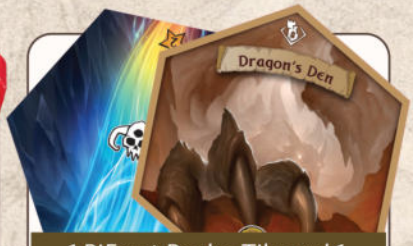
48 Rooftops
(6 for Each Element)



48 Score Markers
(6 for Each Element)



72 Meeples
(9 for Each Element)



1 BiFrost Realm Tile and 1 Dragon's Den Realm Tile

Optional Play



5 Trove Tokens and 5 Tactics Tokens

Optional Play

Missing or Damaged Components?

Fill out the Customer Service form at www.BreakingGames.com. We want to help!



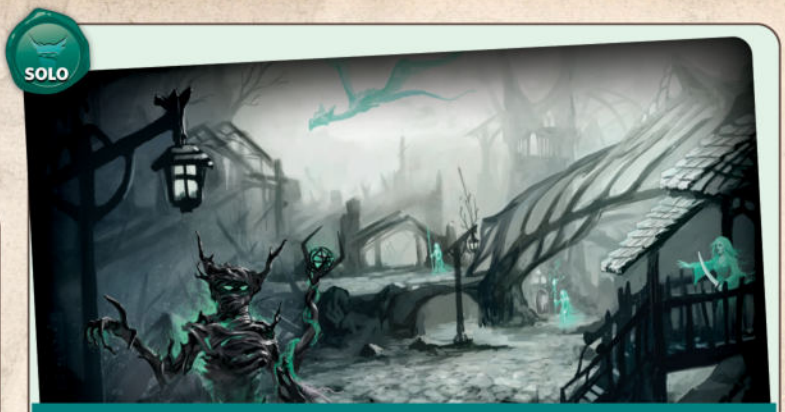
1 Mother of Dragons Miniature

Optional Play



1 Frost Giant Miniature

Optional Play



1 Ghosts of Eldervale Playmat



8 Large Monster Miniatures



1 Watcher Meeple



24 Solo Mode Ghosts of Eldervale Cards



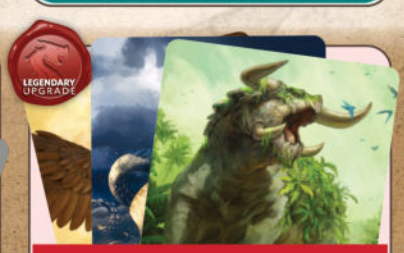
100 Wood Resources



20 Gold Metal Coins



1 Monster Tray with Lid



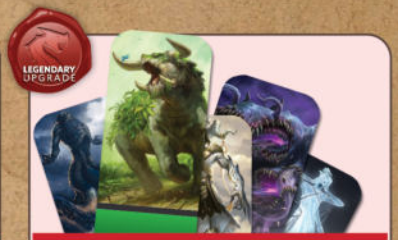
8 Monster Cards



8 Large Monster Miniatures



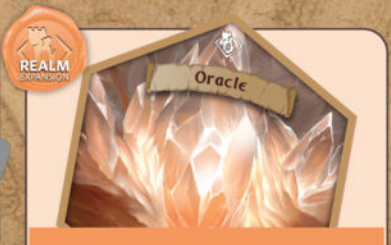
9 Sound FX Bases



8 Legendary Monster Standees



1 Monster Tray with Lid



1 Oracle Realm Tile

Optional Play



1 Minotaur Miniature, Standee & Mercenary Card

Optional Play



1 Shapeshifter Miniature, Standee & Mercenary Card

Optional Play

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Setup

For first time setup *of Player Trays, Resource Trays and Dungeon Trays, please see included "First Time Setup" insert.*

The Eight Elements

- Air
- Earth
- Fire
- Water
- Light
- Darkness
- Order
- Chaos



Score Board

Put the Score Board at one end of the table.

Select Player Factions

Dwellings of Eldervale has 16 unique playable factions, each tied to one of the 8 Elements/colors. All player pieces are stored in Player Trays, with dual-sided faction artwork boards as "lids."

Players can select the Player Tray of their choice (*and the corresponding Element Starter card*), or choose randomly by dealing out Starter cards. Once trays are selected, players choose a specific side of their player board to play, and put this board in front of them as a Ready Area for their Units.

Starting Player

Everyone rolls their 6 dice. The player with the highest die becomes Starting Player. If there is a tie, all tied players look to the next highest die and so on, per Eldervale Battle Rules (*p.15*). Play continues clockwise.

Take one scoring marker for each player and put it on the Victory Point Track on the Score Board on the numbers matching turn order: 1, 2, 3, 4, and 5. During the game, any points gained will be recorded by moving these scoring markers.

Elements Used This Game

Determine which Elemental components will be used. For this game, use all of the components matching Elements of selected player factions, as well as the components of 2 additional Elements, chosen by any agreeable means.





For each Element being used, you will need:

- **3 Corresponding Elemental Realms**
- **1 Monster Card** *(and a corresponding standee or miniature)*
- **1 Orb**

If you own the Legendary Monsters, randomly select a Monster to represent each Element by any means you choose. (*Example: for Fire, you would select either the Demon of Might (above)* or the Volcanic Terror.)

Dungeon Tray Setup

Adventure Cards: For each Elemental Adventure deck being used, turn the appropriate Doorway card face up on top of each deck. Shuffle the cards below the Doorway, if preferred, from a previous play. Doorways for Elements not being used are left face-down for the game.

Treasure Tokens: Check that each stack of Treasure tokens in the Dungeon Trays contains 3 tokens of the appropriate Elemental type, mixing these tokens if desired from a previous play.



For setup of a Solo Game, *please see the Solo Rulebook, "The Ghosts of Eldervale."*



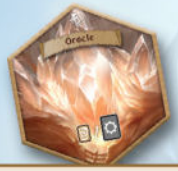
Build Eldervale





1. **Separate Ruins:** *First, separate any Ruins or optional Realms. The 5 Main Ruin tiles (Mage Tower, Fortress, Mill, Portal, and Dungeon) are used in every game. The second Dungeon is used in 4 and 5 player games. The Oracle Ruin, Dragon's Den Ruin, and Bifröst Bridge are optional and described in the section at right.*
2. **Create Realm Stack:** *Take all of the Elemental Realm tiles being used and shuffle them together to create the Elemental Realm Stack. Do not include the Ruins yet.*
3. **Draw Elemental Realms:** *Draw and reveal a number of Elemental Realm tiles from the stack based on the number of players (5 for 2p, 7 for 3p, or 8 for 4/5p). If you draw more than one Lair tile (a Realm with a Monster icon), put each Lair drawn after the first on the bottom of the Realm stack, so that the starting map will have a maximum of 1 Lair total.*
4. **Build Eldervale:** *Take each of the revealed Elemental Realms and shuffle them together with the Ruins you set aside. Randomly arrange these tiles faceup in the appropriate configuration to build Eldervale (as depicted right). It is helpful if all of the tiles are oriented in the same direction.*
5. **Reshuffle:** *Reshuffle the Realm Stack, and put it face down in the Discard Tray.*

Optional Realms



The Oracle does not come with the Standard game and can be purchased at www.breakinggames.com.

