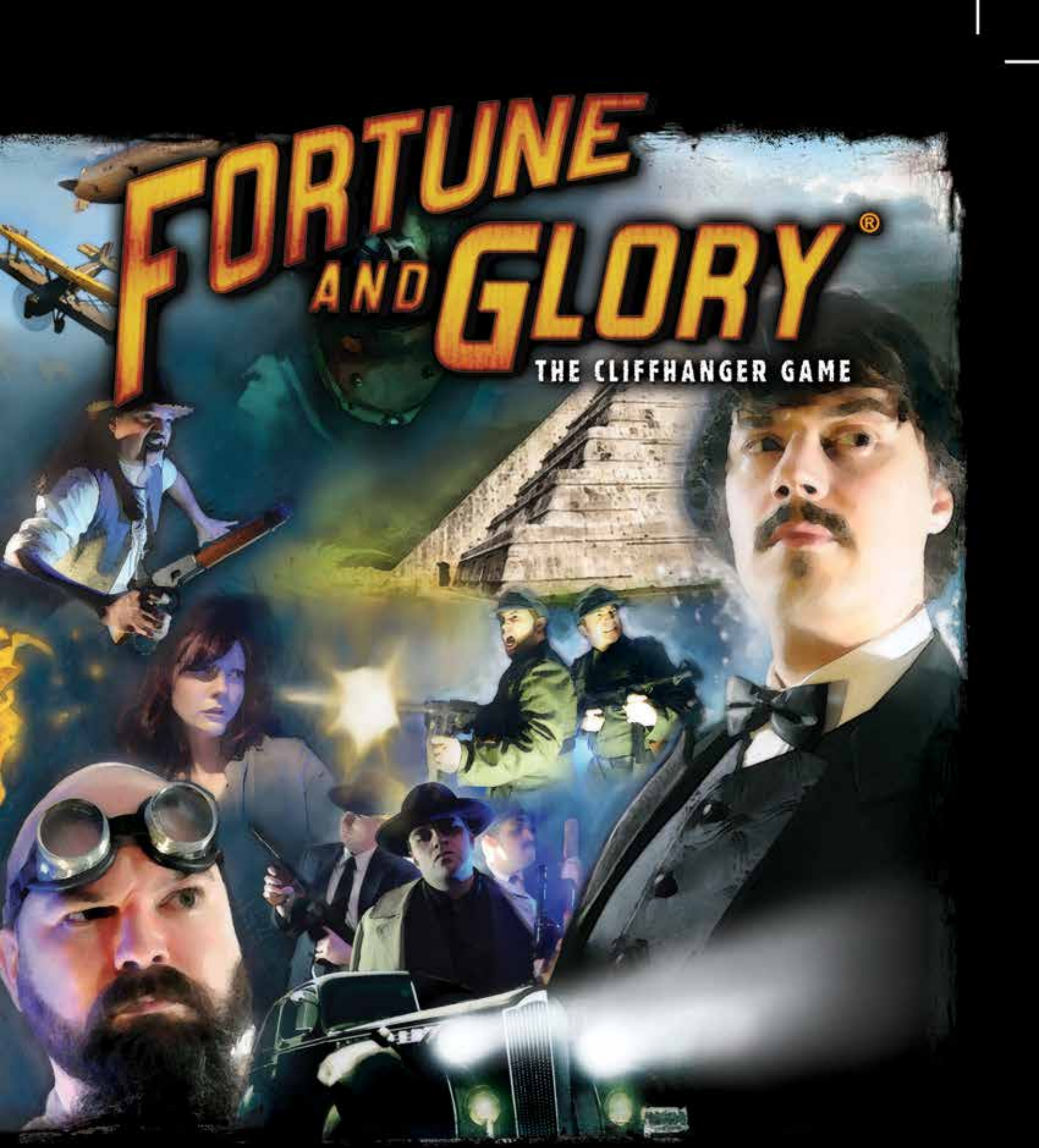

RULEBOOK

REVISED EDITION

FORTUNE AND GLORY
THE CLIFFHANGER GAME

Designed By
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It is the late 1930s and the world is in turmoil. Humanity is on the brink of war as imperialist nations in the Far East and Europe work aggressively to expand their domination. The Nazis have taken control of Germany and now spread darkness across the globe in their hunt for powerful occult artifacts that can give them the upper hand in the days to come. But the spirit of adventure and freedom won't be stamped out so easily.

Heroic adventurers from around the world answer the call, racing against time to hunt down ancient artifacts, explore deadly temples, and fight back the powers of darkness from engulfing the world. It is a race of good versus evil and only a cunning and agile explorer can claim the ultimate prize of... Fortune and Glory!

