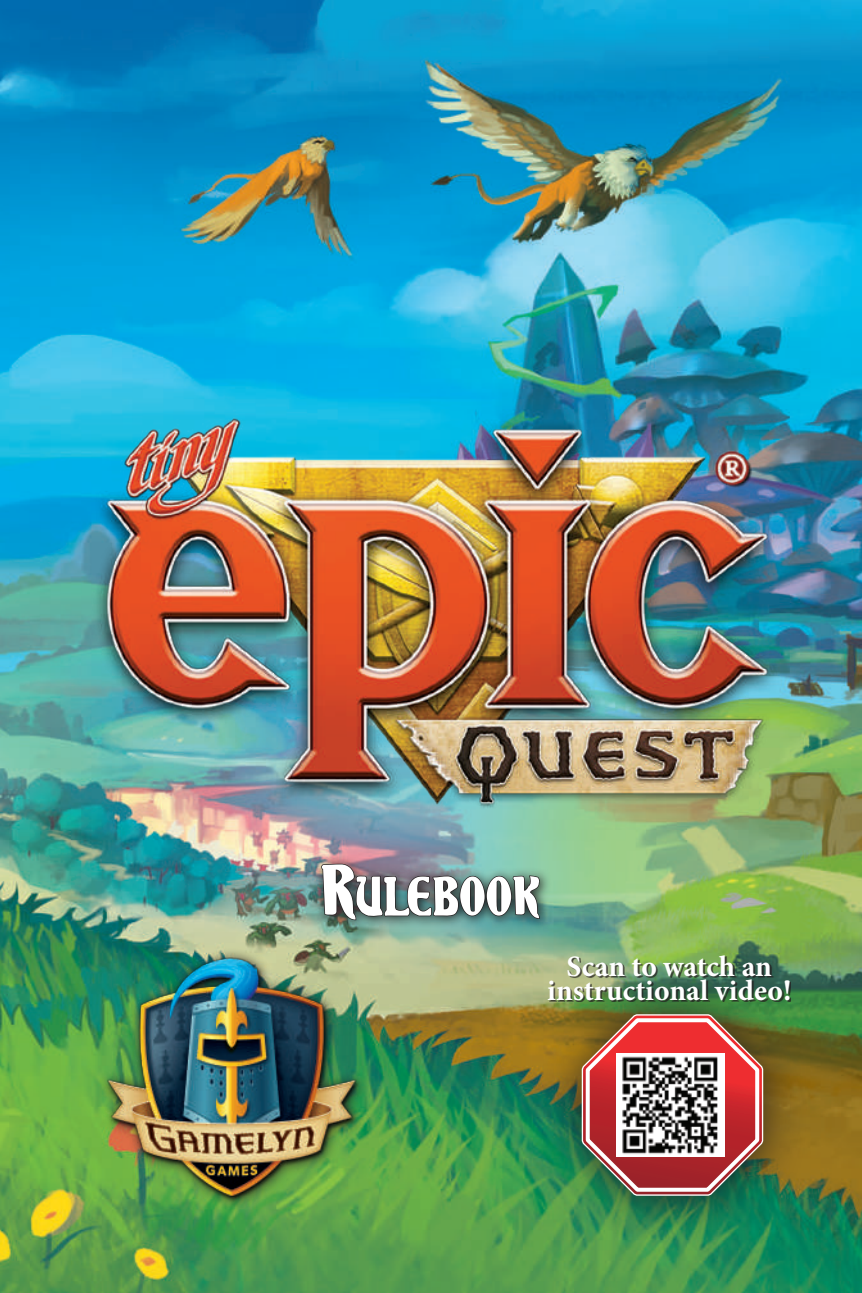
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GAMELYN GAMES

Components



4 Player Cards



17 Map Cards



1 Magic Card &
1 Magic Token



1 Round Card &
1 Round Token



24 Quest Cards



4 Adventure Cards



5 Movement Cards



5 Adventure Dice
(all the same)



16 Goblin Tokens



12 Heroes (*ITEMeeples™*)
(3 each in 4 player colors)



4 Spell Tokens
(4 player colors)



4 Health &
4 Power Tokens



12 Legendary Items
(Sword, Shield, and Staff;
1 set for each player)



12 Treasure Items



1 First Player Token



1 Item Rack
(assemble with 3 parts)



4 Max Health and
4 Max Power Markers

Prologue

A world at peace has been torn apart by the opening of chasms across the land. Goblins spew forth from the underworld, pouring into the sacred mushroom grottos and destroying eons of ancient knowledge and magic. To end this, you must venture forth on an epic quest!

There are many ways to help save the Mushroom Realm: defeating nasty Goblins, learning ancient Spells, raiding dangerous Temples, acquiring powerful Items, and completing treacherous Quests. Along the way, you'll need to rely on planning and wit, but be careful not to push your luck too far!