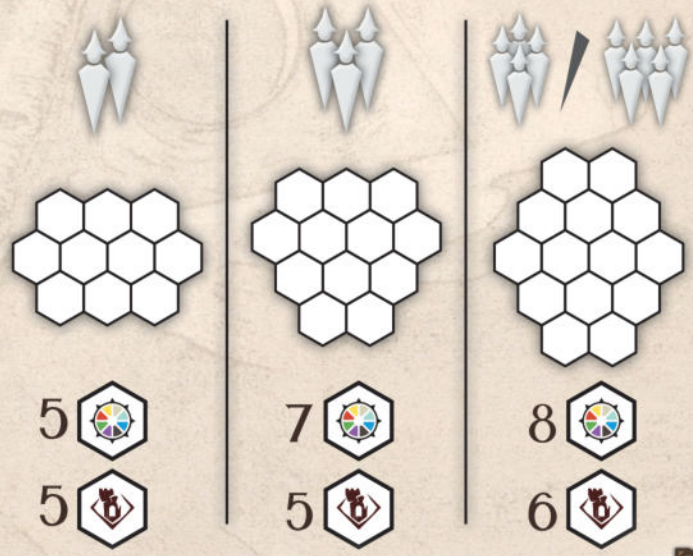
The Oracle: *This optional Ruin tile allows for longer games with more card play and can be added to any setup. If adding to a game of fewer than 4 players, swap the Oracle with an Elemental tile from the initial build (all Elemental tiles are still used in the game). If adding to a 4 or 5 player game, substitute this for the second Dungeon in the 6 Ruins used.* *(For more information, see p. 20.)*



Dragon's Den: *This optional tile adds a mini-expansion with a tough Special Monster, the Mother of Dragons. Add the Dragon's Den to the top half of the Realm Stack,* ***after*** *building Eldervale. The Trove tokens will be used when the Realm comes into play.* *(For more information, see p. 21.)*



Bifröst Bridge: *This optional tile adds a mini-expansion with a unique Special Monster, Frost Giant, and tile. The Bifröst Bridge is not a Ruin nor an Elemental Realm, but it is mixed into the top half of the Realm Stack,* ***after*** *building Eldervale.* *(For more information, see p. 21.)*



Prepare the Realms

Each Elemental Realm has 1–2 square spaces for Treasure tokens. For each of these locations, put a stack of Elemental Treasure tokens with the top token face up (*the entire stack can be flipped face up for ease of play*). If there is a Lair in Eldervale, put the appropriate Monster standee or miniature in the Lair.



Shuffle and Distribute Magic Cards

Shuffle the Magic card deck. If using card sleeves, distribute half the deck to each Resource Tray. If unsleeved, put the deck entirely in one Resource Tray, using the other tray for discards. Each player draws 5 Magic cards from the deck, and keeps all 5 cards to start the game.

Set the Orbs



Put one Orb at the top of each Elemental track being used in this game. Put 1 Orb on each of the 2 Orb spaces of the Glory Track. These are all the Orbs you will need.

Resource Trays, Discard Tray

Put the 2 Resource Trays within easy reach of players, with resources distributed equally among both trays. Put the Discard Tray in a central location on the table.

Mercenaries

If playing with 1 or more Mercenaries, put the card and miniatures or standees near the Monsters or Score Board within easy reach of all players. (*For more information on using Mercenaries, see page 20.*)





Player Setup

Put 3 Workers in your Ready Area. These 3 Workers are your only active Units at the beginning of the game. Keep your Dragon, Wizard, Warrior, and 3 remaining Workers in your Player Tray.

Keep your 6 Dwelling Rooftops in your Player Tray. Your Player Tray should include 1 of each of the following: 1 Gem, 1 Potion, 1 Scroll, 1 Tool, and 1 Sword. Your 6 dice sit ready in your tray.

Put your Element Starter card near your Player tray. This is your first Tableau card.

Scoring Markers

1 of your 6 scoring markers is already on the Score Track. Of the remaining 5, keep 1 scoring marker in your Player Tray. This marker will eventually become your Glory Track Marker, but not until the first time you Regroup.



Put 1 of your scoring markers on the first space of the Elemental Power Track that matches your faction's associated Element. Put the remaining 3 scoring markers beside the Elemental Power Tracks. These markers will be used when you gain power in other Elements.

Terms and Concepts

Exceptions to the Rules

This rulebook contains the standard rules for playing every game of Dwellings of Eldervale. However, many aspects of the game create exceptions to the rules. Faction powers, Magic spells, Tableau cards, Monster effects, and more can change rules. When rules conflict, do your best to follow the rules of the card or power creating the exception.

Active Player

Many of these rules and instructions on cards are expressed using the second person "you." But sometimes rules that affect many players will be described in the third person. The term "Active Player" always refers to the player whose turn it is.

Timing of Effects

Some effects have conditions that would cause them to occur at the same time. The active player may determine the order of these effects. For example if multiple effects might occur at the beginning of a turn, the active player may carry those effects out in any order desired. When multiple players use abilities or play spells at the same time, use a 'friendly' approach to determine the timing. Allow each effect to occur in the order it was announced. It is rare for 1 effect in this game to cancel out another desired effect.

Treasure Tokens

There are 12 Treasure tokens for each of the 8 Elements. On the back of each of these tokens is the Elemental Sigil. On the face of each token are various resource symbols. A token may depict a Magic card, a single resource, 2 resources, or 2 different resources separated by a slash. Note: The slash represents "or" anywhere it appears in this game.



Resources

Resources include Gems, Potions, Scrolls, Tools, Swords, Gold, and also Magic cards. Magic cards are dealt with differently than other resources (*see below*).



When you gain resources other than Magic cards, they are taken from the general supply and placed in a section of your tray. When you spend resources, they are taken from your tray and returned to the general supply.

You may never have more than 5 of one type of resource (except Magic cards). *If an action would cause you to exceed this limit, only gain resources up to the limit.*





Gold is wild. *You may spend Gold coins in place of any other resources.*

The Treasure Chest symbol means "any resource," *which does include Gems, Potions, Scrolls, Tools, Swords, Gold, etc., but it* **also** *includes Magic cards.*



There are enough resources that none will ever run out in a game of 4 or fewer players. In the very unlikely event that any resource runs out in a 5 player game, use a suitable substitute.

Magic Cards are Resources



Magic cards are handled differently than other resources. Each player keeps their Magic cards in a hand of cards. The maximum hand size is 7 cards. If you have more than 7 cards at the end of your turn, you must discard cards until you have 7.

When Magic cards are spent as a resource or a spell is played, place the card faceup in a single discard pile. If the Magic card deck is depleted, shuffle the discard pile and use to replentish the deck.

Magic Cards

More than just a resource (, *p. 7*)! Magic cards are also: spells, quests, or prophecies.

Spells



Spells allow surprise moves, special benefits, and additional ways to score points. Spells are played as a Free Action (see Free Actions, p. 12), then discarded into the discard pile.

Each spell card may only be played at the time stated on the card. Some spells simply state, "Play on your turn." Other spells may be played during another player's turn when the condition of the card is met. For example, the Faerie Charm Spell says 'Play when a Battle would be triggered.'



Casting Costs

Some spells have a "casting cost," indicated near the top of the card. If you meet the minimum Elemental Power requirement (right of slash) you may play the card at no cost. Otherwise you must pay the resources indicated on the left of the slash.

Quests



These are cards that allow you to gain victory points during the game when a special condition has been met. The victory points are awarded immediately.

Unlike other cards, completed quests are kept and not discarded. You can tuck completed quests under the top edge of your Player Tray or faction board.



Prophecies

These cards have no special function until the game is over. At the end of the game, during scoring, each player reveals the prophecy cards in their hand and gains victory points based on the conditions stated on each of their prophecy cards.

How to Play

Dwellings of Eldervale is a turn-based game. Beginning with the Starting Player, each player takes a turn until the end of the game is triggered.

The end of the game will be triggered in 1 of 2 ways:

- *A player builds their 6th and final* ***Dwelling***
- *A player draws the last* ***Realm Tile*** *from the Realm Stack*

At that point, each player gets 1 more turn, *including* the player who triggered the end of the game.

Turn Sequence

On each turn, you must choose to *either*:

A) **Place a Unit** *(see below)*

B) **Regroup** *(see p. 10)*

You may also perform any number of **Free Actions** during your turn (*see p. 12*).

Choice A
Place a Unit

Choose one Unit in your Ready Area and place it in a Realm of Eldervale, following the Placement Rules (*see next page*). Then, immediately carry out an **action** in that Realm.

After you have placed a Unit but before you take an action, if there are any Monsters in adjacent Realms, one will Rush into your Realm (*see Monsters, p. 18*).



This specific action is considered "Placing a Unit."
There are other means by which Units may be moved into Realms, but they are not considered to be "Placement."

Placement Rules

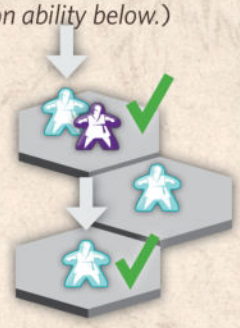
Placing Your First Unit



If you have no Units in any of the Realms of Eldervale, you may place a Unit in any *unoccupied* Realm. This is called your "First Placement" regardless of when it occurs in the game.

A Realm is considered *unoccupied* if it contains no Units and no Monsters. Dwellings are not Units and do not affect "First Placement". (*See also the Warrior's Aggression ability below.*)

Placing Subsequent Units



If you already have Units anywhere in Eldervale, then you must place your Unit in a Realm *adjacent* to a Realm occupied by one of your Units, but not in a Realm also *occupied* by one of your Units.

For this type of placement, you may choose to place in a Realm occupied by opponents' Units or a Monster, but doing so will trigger **battle** (*p. 14*) unless still in Peaceful Beginning (*p. 14*).

> **You must perform the action!** *For any placement, you may only choose to place in a Realm if you have the ability and requisite resources to perform an action in that Realm. The action is not optional, you must perform the action after the placement. Note: For the Dungeon, you must be able to obtain at least 1 Adventure Card.*

Advanced Unit Placement Rules

The *Dragon*, *Wizard*, and *Warrior* have special rules for placement. Each Advanced Unit may be placed following the standard placement rules described above, *or* may use their special ability.



Dragon: *Flight*
Your Dragon may be placed up to 2 Realms away from 1 of your Units.



Wizard: *Teleport*
Your Wizard may be placed in any unoccupied Realm in Eldervale.



Warrior: *Aggression*
If you have no other Units in Eldervale, the Warrior may be placed directly in any occupied Realm for a First Placement.

In addition, your faction abilities or Tableau cards may allow special placement rules.

Realm Actions

The action you perform depends on the Realm in which you placed your Unit. There are 2 types of Realms: Elemental Realms, and Ruins.

Elemental Realms



Gain Treasure: Take 1 Treasure token from the top of a stack and move it to your Player Tray. Limit of 4. Discard a token if full (*p. 12, Free Actions*). If the Realm contains 2 stacks, choose either 1, but not both.

If a stack is empty, instead gain the depicted resource on the Realm tile where the stack used to be.

Ruins

Each Ruin or optional Realm allows a special action.



Mage Tower: *Spend any 2 resources (they do not need to be the same type) to draw 3 cards from the Magic deck and add them to your hand. Then choose any single card from your hand and put it in the discard pile.*



Summoning Portal: *Gain 1 Unit. Pay the cost indicated on your Starter card beneath the Unit icon. Workers may cost 1, 2 or 3 of any resource(s), as indicated. Move the Unit to your Ready Area. Once summoned, the Unit is active (may be used) for the rest of the game.*



Mill: *Construct a Dwelling. Choose 1 of your Workers in an Elemental Realm that does not already contain a Dwelling, and pay the appropriate cost to turn the chosen Worker into a Dwelling (see Dwellings, p. 11).*



Dungeon: *Place a Unit in the Dungeon to both expand Eldervale (the Realm map) and gain 1 or 2 Adventure cards (see Dungeoning, p. 10).*



Fortress: *Pay any 2 resources to gain 2 Gold.*

Optional Realms: *See pages 20–21 for information about the Oracle, Dragon's Den, and Bifröst Bridge.*

Dungeoning



When using a Dungeon Ruin, perform steps 1–4. NOTE: If the Realm Stack is depleted (and only then) skip step 1.

When using the Oracle Ruin, perform only steps 2 and 4.

1. Discover New Realm



First, reveal the top tile from the Realm Stack, and select a location along the edge of Eldervale in which to set it. The new Realm must be positioned so that it is adjacent to at least 2 existing Realms. Then, based on the type of Realm, set the appropriate Treasure token stacks, and, if the Realm is a Lair, the appropriate Monster standee or miniature (use a Monster that matches the Lair Realm's Element).

2. Obtain One New Adventure Card

Choose one face-up Adventure Card from the tray and pay its indicated resource cost. Move the card to your Tableau. On the Elemental Track matching the newly acquired card, increase your Elemental power by one (See Elemental Power p. 17).



3. Obtain a Second Adventure Card or Burn One Card

You may gain another Adventure card in the same manner as above, or you must choose one of the face up Adventure cards and discard it by putting it face-down on the bottom of that Adventure deck.



4. Reveal New Adventure Cards

Reveal new cards from the appropriate decks to replace the cards that were removed.

Choice B
Regroup

A Regroup turn consists of 4 steps that must be carried out in order. When all 4 steps are done, all your active Units will be in your Ready Area.

1 Retrieve All Units from Realms to Perform Tableau Card Actions

Repeat until you have no Units in Eldervale: Select 1 of your Units in Eldervale and either, **place** it on a Tableau card to immediately perform the action on the card, or **move** the Unit to your Ready Area. You may not place more than one Unit on an action. You may perform actions in any order you choose. (*See Tableau Actions, at right.*)



2 Return Units from the Underworld to Your Ready Area

Move each of your Units from the Underworld directly to your Ready Area. These Units may not be placed to perform Tableau card actions.



3 Return Units from Your Tableau to Your Ready Area

Move all your Units placed on Tableau cards to your Ready Area.



4 Return Mercenaries to the Supply

If you control a Mercenary in your Ready Area that you hired with Gold on a previous turn, move that Mercenary and its card to the supply. You cannot rehire a Mercenary on the same turn it has been returned to the supply, even with an Orb (*See Mercenaries, p. 20*).

You may not leave any Units in Eldervale or the Underworld.
All of your active Units must return to your Ready Area.

Tableau Actions

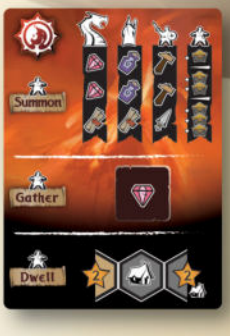


When you Regroup, you may place your Units on the cards in your Tableau to perform actions. Your Starter card and various Adventure cards depict these actions. These actions may only be used during a Regroup turn.

Each Tableau card action has an icon showing which type of Unit must be placed to perform the action. **If the icon is a Worker ( ), then ANY Unit may be placed**. If the icon is a Dragon, Wizard, or Warrior, then only that specific Unit may be placed to perform that action.

Tableau card actions are resolved one at a time (immediately after placing a Unit). You may perform many such actions during a single Regroup turn. The order in which these actions are carried out can be very important, because resources gained from 1 action may be used to perform subsequent actions. As long as a Unit is on a card action, additional Units may not be placed on that action. When a card action is used the Tableau card is considered to be activated.