Objective and Overview

The objective is to have the **most Victory Points at the end of five rounds**. Victory Points are earned from completing Quests, defeating Goblins, learning Spells, and acquiring Legendary Items.

Each round is broken into two phases: *Day* and *Night*. During the *Day*, players use different methods of movement to send their heroes around the land completing Quests, visiting helpful Mushroom Grottos, and positioning themselves to explore Temples, learn Spells at Obelisks, and attack Goblins as they emerge from their Portals.

During the *Night*, players press their luck looking to resolve what they set up during the *Day*. To do this, players will take turns rolling Adventure Dice, sharing the results, and hoping for good fortune. But if they don't know when to *Rest*, they risk losing their progress for the round.

After five rounds, the game is over and Victory Points are totaled. The player with the most is crowned the winner!



Game Setup (for 2-4 players)



1. Give each player:
   - **A. 1 Player Card** (*their selected color, or randomly*).
   - **B. 3 Heroes** in their Player Card's color.
   - **C. 1 Health Token** and **1 Max Health Marker**, both placed on the number *6* at the top of the Player Card.
   - **D. 1 Power Token** and **1 Max Power Marker**, both placed on the number *3* at the top of the Player Card.
   - **E. 1 Adventure Card**, with the *"Adventure"* side face up.
   - **F. 1 Set of Legendary Items** (*Sword, Shield, and Staff*), placed on the first (*left*) space of their corresponding *tracks* on the Player Card.
2. Place the **Magic Card**, *"2-4 player"* side face up, on the table:



   - **A.** Place the players' **Spell Tokens** (*matching their player colors*) off to the left of this card near the *Spell Library (denoted as books on the Magic Card)*, designating a spell level of "0".
   - **B.** Place the **Magic Token** onto the marked first space of the *Magic Track*.
3. Place the **Round Card** on the table, and on the right side of the card, place the **Round Token** on the number *1*, designating the first of five rounds.
4. Create the **Land Map** (*follow the instructions on next page*).
5. Place the **3 Heroes** of each player on the **Map Card** with the **Castle** matching the color of their Player Cards.
6. Place **Goblin Tokens, *passive* (green) side face up,** on each of the **7 Goblin Portals** on the Land Map, matching the *diamond* on the token with the *diamond* on the **Map Card**. Place the unused Goblin Tokens in a stack where all players can reach them.
7. Place the **5 Movement Cards,** face up, in a row within reach of the players.
8. Shuffle the **Quest Cards** and place them into a deck, face down. Deal **3 face up Quest Cards** in a row so all players can easily see and reach them. There should always be at least **1 Movement Quest** and **1 Treasure Quest** (*see pg. 10-11*) face up in the row. If there is not, discard the last card in the row and draw a new one until this requirement is met.
9. Place the **Item Rack**, along with the **12 Treasure Items** in it, and the **5 Adventure Dice** within reach of the players.
10. Give the **First Player Token** to the player who has most recently done a scavenger hunt, or as a group determine who gets the token. This player goes first. The token should be placed with the face up at the start of the game.



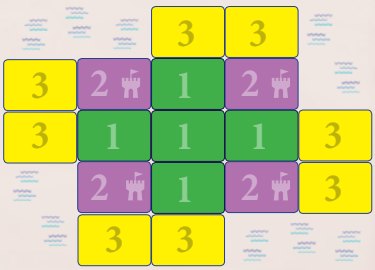
4 Creating the Land Map

Separate the **Map Cards** into **2 decks**: 4 Castle Map Cards (*with Castles*) and 13 Regular Map Cards. Using the *Bright side* of each **Map Card**, lay out the **Land Map** as follows:



4 Castle Map Cards *13 Regular Map Cards*

1. Shuffle the **Regular Map Cards**, then **deal 5** into a "cross."
2. Randomly place all **4 Castle Map Cards** in the corners of the "cross."
3. Deal **8 Regular Map Cards**, 2 to each side of the center cards. These Cards, along with the Castle Map Cards, will serve as the **Coast** of the **Land Map**.



Gameplay Overview

The game is played over **5 rounds**, after which players total their final scores. Each of the five rounds consists of **two phases**:



Day Phase
Movement and Questing

Night Phase
Adventure and Resolution

Day Phase—Movement and Questing

The *Day Phase* consists of **4 turns**, regardless of the number of players, and starts with the player who holds the **First Player Token,** then proceeds clockwise around the table. This means that only 4 of the 5 **Movement Cards** will be used during a single round.