Starter Cards



Your Starter Card has 3 separate actions: Summon, Gather, and Dwell. Using 1 of these actions does not prevent use of the others. Your Starter card can never be destroyed, discarded, or used by an opponent. In addition, Aura Adventure cards may not be attached to a Starter card.



Summon: *This action functions in the same manner as the Summoning Portal Realm. Pay the cost indicated on your Starter card beneath the Unit icon, and move the Unit to your Ready Area.*



Gather: *Each faction may have a different resource depicted here, but each of these function in the same manner. By placing a Unit on the Gather action, you gain the indicated resource. There is a Slot around the resource allowing you to "upgrade" this action and replace what you gain with the resources shown on a Treasure token (see Slots, p. 13).*



Dwell: *This action functions in the same manner as the Mill Realm. Construct a Dwelling, using 1 of your Workers still in an Elemental Realm (see Dwellings right).*

Dwellings



Your ultimate goal is to make Eldervale your home. By constructing Dwellings in Elemental Realms, you gain Elemental power, victory points, and dice in battle. But to do so, you must give up a Worker.

You can Construct a Dwelling either by placing a Unit on the Ruin with the Mill, or by using the "Dwell" worker action on your Starter card during Regroup. To do so, follow these steps:

1. **Choose Realm:** *Choose an Elemental Realm occupied by one of your Workers, that does not already contain a Dwelling.*
2. **Pay Cost:** *Pay the Dwelling cost indicated on the chosen Elemental Realm.*
3. **Build and Place Dwelling:** *Fit a Dwelling Rooftop from your player tray on top of the chosen worker. The Worker with the rooftop is now a Dwelling, and is no longer a Unit. Place the new Dwelling in the chosen Realm.*



4. **Score Victory Points:** *For each Ruin adjacent to the new Dwelling, score 2 VP. For each Dwelling (belonging to any player) adjacent to the new Dwelling, score 2 VP.*
6. **Gain Elemental Power:** *Move up the Elemental Power Track that matches the Element Sigil(s) of the Realm that contains the new Dwelling. If there are 2 Sigils, move up 2 spaces on the appropriate track.*

A Dwelling stays in the chosen Realm for the rest of the game. Dwellings provide additional dice in battle (*see Battle p. 14*), and also score victory points at the end of the game (*see End of the Game, p, 19*).



Example: *The Dwelling above increases the active player's Elemental power in Fire 2 spaces. It also scores 8 points — 6 for the adjacent Ruins, and 2 points for the adjacent Dwelling (even though it is another player's Dwelling.)*

Free Actions

On your turn, you may perform any number of Free Actions, including the same Free Action multiple times if possible. Free Actions may be used before, after, or between other actions during your turn.

*Discard a Treasure Token to Gain Resource(s)



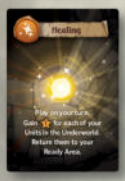
Choose 1 Treasure token from your tray. Discard the token to gain the indicated resource(s). If the token has a Magic card symbol ( ), draw a Magic card from the deck. You may not perform this Free Action using Treasure tokens that are already Slotted in your Tableau.

**This is the only Free Action that may be performed at any time, including while resolving other effects and even on another player's turn.*

Slot a Treasure Token in Your Tableau



Choose 1 Treasure token from your tray and place it on a "Slot" on a card in your Tableau (see Adventure Card Tableau, p. 13). If there is already a token present on the Slot you wish to use, you must discard the previously slotted token. You gain no resources for discarding a token in this manner. Slotted tokens may not be moved.



Play a Magic Card

Each spell and quest card indicates when it can be used. Many spells can be used "on your turn," and as such, are carried out as Free Actions.

Hire a Mercenary

If you are playing with Mercenaries, you may pay a Gold or an Orb to move any Mercenary available for hire from the supply to your Ready Area and keep the card near your Tableau for reference. Note, if you use an Orb to hire a Mercenary, the Mercenary is your Unit permanently (see Mercenaries, p. 20).



Use a Tactics Token

If you are playing with Tactics tokens, as a Free Action, only on your turn, you may restore an exhausted Tactics token (See Tactics Tokens, p. 23).

Perform an Orb Action



There are 4 ways in which Orbs may be used. Choose 1:

Orb Reward Space

Take 1 Orb from your supply and choose 1 available Orb Reward Space on the Score Board. Place your Orb on the chosen space and gain the indicated benefit. Your Orb remains on the chosen space for the remainder of the game, preventing anyone from using it again.



Slot an Orb as a Tableau Input



You may set your Orb on an Adventure card in any Tableau Slot that would define an input. (These are marked with a circle inside the box). The Orb counts as a "zero" when so used. In other words, when an Orb occupies the input Slot of a Tableau card, it costs no resources to perform the action (see Slots, p. 13).



Slot an Orb to Empower a Tableau Card

Some Adventure cards are marked with an Orb in the top left corner. These cards have special functions or benefits that are enabled by an Orb permanently set on the card over this symbol.

Slot an Orb to Permanently Hire a Mercenary



Mercenary cards are marked with an Orb in the left cost box. If you set an Orb on one of these cards, the Mercenary does not leave your control at the end your turn. You control this Mercenary for the entire game (see Mercenaries, p. 20).

Adventure Card Tableau

Your Tableau consists of your Starter card and the Adventure cards you have collected throughout the game. Each of these cards depicts an Elemental Sigil (*top right corner of Adventure cards and top left of your Starter card*). The Sigil indicates that when you add this card to your Tableau, you also increase your Elemental power on the track that matches the depicted Sigil.



Adventure cards are a key part of end-game scoring, provided you also have enough Dwellings to score them (*see Ending the Game, p. 19*).

(For a complete reference of every Adventure card used in the game, see the Appendix booklet.)

Slots



Some cards have slots in which you can set Treasure tokens using Free Actions (see Free Actions, p. 12). Unless otherwise indicated, a Treasure token is set in a slot face-up. The icons depicted on the slotted Treasure token replace any icons covered up by the Treasure token.



A card action cannot be used if a Slot to the left of an arrow (*the input Slot*) is empty. There must be a Treasure token or Orb set on the input Slot in order to use such an action. Setting an Orb in an input Slot defines the cost to be "zero," allowing you to use the ability without paying any resources.

Orb Slots

Some Cards depict an Orb in the upper left. Depending on the text of the card, the card either cannot be used unless an Orb is present, or the card becomes more powerful when an Orb is present.



Passive Abilities

Some cards provide powers or rule exceptions that affect other aspects of the game. Units are not used to activate these powers.

Doorways

Doorways are special Adventure cards that can earn you additional resources if you are the highest on the indicated Elemental Power Track.



Example: *When you activate the Luminous Threshold you will gain 1 Scroll. However, if you are the player who is HIGHEST (not tied) on the Light Track, with the token slotted below, you also gain 2 Potions. Note: You must be highest in Light to gain this bonus.*

Vaults

Vaults are special cards that award victory points at the end of the game for slotted tokens and resources in your supply, as indicated.



Example: *The Deeproot Cavern, an Earth Vault, has 3 token Slots on it (and a required Orb in the upper left). This vault scores for each resource symbol on tokens slotted here, so a single token showing 2 resource types (with or without a slash) would count for 2 symbols and 4 points.*

Auras

Auras may be attached to a card in your Tableau as a Free Action. This does not need to be the moment you acquire the Aura.

Auras may only be attached to a card that may be activated by a regrouping Unit. Each Tableau card may only have 1 Aura attached. Auras may not be attached to your Starter card.