On your turn:



1. Select a Movement Card and slide it up so that it stands higher in the row, then choose from *A* or *B*:
   - **A. move 1 of your Heroes** onto a Region (*see Regions on the Map Cards, pg. 9*) of a new Map Card using the travel method depicted on the Movement Card (*see next page*).
   - **B. remain Idle** and not move (*see Idling, pg. 8*).



2. Going clockwise, each other player must either **use the selected Movement Card** or choose to remain Idle instead.
3. After all players have moved or remained Idle, **flip the selected Movement Card face down** and place it back into the row to show it is no longer available this round. The next player selects a new Movement Card and the procedure is repeated until 4 Movement Cards have been played.



This completes the *Day Phase* (*see Day Phase Completion, pg. 12*).

Hero Movement

There are **five types** of Movement Cards in the game, each describing a unique travel method. The travel method for the turn is the same whether you selected the card yourself or you are following the player who selected the card.

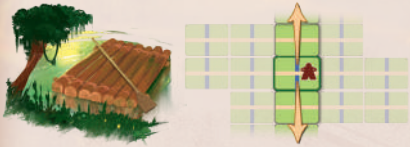
When a Hero moves, they must always move to a different Map Card. **A Hero cannot be moved to a Region (*see Regions on the Map Cards, pg. 9*) on the same Map Card**. When moving across any number Map Cards, your Hero is considered to be moving through each Map Card between the start and finish locations.

The **5 Movement Cards** and their respective travel methods are:



By Horse

Move 1 Hero horizontally to any different Map Card along the "road".



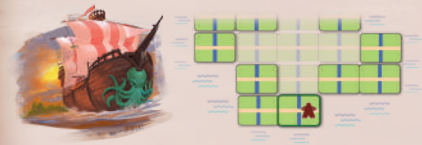
By Raft

Move 1 Hero vertically to any different Map Card along the "river".



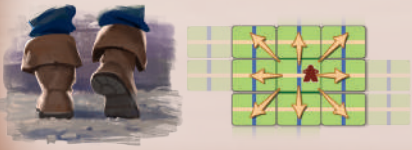
By Gryphon

Move 1 Hero diagonally to any different Map Card along the diagonal path.



By Ship

Move 1 Hero on the Coast (*perimeter of the Land Map*) to any different Map Card on the Coast. *Map Cards passed along the Coast are considered to have been "moved through."*



By Foot

Move 1 Hero in any direction to any adjacent Map Card.

Moving Past Goblins

Goblin Tokens have two sides:

***Passive* Goblins (green)** **Aggressive Goblins (red)**



When **moving through** a Map Card (*not your start or destination*) with an ***aggressive* Goblin (red)** at its Portal, you must **spend 1 Power** (*move the Token down 1 number*) for EACH such Map Card that your Hero moves through. Then flip that Goblin Token to its ***passive* side (green)** with the *diamond* on the Goblin Token aligning with *diamond* on the Map Card.

- If you end your movement at a Portal with an ***aggressive* Goblin (red)**, flip it to its ***passive* side (green)** without spending .
- If you do not have the to move past an ***aggressive* Goblin (red)**, you may not make that movement.



*To perform this **Raft Movement** with this Hero, you must spend 1 to move through a Map Card with an **aggressive Goblin (red)**. Then both aggressive Goblins are flipped to their **passive side (green)**.*

Idling—Choosing to Not Move

You may choose to **Idle** instead of taking the selected movement. In doing so, you do not move a Hero, and play passes to the next player. In addition, if you have at least 1 Hero in any player's Castle you may **gain 1 Health ( ) OR 1 Power ( )** up to your Maximum Threshold**.** You only gain this benefit once each time you Idle, and not for each Hero at your or separate Castles.



Regions on the Map Cards

Each Map Card has **two Regions**: a *Left* and a *Right* Region (*the top and bottom of each side are considered to be the same Region*). When you move your Hero to a Map Card, you must choose on which Region of Map Card your Hero is going to be placed, either on the Left or Right. Some Regions have actions that may be taken **when you move there**. A Hero who starts on a Region like this must move off the Map Card and back onto it during a subsequent movement in order to take that Region's action again. The different Regions are:



Temples



Only 2 Heroes from 2 different players may be in a Temple at the same time.

Place your Hero on the entrance of the Temple. You may attempt to complete this Temple and potentially gain Items (*see Exploring Temples, pg. 15*). **Only two** players may have 1 Hero (each) in **any part** of the same Temple at the same time.





Spell Obelisks



1 Hero per player.

Place your Hero in front of the Obelisk's *spell book*. You may attempt to **learn the Spell** of that region during the *Night Phase* (*see Learning Spells, pg. 17*). Any number of players, 1 Hero each, can be in this Region learning the same Spell.