Once attached, they cannot be removed unless the card it is attached to is discarded, or unless you repay the Aura's cost to move it to another Tableau card.



Example: *The Chaotic Aura attached here to the Citadel adds a chance that a Warrior Regrouping here will get double the Glory Track advancement, or none at all.*

Battle

There are many Realms and many treasures in Eldervale, and sometimes competition leads to conflict. In Eldervale, these conflicts are resolved through battle.

A battle occurs in a single Realm. **All Units in the Realm are in the (1) battle.** The battle participants may include any number of players, any number of Units, and also a Monster. There is always at most **1 winner** of a battle.

Peaceful Beginnings

Battles do not occur until after all players have used a turn to Regroup. (*See Regroup, p. 10.*) Each game begins peacefully. (*See Glory Track, next page.*)

Triggering a Battle

Battle is triggered whenever you **place** 1 of your Units in a Realm occupied by any of your opponents' Units, and/or a Monster (*see Place A Unit, p. 8*). When a Monster Rushes into an occupied Realm a battle is triggered (*See Monsters, p. 18*).

If an ability or effect causes or enables a Unit to **move**, a battle is not triggered.

In the unlikely event that a second battle is triggered that would occur at the same time in a second Realm, the battles are carried out separately, with the Active Player deciding which battle will occur first.

Battle always occurs AFTER you take your Action. *You can place your Unit in an occupied Realm, or a Realm that might cause a Monster to Rush in, then carry out the action for the Realm, and only then will a battle occur. Sometimes card effects might change the conditions in the Realm in a manner that may prevent the need for battle.*

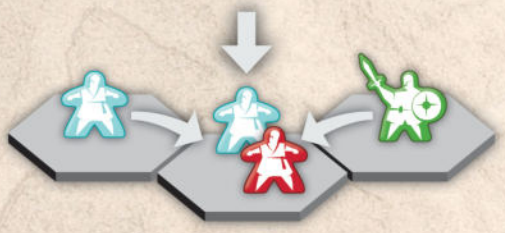


Steps of Battle

1 Join

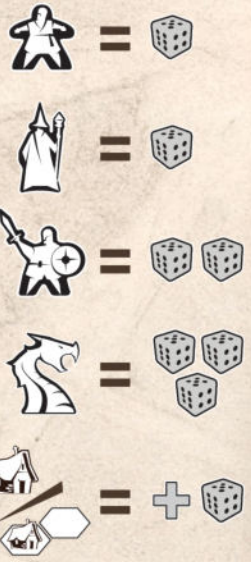
Adjacent Units may move in to **join** the battle. Beginning with the player to the left of the active player, and ending with the active player, each player may choose any of their Units from **adjacent** Realms to move in and join the battle.

Any players with adjacent Units may join the battle, even players that don't already have Units in the battle. Each player makes this decision only once, and can't add more Units later.



Only players that have Units in the battle take part in the battle. Dwellings do not count in a battle unless a player also has Units in the battle.

2 Determine Battle Dice



Each player in the battle determines the total number of battle dice they will roll by adding the battle dice values of each of their Units in the Realm. Then, each player may add 1 additional die if they have a Dwelling in the Realm of the battle, and 1 additional die for each Dwelling they have in Realms adjacent to the battle.

If there is a Monster in the battle, the Monster's battle value determines the number of dice that will be rolled for the Monster.

3 Spend Swords for Additional Dice



Beginning with the player to the left of the active player, and ending with the active player, each player declares how many Swords they spend. Each Sword spent increases the number of dice a player rolls by 1.

During this phase, players can also use spells or abilities that might grant them additional dice. The maximum number of dice that any single player may roll is 6 dice.

4 Roll Battle Dice

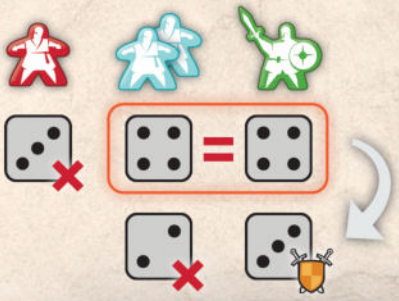


All participants roll their battle dice simultaneously. Any player can roll for a Monster if there is one in the battle.

After dice are rolled, some spells and abilities might allow players to reroll or otherwise change the results of their die rolls.

5 Determine Battle Winner

Each particpant's single highest die result is compared. The participant with the highest result is the winner. All others have lost. If there is a tie for highest, tied contenders set aside the tied result then compare their highest remaining result. Repeat until all ties are resolved. A participant that has no die to compare counts as a zero.



If there is a true tie
after all dice are compared, then **all** *participants in the battle* **lose** *the battle.*

If a Monster wins the battle
it remains in the Realm.

6 Gain Glory



The winner of the battle advances on the Glory Track and collects the indicated reward (*see Glory Track below*).

If a Monster was defeated in the battle, the winning player may instead choose to gain Elemental power by moving up 1 space on the Elemental Track matching the Element of the defeated Monster. This represents absorbing the Monster's power.



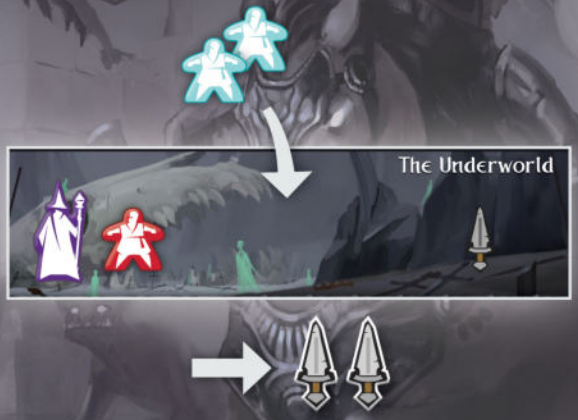
7 Remove Casualties

Each losing player moves all of their Units from the battle into the the Underworld. If a monster was defeated, it is removed from Eldervale. Dwellings are never removed as casualties.



The Underworld

Each Unit you move into the Underworld, as a result of battle or any other reason, earns you 1 Sword. These Swords represent your vengeance for the fallen. Fortunately, the Underworld is not so distant from Eldervale, and your Units return from there each time you Regroup.



The Glory Track

Peaceful Beginning

The first time you Regroup, move your final scoring marker from your Player Tray to the leftmost space on the Glory Track. Until this occurs, you may not gain Glory. In addition, no battles of any kind may occur until **all** players have their markers on the Glory Track.



Each time you win a battle, you gain Glory. Move your marker up one space on the Glory Track and immediately gain the reward for that space. Rewards include: gaining 2 VP, gaining 1 of any resource, gaining 1 Elemental power on any track, gaining 1 Orb (or if has already been taken, gaining 2 VP), and gaining 2 of any resources. If you reach the last space of the Glory Track, you may still gain Glory. Each time you do, gain 2 VP, but leave your marker on the same space.

Battle Example
A Warden's Trap

Luke is playing the Wardens of Evenmarch and is eyeing the Portal to Summon his Warrior. On his previous turn, he placed a Worker nearby (A) to gain needed resources and defend if need be.



◊ *Luke's opponent James, playing the Elves of Briardell , places a Worker in the Portal (B). Luckily, Luke is not blocked from placing at the Portal. As planned, he places a second Worker on the Portal (C) and uses its Realm action before battle, paying 2 Tools and 1 Sword to summon his Warrior to his Ready Area.*

The Battle Begins!



◊ *James is sitting to Luke's left, meaning he is first to decide whether to bring adjacent Units to join the battle. He has 2 adjacent Workers, but with their "Longbows" faction ability they each add +1 die to the battle already (D), so he doesn't need to move them in and risk losing them. Next the third player, Maximus, as the Embercrush Ogres , must decide whether to join. To Luke's surprise, he decides to enter the battle with his Dragon (E), gaining a boost of +1 die from his adjacent Dwelling (F).*



◊ *With the odds looking a bit tougher, it is now up to Luke to decide whether to bring his second Worker into the fight. This is the moment to spring his trap! Luke plays a Polymorph spell to swap his adjacent Worker with his newly summoned Warrior (G), then moves it to join the Battle — triggering its "Momentum" faction ability to set one of his battle dice to 6. "Bring it on!" he roars.*

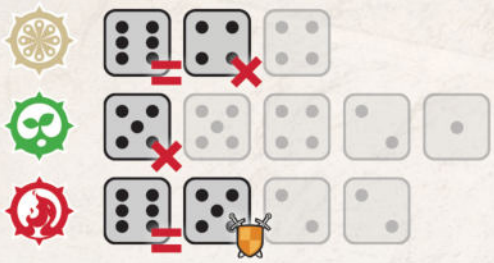


◊ *Now that we know which Units are in the battle, it's time to size up how many dice each player will be rolling. Luke, with his newly polymorphed Warrior (2d6) and his intrepid Worker(1d6) currently has 3 battle dice, one of which is an automatic '6'. James, with his three Elvish Workers(1d6 each) has 3 battle dice. Maximus, meanwhile has a mighty Dragon(3d6) and an adjacent Dwelling(+1d6) giving him a total of 4 battle dice.*



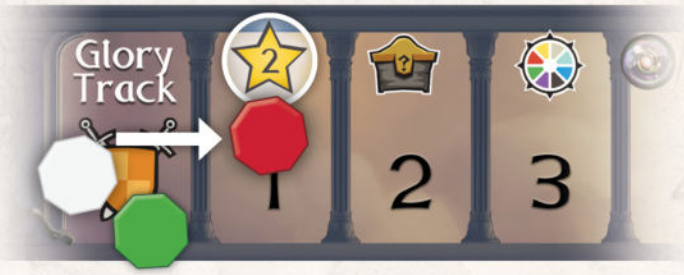
◊ *Each player then makes their decision about how many Swords they will spend for additional dice. James decides first, and spends 1 Sword and 1 Gold (as a Sword), increasing his battle dice to 5d6. Maximus and Luke, meanwhile, spend none.*

◊ *In a tense moment, all players roll their dice. The results are close.*



◊ *Earth's 5 loses when comparing highest results. Earth is out. Order and Fire are tied with 6s. Comparing the tied players second highest results, Fire's 5 beats Order's 4 for the win! ()*

◊ *In a brutal upset, Maximus' Dragon demolishes the Elves and Centaurs. Maximus advances his Glory Track Marker, and scores 2 VP, advancing his scoring marker 2 spaces. Luke takes his Warrior and his Worker from the Realm and moves them to the Underworld, and collects 2 Swords. James, takes only the Worker from the Portal and moves it to the Underworld, gaining 1 Sword. With Swords in hand, the Wardens and Elves plot their revenge on the Embercrush Ogres.*



Elemental Power

Uncovering the mysteries of Eldervale will allow your faction to gain Elemental power.

Elemental Power Tracks

There are 8 different Elemental Power Tracks. During each game, only some of these tracks will be used. Each track has 5 spaces. The first space of the track is innermost, and that ring of spaces is marked with 2 (*for VP*).

As you move your marker up the track to gain Elemental power, it is moved away from the center of the board. Each ring of the track is marked with victory point values. These values are used for end of game scoring, and are **extremely important**.

Elemental Power Markers

Each Player is limited to using 4 Elemental power markers. At the beginning of the game, 1 of these markers begins on the first space of the Elemental Power Track matching your faction, the rest are not set on tracks. As the game proceeds, you will potentially acquire power in this Element and in others, by gaining Adventure cards, building Dwellings, or other effects.

The first time you gain power in an Element, you put a new marker on the first space of the appropriate Elemental Track. Each additional time you gain power, you move the marker up 1 space. If you run out of markers and gain power in a new Element, you may choose to move 1 of your markers from a different track to the first space of the newly gained Element's track, or you can ignore the gain of power.



Any time you gain a new Adventure card for any reason or build a Dwelling you will increase in Elemental power. You will never lose Elemental power even if you lose an Adventure card.



The top space of each Elemental Power Track contains a single Orb. *Only the first player to reach the top of the track receives the Orb. (For uses of Orbs, see Free Actions, pg 12.)*

Example: Gaining Power

Astrid, playing the Firewitch Goblins, visits the Dungeon and spends 3 tools to purchase the Arch Bridge. This increases her Order Elemental power by 1, which is enough to reach the 5th space first and claim the Orb!





She decides to use her Orb to take an immediate Free Action, placing it on the Orb Bonus track and gaining 2 Potions. She then spends them to buy a 2nd Adventure card (as part of her Dungeoning action).



Monsters

Terrifying creatures lurk in the Realms of Eldervale, threatening any who would dare cross their paths. At the beginning of the game, there will only be 1 Monster, or possibly none, but each time a Lair Realm is drawn from the stack, a new Monster appears.



Each Monster has an associated Element, a battle value (*number of battle dice*), and 1 or more special abilities. When a Monster is in Eldervale, it is helpful if the card for the Monster is placed near the Monster's miniature or standee in order to know the Monster's abilities.

Monsters roll silver/gray dice with white pips.





Sound FX Bases: *The Legendary Upgrade Kit of the game also includes a set of Monster Sound FX Bases for use with any of the Monster minatures. These come in each of the 8 Elemental colors, and 1 in grey for the Special Monsters (see Sound FX Bases, p. 23).*

Monster Rush

When you Place a Unit in a Realm adjacent to a Monster, the Monster will Rush into the space in which you played, triggering battle. If the world is still Peaceful (*see Peaceful Beginnings, p. 14*), the Monster does not Rush.



Two Monsters can never occupy the same Realm, so a Monster will not Rush into a Realm that already contains a Monster. If there is more than one adjacent Monster, choose just one to enter your Realm.

Monster Abilities

Monsters have a variety of unique abilities on their card. These abilities are all active while the Monster is in Eldervale — including when Dominated (*see Dominating Monsters below*).

During the **Peaceful Beginning**, Monsters are dormant. This means they will not Rush, they cannot do battle, and their abilities do not function.

Destroying Monsters

When a Monster is destroyed as a result of battle or otherwise, it does not go into the Underworld. Instead, set the Monster aside with its card. Normally, the Monster will not return for the rest of the game.

Dominating Monsters

A few game effects let you Dominate a Monster. How to Dominate a Monster will be stated on the effect. Once the effect happens, take the Dominated Monster's card. Take the Monster miniature or standee and **immediately** move it to your Ready Area. **The Dominated Monster is now a Unit (not a Monster) under your control.** It no longer follows the Rush rules. All of the Monster's abilities are still in effect!

In battle, Dominated Monsters add the number of dice indicated on their card. Do not use Monster dice. Instead, use the controlling player's dice (*use normal Battle rules*).

Monster abilities with a chain symbol , function differently when the Monster is Dominated. Changes are noted in the Appendix. "While in Eldervale" abilities are not in effect when the Dominated Monster is in your Ready Area. After a Dominated Monster is sent to the Underworld, the domination ends, put the Monster card and miniature or standee with the destroyed Monsters.