Mushroom Groctos



1 Hero per player.

Place your Hero on the Grotto, and then you may immediately take the action that is described. Multiple Heroes may occupy a single Grotto at the same time. Heroes in a Grotto do not perform any actions during the *Night Phase*. Any number of players, 1 Hero each, can be in this Region.





Goblin Portal

Place your Hero on the *circle* below the Goblin Token. The Hero is considered to be Attacking the Goblin, and you may attempt to **defeat it** (*see Attacking, pg. 16*). **ONLY 1 Hero** can attack a Goblin at a time.

Only 1 Hero.





Castles

Place your Hero on a Castle to immediately gain 1 OR 1. You also may gain this if you Idle while one of your Heroes is at a Castle (*see Idling, pg. 8*). Multiple Heroes may be in the same Castle at the same time.



NO LIMIT to how many Heroes you or other players may have.

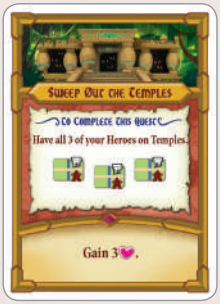
Quest Cards

The 3 face up Quest Cards are available for any player to complete, provided they meet the required conditions. There are two types of Quests:

Movement Quests and **Treasure Quests**

Movement Quests

Movement Quests are completed by moving your Heroes in the manner described on the Quest Card. After moving, when your Heroes meet the requirements, declare it completed and take the Quest Card, immediately gaining the reward listed on it. Then slide the card under the "*Completed Quests*" section of your Player Card to count for final scoring.



Treasure Quests



To complete a Treasure Quest, you must **complete the Temple** listed on the Quest Card (*see Exploring Temples, pg. 15*). You can complete a Treasure Quest during either the *Day* or *Night Phase*.

To complete a Treasure Quest during the *Day Phase*, your Hero must be the **first Hero to reach the last space on the Temple Track.**

To complete a Treasure Quest during the *Night Phase*, you must be the first player to ***Rest*** (*see Night Phase, pg. 12*), **with a Hero on the last space on the Temple Track.**

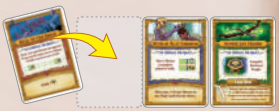
In either case, when you complete a Quest Card, you would then resolve it immediately by gaining the **Treasure Item**, taking the Quest Card and sliding it underneath your Player Card under "*Completed Quests*," and **return your Hero to your Castle**.

Equipping Heroes



When you gain an Item, you must immediately equip it to any of your Heroes that has an available "hand" for it. Then gain the **completed Treasure Quest Card**, if applicable. Each Hero can hold **up to two Items**. The Hero who carries the Item gains its benefit as described on the Quest Card. You MAY rearrange Items amongst YOUR Heroes on YOUR Castle freely. If you gain an Item but none of your Heroes has an open "hand", keep the Item near your Player Card. You may exchange it freely with your Heroes on your Castle.

The Quest Card Row



Whenever a Quest Card is taken from the row, immediately slide the rest of the Quest Cards to the right and replace the leftmost spot with a new Quest Card from the top of the Quest deck. If the deck ever runs out, shuffle the discard pile into a new deck and continue playing. If there are no cards in the discard pile, the game continues without Quests.

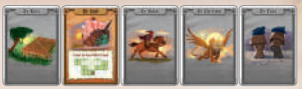
Note: You **may only complete one Quest per turn**. If moving a Hero would result in a player completing more than one Quest, that player can only chose 1 Quest Card to take.



Flip the First Player Token

The first time during the *Day Phase* that a Quest Card is taken, the **First Player Token** flips over to the *no Quest Card* (⃠) side. This is to remind the players not to discard a Quest Card at the end of the round (*see Resolution, pg. 18*).

Day Phase Completion



After 4 turns have been taken, and 4 Movement Cards have been flipped, the *Day Phase* is over and the *Night Phase* begins.

Night Phase—Adventure and Resolution

During this phase, players will take turns rolling the **5 Adventure Dice** in an effort to complete **three different types** of Adventures:

- **Exploring for Items** at Temples (*pg. 15*)
- **Attacking Goblins** at Portals (*pg. 16*)
- **Learning Spells** at Obelisks (*pg. 17*)



Each player should start the phase with their **Adventure Card** with the "*Adventure*" side face up. A player is considered to be ***Adventuring*** until they have ***Rested***. The player with the First Player Token takes the **5 Adventure Dice** and starts the *Night Phase*.

The flow of *Adventuring* is as follows:

1. The player with the dice must first choose to ***Adventure*** or ***Rest***:



A. If a player chooses to ***Rest***, they flip their Adventure Card over to the "*Rest*" side and pass the dice clockwise to the next *Adventuring* player (*see Resting, pg. 16*).

B. If a player chooses to ***Adventure*** (*leaving their card "Adventure" side up*), they follow *steps 2-4* below.

2. First, the player with the dice rolls them where all players can see them. The die actions are resolved in the following order:


First:
Take Damage


Second:
Gain Power


Third:
Conjure Magic/ Take Damage

3. Then **all *Adventuring* players** may simultaneously use these symbols toward resolving their own Adventures:


Torch and Scroll
(for Exploring a Temple)

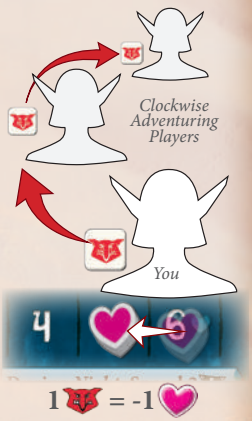

Attack Goblin

4. Then the dice are passed clockwise to the next *Adventuring* player who starts by choosing to *Adventure* or *Rest*. Once all players have chosen to *Rest*, or are *Exhausted (see the next page)*, move onto *Resolution* (*see Resolution, pg.18*).

Adventure Dice Actions:

Take Damage— Count up each rolled. This represents the **total damage dealt** to the *Adventuring* players, and it is **equally distributed clockwise** starting with the player who rolled the dice and going to each *Adventuring* player. Going clockwise, each player **loses 1 Health (-1)** for each damage taken until all the damage is dealt.

For instance, if you roll 3, you take 1, the next Adventuring player is takes 1, and the Adventuring player after that takes 1. In the case that there are only 2 players still Adventuring, you would receive the third, taking 2 total.



1 = -1

Magic Level Damage

The **magic level** () of the *Magic Track* may change the amount of total damage done by a (*see the next page*). Damage is still distributed 1 symbol at a time.

Defending Damage

You may defend a that would deal damage by spending **2**. This action must happen immediately when each is taken. This action is listed on your Player Card as a reminder.



Becoming Exhausted

If your Health Token ever reaches **0**, **you become *Exhausted***. Flip your **Adventure Card** to the Rest side and immediately **return ALL of your Heroes** to your Castle. Set your Health Token to 6 and your Power Token to 3 for the next round (*regardless of your Max Health or Max Power*) and **lose 1 Spell Level** (*-1*) in the *Spell Library* (*reduce Max Power Token if needed: see Power Threshold, pg. 17*). You can not resolve any more dice actions this round.



Gain Power— **Each equals 1** (*or 0 depending on the Magic Level, see the next page*) **Power ()** gained by the *Adventuring* players. Just as *taking damage* is distributed clockwise 1 die at a time, so is *gaining Power*. The first is gained by the player who rolled the dice and then additional rolled are gained clockwise by the next *Adventuring* players.



Conjure Magic or Take Damage—

For each rolled, advance the **Magic Token** forward 1 space on the *Magic Track*. This designates the **Magic Level**, which determines how many *Spells* a player can learn (*see Learning Spells, pg. 17*).

If the Magic Token is on the *last space* on the *Magic Track* (*Level 3*), then each additional rolled represents 1 damage dealt to the players. Damage is dealt first to the player who rolled the dice and then clockwise to the other *Adventuring* players. Also, higher Magic Levels alter the damage dealt by and Power given by (*see below*).



The **Magic Levels** are:

- **Level 0** (**0**)– Players cannot learn a Spell; all dice are resolved normally.
- **Level 1** (**1**)– Players can learn a Spell **1 Level higher** than their current *Spell Level (represented by books)*; all dice are resolved normally.
- **Level 2** (**2**)– Players can learn a Spell **up to 2 Levels higher** than their current *Spell Level*; 's deal **-2** **in damage** and 's **do not give power**.
- **Level 3** (**3**)– Players can learn a Spell **up to 3 Levels higher** than their current *Spell Level*; 's deal **-3** **in damage,** 's **do not give power,** and now 's no longer *conjure magic* and instead deal **-1** **in damage**.

Torches and Scrolls—

All *Adventuring* players can use and to advance their Heroes who are currently exploring Temples to the next space on their Temple Tracks. A space marked with or requires **2** **/ 2** to advance a Hero on to it**.** Each die symbol may only be used by one of your Heroes, so if you have multiple Heroes exploring Temples, they may not share a single die symbol.

Forge Ahead



During the *Night Phase* only, any player who is still *Adventuring*, and who has a Hero exploring a Temple, may at any time advance that Hero by **1 or 1** by spending **2**. This can be paired with any or rolled, but does not have to be. This can be done as many times as the player can afford, and is listed on your Player Card as a reminder.

Exploring Temples



Each player may advance a Hero in a Temple 2



Temples hold Legendary Items and Treasure Items that your Heroes can use to gain abilities. You start exploring Temples during the *Day Phase* by moving your Hero onto the Temple's entrance.