Return to Lair

Some game effects may cause a Monster to return to its Lair. To do so, move the chosen Monster's miniature or standee to the appropriate Lair Realm in Eldervale. If the Lair contains any Units, those Units are sent to the Underworld. If the Lair already contains a Monster, that existing Monster is moved into one of the nearest unoccupied Realms, chosen by the Active Player. If there are no unoccupied Realms, the displaced Monster is destroyed.

End of the Game

There are 2 ways to end the game:

Dwell the Land! *When a single player constructs their 6th and final dwelling, the end of the game is triggered.*

All Realms Discovered! *When the last Realm is drawn by any player, the end of the game is triggered.*

Once the end of the game has been triggered, by either a player constructing their 6th Dwelling, or by drawing the last Realm tile, each player takes 1 more turn, **including the player who triggered the end of the game**. If you haven't already, you should make use of your Orbs and perform any necessary Free Actions on your final turn.

Scoring During the Game

During the game, you can gain victory points from a variety of sources, including winning Glory Track rewards, Orb bonuses, spells, completing quests, various Tableau actions, and Monster effects. When victory points are gained, move your scoring marker up the VP Track. Most of the scoring, however, occurs at the end of the game.

Scoring at the End of the Game

At the End of the Game, there are 6 steps, awarding VP for each. Keep Dwellings and scoring markers in place for all steps.

1 Unspent Orbs Are Worth 1 VP

2 Each Elemental Power Marker's position



Gain VP equal to the number beside each of your Elemental power markers. A marker that is not on any track is worth 0 VP.

3 Dwellings



Score each of your Dwellings. A Dwelling's VP value is determined by your position on the Elemental Power Track matching the Realm in which the Dwelling is located.

Note: *Dwellings located in Realms with 2 Elemental power symbols are not scored differently.*

4 Tableau Cards



Score your Starter card and the Adventure cards in your Tableau. The amount of victory points for each card is determined by your position on the Elemental Power Track matching the Element Sigil of the card.

There is a limit, however to the number of Adventure cards that may be counted for this scoring. For each Dwelling you have built, you may score up to 3 Adventure cards of any Element.



5 Vault Scoring

Some Tableau cards provide unique ways to score at the end of the game, and are marked with the Vault icon and bolded text. Consult the text on the card or the Appendix.

6 Prophecy Cards



In current score order from least to highest, players reveal all of the prophecy cards in their hands. Score each based on the text of the card.

The player with the highest score wins and becomes the Ruler of Eldervale! If there is a tie, use the number of resources (*including Magic cards*) as a tie-breaker. If it is still a tie, multiple players can share the title of Ruler of Eldervale until the next game.



Alternate Game Modes

Dwellings of Eldervale is a highly modular game that can be customized in a number of ways. In addition to the flexibility offered by faction selection, Monster choice and card options, you can add Mercenaries, the Oracle Ruin, the Mother of Dragons mini-expansion, and the Frost Giant mini-expansion (*Legendary edition*).

Other thrilling game variants include 2v2 Mode, Drafting Magic, Adventure without Doorways, Tactics Tokens and Sound FX Bases, detailed further in this section.

A solo mode, "The Ghosts of Eldervale," is yet another exciting play option which gives a challenging "2 player like" experience (*see separate booklet*).

The Oracle Ruin



Setup: Follow the set up rules on page 5.

Gameplay: When Placing on the Oracle, a player may gain 1 Adventure card or gain 1 Magic card.

To gain an Adventure card, choose 1 faceup Adventure card from the board and pay its indicated resource cost. Move the card to your Tableau. On the Elemental Track matching the newly acquired card, increase your Elemental power by 1 (*see Elemental Power, p. 17*).

Special Rules: The Oracle may extend the game length and cause Adventure card decks to cycle. Keep in mind that all discarded Adventure cards stay in play at the bottom of their respective decks and may come up again.

The Oracle and Mercenaries do not come with the Standard game and can be purchased at www.breakinggames.com.



Mercenaries in Eldervale

Eldervale is a land of opportunity and rumors abound with skillful Mercenaries willing to fight for any side willing to pay. Mercenaries are optional Units (*not Monsters*) that may each be included separately at the beginning of any game. Each Mercenary may have unique battle dice and a unique ability.

Setup: To include a Mercenary, simply put the minature or standee and corresponding Mercenary card in a central area that all players can see and reach at the start of the game. This is the supply.

Gameplay: As a Free Action on your turn, using either Gold or an Orb, you may hire a Mercenary. The hired Mercenary is moved to your Ready Area and is available for use. If you paid Gold to hire the Mercenary, it will be yours until the end of your next Regroup action (*see Regroup p. 10*). If you hired the Mercenary using an Orb, it is yours for the rest of the game.

Special Rules

Underworld

Mercenaries behave just like any other Units when sent to the Underworld. When a Mercenary under your control is sent to the Underworld, you earn a Sword, and unlike a defeated Dominated Monster, a Mercenary hired with gold is still considered to be your Unit until the end of your Regroup.

Mercenary Abilties



- **The Minotaur:** *Charging into battle for your side, the Minotaur is a tough fighter. The Charge ability allows the Minotaur to Rush into adjacent Realms like Monsters. This ability is optional and is triggered whenever any opponent places in Realm adjacent to the Minotaur.*



- **Shapeshifter:** *For the right price, you can hire the Shapeshifter, a very versatile ally. The Mimic ability allows you to use one of your other Unit's abilities, except Build. This can include either an Advanced Unit special ability (Flight, Teleport, Aggression) or a unique unit ability. (Blinding Light, Rise From the Shadows, Swarm, etc.)*

Mother of Dragons
Mini-Expansion



There are tales of a great mighty Dragon that rules over all the Ruins of Eldervale and is feared by all the land. The Mother of Dragons mini-expansion consists of a Monster card, a Realm tile (*the Dragon's Den*), a miniature and standee, and 5 Trove tokens.

Setup: At the beginning of the game, after setting up Eldervale, shuffle the Dragon's Den Realm tile into the top half of the Realm Stack. When this Realm is drawn, add it to Eldervale and put the Mother of Dragons miniature or standee on it along with 3, random face-down Trove tokens.

Gameplay: When you place a Unit in the Dragon's Den, you gain 1 Gold, but the only way to gain a Trove token is to defeat the Mother of Dragons in battle. Trove tokens, unlike Treasure tokens, are kept face-down in the Dragon's Den.

We recommend only playing with one Mini-Expansion at a time.

Special Rules

Mother of Dragons Abilities

- **Looming Threat:** *She Rushes when any Unit is placed in a Ruin (in addition to Rushing for adjacent Realm placement).*
- **Incredible Power:** *She rerolls 1's. This continues until there are no 1s. She also cannot be dominated.*
- **Resilient:** *If you defeat her in battle, advance on the Glory Track and take a Trove token.*
- **Protective:** *After battle, she always returns to the Dragon's Den.*
- **Trove tokens (use 3 per game):** *Only when all of the Trove tokens have been taken, is the Mother of Dragons destroyed.*



Frost Giant
Mini-Expansion



On the far reaches of Eldervale, across the great Bifröst Bridge, a mighty Frost Giant guards the most sacred Realm in all the land. The Frost Giant mini-expansion consists of a Monster card, a Realm tile (*the Bifröst Bridge*), a miniature and standee.

Setup: At the beginning of the game, after setting up Eldervale, shuffle the Bifröst Bridge into the top half of the Realm Stack.

Note: The Bifröst Bridge Realm is not a Ruin nor an Elemental Realm.