You may advance your Hero on the **Temple Track** (*4 total spaces*) by using and rolled during the *Night Phase*, or with the help of certain Mushroom Grottos. If the *next space* on the Track shows 2 symbols, they must be rolled at the same time and both assigned to the same Hero. You can also *Forge Ahead* in addition to the dice rolled (*see the previous page*), and may advance multiple Heroes, and advance multiple spaces on the same Temple Track, if enough symbols were rolled or *Forged*.

- If a player's Hero reaches the *last space* on a Temple Track during the ***Day Phase*** *(through use of a Grotto)*, that player has completed that Temple and they **immediately return their Hero to their Castle and gain 1 OR 1** . Then, that player can take the **Item and Quest Card** they achieved, advance a **Legendary Item** on its track on their **Player Card**, ***or both***, if applicable.
- If a player's Hero reaches the *last space* on a Temple Track during the ***Night Phase***, the completion of the Temple is resolved only when that player ***Rests***. If a player becomes *Exhausted* before they *Rest*, the Temple is not completed. Their Hero returns to their Castle, losing their progress in the Temple, **even if they were on the last space**.

Legendary Items

There are **3 Legendary Items** that are not acquired through completing Treasure Quests. These Items require you to **complete two Temples separately in order** (*as presented on your Player Card*), and when each Temple is completed, the Item advances forward on its track. Completing both Temples at the same time does not advance the Item twice. The first Temple must be completed first, then the Item advances. After completing the second Temple needed (*see above*), you gain the **Legendary Item**, and may now equip it to a Hero of your choice (*for clarification on each Item's abilities, see Legendary Item Clarification, pg. 20*).



This "Sword" is held in the Shadow Temple, but the Ice Temple must be completed first.

Dice Actions (continued)



Each player may deal 2 to a Goblin they have a Hero attacking, rotating it twice.

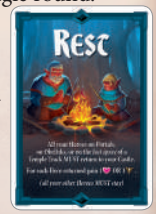


Attacking— All players may use each rolled to damage a Goblin that one of their Heroes is attacking. To defeat the Goblin, you must **rotate the Goblin Token 5 times clockwise**. You rotate the Goblin Token once for each rolled . Each may only be used by one of your Heroes, so if you have multiple Heroes attacking Goblins, they may not share a single .

As you continue to damage the Goblin Token, rotate until the *diamond* on the Map Card points to the . Then the Goblin is defeated! Collect the Goblin Token immediately and keep it next to your **Player Card** to later count for final scoring. For each Goblin Token collected, your maximum Health threshold is increased by 1 (*see Health and Power Maximum Thresholds, pg. 17*).

If you *Rest* or are *Exhausted* before you can defeat a Goblin you are attacking, your Hero must leave the Portal and return to your Castle. Damage dealt to the Goblin is not saved. Goblins restore to "full health" if not defeated in a single round.

Resting



When you *Rest*, either by choice or by becoming *Exhausted*, you flip your **Adventure Card** over to its "*Rest*" side. If you were just passed the dice, pass them again clockwise. You can no longer *Adventure* or take part in rolling. You now must resolve your Heroes depending on the Regions in which they are located.

Return your Heroes to your Castle:

- All of your Heroes on Portals, Obelisks, or on the *last space* of a Temple Track **MUST return to your Castle**. If you chose to *Rest* (*not became Exhausted*): any Hero on the *last space* of a Temple Track completes that Temple (*see Exploring Temples, pg. 15*), and any Hero on an Obelisk learns that Spell if the Magic Level allows (*see Learning Spells, pg. 17*).

- Heroes on Castles, Grottos, or on a space of a Temple Track, other than the last space, **MUST remain** for the next *Day Phase*. **Unless you became *Exhausted*, then all your Heroes return to your Castle.**

  - For each Hero returned, **gain 1 OR 1 . If you became *Exhausted*, set your Health Token to 6 and your Power Token to 3 instead.**

Learning Spells



To learn a Spell means to increase your *Spell Level* ( ). Your *Spell Level* contributes to your Victory Points at the end of the game. Also for each *Spell Level* you have, your maximum Power threshold is increased by 1 (*see below*). Players start the game with a *Spell Level* of "0" (*off the Magic Card*). Your *Spell Level* is tracked using your **Spell Token** on the *Spell Library* (*books*) located at the bottom of the **Magic Card**. To learn a Spell, you must choose to ***Rest* during the *Night Phase* and two conditions must be met**:

1. You must have a **Hero on the Obelisk** whose symbol matches the Spell (*book*) you wish to learn (*advance your Spell Token to*).
2. The **Magic Level**, as designated by the progress of the Magic Token on the *Magic Track*, must be high enough for you to learn the number of *spell levels* you need to reach that Spell.

*For example, if your Spell Level is currently "0" (your **Spell Token** is off the card), and you wish to learn the Spell, the Magic Level must be **Level 1 range or higher**, and you MUST have a **Hero at the Obelisk** to then advance your Spell Token forward 1 Level when you Rest.*

*As another example, if you're currently at Spell Level "0", you can try learning the or Spells instead, which are 2 or 3 Levels higher than your current Spell Level. To do this, you must have a Hero at one of those Obelisks and the **Magic Level** must be **Level 2** or **Level 3**.*



If the two conditions above have been met, then when you *Rest*, you learn the Spell. Advance your Spell Token to your new book on the *Spell Library* (*this is your new Spell Level*), even if this skips books you haven't learned, and move your **Max Power Marker** on your Player Card to your new maximum Power threshold. **If you become *Exhausted*, your Hero must leave the Obelisk, and you do not learn that Spell.**

Health and Power Maximum Thresholds

Keep track of your maximum Health and maximum Power by marking your thresholds at the top of your **Player Card** with the **Max Health and Max Power Markers** respectively. Your Health and Power thresholds are as follows:

- : **6 +** the number of **Goblin Tokens you have collected** ( )
- : **3 +** your **current *Spell Level*** ( )
- Neither may exceed the **limit of 10**.





Night Phase- Adventuring Completion

When all players have *Rested*, by choice or from *Exhaustion*, move to *Resolution*.

Resolution

First, all players should have already resolved their Heroes when they *Rested* (*see Resting, pg. 16*). This includes collecting defeated Goblin Tokens, learning Spells, and completing Temples. Next, players perform the following to set up for the next round:

- Move the **Magic Token back to the first space** on the *Magic Track*. The progress of the Magic Token resets at the end of every round.
- Flip any ***passive* Goblin Tokens (green)** on Portals to their ***aggressive* sides (red)**.
- Fill any empty Portals (*without a Goblin Token*) with a new ***passive* Goblin Token (green)** from the supply.
- Flip all **Movement Cards** to their active sides.
- If the **First Player Token** is showing the Q side, then the rightmost Quest Card is discarded to a discard pile. Shift the remaining Quest Cards to the right, and deal a new Quest Card face up to the left. There should be 3 Quest Cards face up to begin the next round.
- Pass the **First Player Token** to the next player clockwise with the Q side face up.
- **Advance the Round Token** to the next number on the Round Card.



Game End

The game's end is triggered at the completion of the *Night Phase* of round 5.



Final Scoring

When the game ends, players add their Victory Points. Players score Victory Points from four different sources:

- Total Quests Completed
- Total Goblins Defeated (*Tokens*)
- Total Spells Learned (*Spell Level*)
- Legendary Items found (*4 Victory Points each*)

The player with the most Victory Points wins the game! In the event of a tie, check these tie breaking conditions in this order:

1. Most Quests Completed
2. Most Goblins Defeated
3. Highest *Spell Level*
4. Most Items, including Treasure and Legendary Items.

If a tie remains, tied players share the victory!

Totals	Spells	Quests	Goblins
0	-4	-3	-2
1	-2	-1	1
2	-1	1	3
3	1	3	6
4	2	6	8
5	4	8	12
6	6	12	16
7	8	16	20
8	10	20	25
9	13	25	30
10	16	30	35
Legendary Items	4 for each		



Legendary Item Clarification

The **Sword** is used to help attack Goblins during the *Night Phase*. For the Hero with the Sword, you can spend **1** , any number of times, **to deal 1 damage** ( ) to a Goblin. This can be used in conjunction with symbols rolled or independently. This action may be taken even when you're not the player with the dice. However, the Hero must be at a Goblin Portal to use it. *Note: if also equipped with a Bow and attacking from one Map Card away, the Sword ability does not apply.*

The **Shield** is used to help defend against taking damage during the *Night Phase*. **It does not matter which Hero is equipped with the Shield.** When you receive **1** , instead of spending **2** to defend, you only spend **1** . *Note: if is spent to defend 1 , it negates all the damage that would otherwise deal -1 to -3 damage.*

The **Staff** is used when you *Rest* during the *Night Phase* to help you learn Spells. For the Hero with the Staff, you can spend **1** , any number of times, to learn the Spell that Hero is on as if the Magic Token was advanced that number of additional spaces on the *Magic Track*. **Do not physically advance the token**. *For instance, if the Magic Token is on the fifth space, you can spend 3 to act as if it were on the eighth space when you Rest. This allows you to learn Spells that are a higher level than the current progress of the Magic Track.*



Just when you thought the impending struggles of the Mushroom Realm couldn't get any darker, a gloomy haze appears, covering the world in a fog and making your experience more difficult. The ***GloomFall Variant*** adds additional challenges to gameplay.