Gameplay: When the Bifröst Bridge Bridge is revealed, add it adjacent to only a single (*1*) other Realm along the edge of Eldervale with the 2pt. side adjacent to the existing Realm. Then, draw another Realm tile and set it on the far end of the bridge. (*connected on the side marked with 10pts*). Put the Frost Giant on the Bifröst Bridge as indicated by the Lair icon. ACTION: Gain 1 Magic card when you Place a Unit on the Bifröst Bridge.

We recommend only playing with one Mini-Expansion at a time.

Special Rules

The bridge is not symmetrical — it has a distinguishable start (*2pts.*) and end. (*10pts.*) If you build a Dwelling adjacent to the bridge, gain the additional points listed on that connecting side. The other four sides of the Bifröst Bridge have a special rule that you cannot add Realms adjacent to those sides.

Note: There is no restriction to placing Units on the far side of the Bifröst Bridge.

2v2 Mode

Sometimes in Eldervale you thirst for Elemental power where at least 1 person is NOT trying to kill you! The 2v2 Mode introduces several exciting rule changes which keep each player competing for their best score, and at the same time working with a teammate.

Setup: Establish 2 teams of 2 players each. Set up normally as for a four player game, but have the team members sit adjacent to 1 another (*required*). Roll dice to determine start player as normal, but the winning roll wins the start for "the most clockwise seated" player on their team. In this way, the 2v2 mode will begin with 1 member of the first team, followed by both members of the other team, and then the remaining member of the first team. Play continues turn after turn. No change to the end game trigger and final turns.

Goal: to have the highest team score: the two team members individual scores are added together to make the Team score.

Special Rules

Magic Cards: You may and are encouraged to show your hand to your teammate.

You may trade your teammate Magic cards on your turn as a Free Action, on a 1-to-1 basis for other cards. If you do not have a card to offer your teammate, you may not accept a Magic card in return. There is no limit to the amount of trading on your turn.





Adventure Cards: When you gain an Adventure card, you may immediately give it to your teammate. The teammate receiving the Adventure card gains the increased Elemental Power. When a spell or effect would harm your opponents, it does not harm your teammate.

Battle and Swords: When you do battle, you still fight against your teammate normally. You may spend swords to benefit your teammate in battle, even if you are not in the battle.

Dominated Monsters (⛓): Dominated Monsters only grant the controlling player any abilities. See the Appendix entry for that Monster.



Drafting Magic

Of all the great magical secrets of Eldervale, nothing is more coveted than a foreknowledge of the spells, quests and prophecies that will form your destiny. This variant of the game allows players to draft Magic cards at the start of the game.

Setup: Distribute 7 cards to each player (*instead of the normal 5*) at the start of the game. Players will draft from these cards to form their starting hand of Magic Cards.

Gameplay: Players will each select 1 card and then pass the remaining cards to the left. This continues until each player has 5 drafted cards. The remaining 2 cards not selected by each player are discarded into the Discard pile.



Adventure Without Doorways

Where we are going, we don't need Doorways! This variant of the game removes the predictable engine building of the starting Elemental Doorways and thrusts the game into a wild, powerful asymmetrical beginning.

Set Up: In Dungeon Tray set up, remove all of the Doorway cards for the Elements used in the game and put these at the bottom of their respective decks. (*Leave the Doorways for Elements not used at the top of their decks to help indicate closed Elements*). Flip over the top card for each Element as you would normally and read the various cards to all players.



Gameplay: The gameplay is the same as normal when using a Ruin or Magic card to obtain an Adventure Card.

Tactics Tokens

Sometimes in Eldervale, no matter how hard you prepare for the perfect Dwelling moment or Regroup, a fateful Monster movement or player action can mess up best laid plans. For these cases, the optional Tactics tokens come in quite handy.

Setup: At the start of the game, give every player a Tactics token. This token can be kept in or near the Player Tray and set faceup to the active side that depicts the text "Tactics."



Gameplay: During Step 7 of battle, a player or players may exhaust their active Tactics token(s). To do so, a player may flip their token from the "Tactics" side in order to keep all Units in Eldervale that would otherwise be removed.





As a Free Action, on your own turn, you may pay 3 Swords to flip your exhausted Tactics token face up.

Sound FX Bases

Mighty roars and fearsome screams can be heard across all of Eldervale. Could these be the sounds of the ancient Elemental Monsters that guard these Realms?

Setup: At the start of the game, if using Monster miniatures, set aside the sound bases in the Elemental colors used this game, and also the light grey sound base if using either special Monster. Place the corresponding sound base under any starting Monster in their Lair and set the switch to the correct setting. Each sound base makes 2 sounds for the 2 Monsters of that Element (*Legendary is marked "L"*). The switch has a middle position for no sound.

Gameplay: As each Monster comes into play, attach the sound base and set the switch. When moving a Monster with the sound base, the sound will play. Turn off the switch if the Monster is destroyed.



Alternate Use: If not using the sound bases for audio, note they can also be used for marking domination of a Monster for a certain player color.

Credits

- **Design:** *Luke Laurie*
- **Development:** *Peter Vaughan, Astrid Dalmady*
- **Production:** *Shari Spiro / AdMagic / Breaking Games*
- **Graphic Design:** *Stephen Lambert*
- **Art Direction:** *Peter Vaughan*
- **Additional Graphic Design:** *Christian Strain, Eliot Hochberg, Wes Straub, Peter Vaughan*
- **Logo Design:** *Marshall Gill*
- **3D Modeling:** *Erick Tosco*
- **Tray Design, Storage:** *GameTrayz*
- **Sound FX Voices:** *Anthony Hansen*
- **Prototyping:** *Print and Play Games, Prawn Designs LLC, Effin Cool Minis, Mike DePasquale, Oscar Valera*
- **Lore, Writing and Puzzles:** *Astrid Dalmady, Doug Eboch, Richard Malena-Webber, Luke Laurie*
- **Rules:** *Luke Laurie, Peter Vaughan, Jeff Fraser, Christian Strain, Wes Straub*
- **Proof Reader:** *Josh Heake, Mike Vander Veen*
- **Special Thanks:** *Mike Vander Veen for your dedication to our backers and community, and to all our wonderful backers on Kickstarter for making this game a reality.*
- **Artwork & Illustration:** *Sergio Chaves (Air Elements, Realms, Score Board), Leesha Hannigan (Earth and Light Elements), Sam Turner (Fire Elements and Frost Giant), Saša Radivojev (Water Elements, Mother of Dragons, Cover Art, Mercenaries, Game Mat Art, Rulebook Covers), Irina Nordsol (Darkness Elements, Underworld), Frank Wade and Merilliza Chan (Order Elements), Brian "Tots" Valeza (Chaos Elements), Nathanael Mortensen (Ghosts of Eldervale) Additional Illustration: Anton Fadeev*
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Dwellings of Eldervale

Eldervale IN A Box

Dungeon Trays

Keeps 104 Adventure Cards
and 96 Treasure Tokens

Deluxe Monster Tray
Legendary Monster Tray

Holds 8 Large Scale Minis Each, in Any Order

8 Player Trays

Stores 27 Player Pieces Per Faction
and Starting Resources
+ Starter Card

Discard Tray

Becomes Realm Stack
in Game

Resource Trays

Packs 178 Resources
Including 60 Magic Cards

Base Tray

Fits Bonus Items:

- 9 Sound FX Bases
- 20 Monster Cards
- 24 Ghosts Cards
- 2 Special Monsters
- 2 Mercenaries
- 1 Watcher
- 9 Orbs
- 5 Monster Dice
- 20 Standees
- 33 Hexes
- 5 Trove Tokens
- 5 Tactics Tokens

Stacks compactly, ready to play again!

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