Game Setup- Use the ***Gloom* side** for each Map Card while creating the *Land Map*.

Gameplay- There are slight differences to the Regions on Map Cards:

Goblin Portals



When new Goblins Tokens appear at Portals, they are placed ***aggressive side* (red)** up.

Temples



The *second space* on Temple Tracks has a *double icon*.

Mushroom Grottos



New abilities that add more chance and actions.

Solo Variant Rules—
"The Legend of the Chosen One"



The *Legend of the Chosen One* tells of one noble hero, guided by destiny, who alone can thwart the minions of evil and bring peace to this land. That hero is you! The fate of our kingdom rests on your shoulders....

Game Setup

The game is set up the same as a multiplayer game. However, flip the Magic Card to the "*1 player*" side. Also, the First Player Token is not needed and should be left in the box.

Choose a Difficulty Level

Prior to starting your game, you should select **one of 5 difficulty levels** to take on. For each challenge, you will have **5 rounds to reach that Victory Point Goal**, else the realm will crumble to ruin!

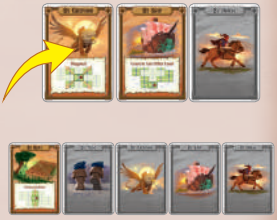
Levels	VP Goal
Peasant	40
Page	45
Squire	50
Knight	55
Hero of Legend	60

Day Phase— Solo Movement Drafting

At the beginning of the *Day Phase*, **shuffle the 5 Movement Cards** and then randomly deal **2 face up**. Choose one of the Movement Cards. You may use that movement to move a Hero or you may choose to *Idle*, just as you would in the multiplayer game. That Movement Card is then flipped and cannot be used again this round.



Then, randomly deal another Movement Card face up, giving you two movement options again. Select one, move, and then deal another card as before. This *drafting and choosing* continues until you have **completed and flipped 4 Movement Cards**. Then move to the *Night Phase*.



Solo Variant (continued)

Night Phase– Adventuring

As you *Adventure*, you are always the player with the dice. The *Magic Track* and how it affects dice actions for each **Magic Level** are different in the *Solo Variant*:



These *dice actions effects* are:

- **Level 0** (0)– The first is ignored. The second and all other 's deal **-1 in damage.**
- **Level 1** (1)– The first deals **-1 in damage**. The second is ignored. The third and all other 's deal **-1 in damage.** The first is ignored. The second and all other 's **give power**.
- **Level 2** (2)– All 's deal **-1 in damage**. All 's **do not give power**.
- **Level 3** (3)– All 's deal **-2 in damage**. All 's **do not give power,** and all 's now deal **-1 in damage**.

Night Phase– Resolution



The **rightmost Quest Card** is always discarded and other cards are shifted to the right, regardless of whether the player has completed one or not.



When **flipping over Goblins Tokens** to the *aggressive* side (red), only **3 Goblins** will turn *aggressive* at the end of each *Night Phase*. The player chooses which 3 turn *aggressive*.

End of Game

If you reach the **Victory Point Goal** you decided on by the time the five rounds have ended, you are victorious! If you fail to reach your Victory Point Goal, the Mushroom Realm crumbles to ruin and you lose.



Credits

Designer: Scott Almes
Illustrator: Miguel Coimbra
Editor: Richard A. Edwards

Game Developer: Michael Coe
Graphic Designer: Benjamin Shulman
Logo Design: Adam P. McIver

Honorary Producers

Stephen B. Eckman, Robert Corbett, Gregg Almes, Jonathan Wilkerson, Mike Paul, Colin McRavey, Jason Neufeld, Robert Slack, Jung-Hun Lim, and MendoZen

Adventure Dice Symbols

Resolve First:



Take Damage* – Lose 1 ♥, and -2 or -3 at higher *Magic Levels*.

Second:



Gain Power* – Gain 1 ⚡ ***OR*** **0** at higher *Magic Levels*.

Third:



Conjure Magic – Advance the Magic Token 1 space forward on the *Magic Track*.

OR if Magic Level is 3:

Take Damage* – Lose 1 ♥.

In any Order After:



Advance in Temple – Each player may advance their Heroes on Temple Tracks requiring 🔥/📜.



Attack Goblin – Each player may deal 1 ✹ to a Goblin one of their Heroes is currently attacking.

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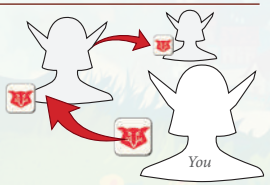
* If multiples of these symbols are rolled, **take 1 *die effect*** and pass any additional *die effects* to subsequent clockwise *Adventuring* players (*one at a time*):



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