Game Overview

Fortune and Glory®, The Cliffhanger Game is a fast-paced game of high adventure, vile Villains, edge-of-your-seat danger, and Cliffhanger pulp Movie Action. Players travel the globe in search of ancient artifacts, fending off danger and Villains at every turn in a quest for ultimate reward. So strap on your adventure boots and goggles, fire up the engines on the seaplane, and grab some extra ammo for your revolver…the Nazis already have a head start and in this race for Fortune and Glory, there's no prize for second place!

Gameplay Breakdown

Each player takes on the role of a pulp adventure Hero, hunting down ancient artifacts around the world and collecting Gear and Allies to help overcome the various Enemies, Dangers, and Villains that stand in their way. During each Game Round the Heroes roll off to determine the First Player then all get to Move (starting with the First Player), and then all get to Adventure (starting with the First Player). There are two resources in the game, ***Fortune*** and ***Glory***. Heroes collect Glory by defeating Enemies and overcoming Dangers and then spend that Glory to Heal wounds and buy Gear and Allies. They collect Fortune by recovering Artifacts and selling them in cities.

In the **Competitive Game**, players race against one another to be the first to collect 15 Fortune. In the **Cooperative Game**, all of the Heroes work together toward a larger collective Fortune total as they race against a Vile Organization played by the game itself.

Pulp Adventure and Historical Context

Fortune and Glory® is set in the Pulp Adventure genre of the late 1930s. As such it includes Enemies and Villains that are part of the Nazi party that had taken hold in Germany at the time (as well as the corresponding historical iconography). The usage of Nazis and their iconography is purely rooted in historical context and is absolutely not intended to condone or glorify them or their actions in any way. If you find this material strongly objectionable it is our recommendation that you do not use this product. Please game responsibly.

Game Contents

- 1 Full-Color Quick Start Guide
- 1 Full-Color Rulebook
- 1 Game Board
- 10 Dice (5x Gold and 5x Black)
- 16 Plastic Nazi Soldier Figures
- 8 Plastic Mobster Thug Figures
- 6 Unique Plastic Villain Figures
- 8 Unique Plastic Hero Figures
- 8 Plastic Temple Pieces
- 1 Plastic Zeppelin
- 8 Large Hero Character Sheets
- 2 Large Vile Organization Record Sheets
- 2 Large Tactics/Outpost Charts
- 1 Large Zeppelin Record Sheet
- 20 Card Allies Deck
- 20 Card Gear Deck
- 20 Card Enemies Deck
- 20 Card Nazi Enemies Deck
- 45 Card Event Deck
- 40 Card City Deck
- 25 Card Artifacts Deck
- 25 Card Adventures Deck
- 45 Card Locations Deck
- 40 Card Dangers Deck
- 30 Card Villain Event Deck
- 12 Card Common Items Stack
- 6 Villain Cards
- 5 Game Turn Reference Cards
- 1 Skill Test Reference Card
- 1 Villains Reference Cards
- 1 Temples Reference Card
- 2 Enemy Reference Cards
- 4 Die-cut Counter Sheets

Players

Fortune and Glory®, The Cliffhanger Game can be played by 1-8 players, either Competitively or Cooperatively. It also offers a Team Game option, as well as a Solo play experience. Due to the length of game, it is recommended that Competitive Games with 6 or more players should use the Team Game option. Also, Cooperative Games of more than 4 or 5 players will likely have an extended game length.

Competitive and Cooperative

Fortune and Glory® has two main styles of play: the Competitive Game, where each player races against one another, hunting down ancient artifacts from around the world and sabotaging each other along the way; or the Cooperative Game in which all of the players work together against a Vile Organization bent on world domination (run by the game itself) and requiring a larger group goal to win. There is also a Team Competitive Game which works best for larger player counts (6 or more) to help speed up the gameplay.

GAME COMPONENTS

Dice

The game comes with 10 standard six-sided dice (5 Gold and 5 Black) to be used by all of the players. There are two colors of dice included with the intent that if players need to roll dice for different things at the same time they can tell them apart by dice color (such as Enemy Fight Dice and a Hero's Fight Dice rolled at the same time). Often cards will refer to the terms D6 and D3. D6 is just another name for a six-sided die. D3 means to roll a six-sided die and consult the following chart:

D6 Roll	Result
1 – 2	1
3 – 4	2
5 – 6	3

Fortune Tokens



Fortune Tokens are collected throughout the game by recovering ancient Artifacts and selling them to museums back in the nearby cities. Fortune is the victory resource that Heroes must collect to win the game. There are tokens for individual Fortune (marked with an I) and larger tokens representing 5 Fortune (marked with a V).

Glory Tokens



Glory Tokens are collected throughout the game by overcoming dangerous situations and defeating Enemies. Glory represents a Hero's fame and influence and is the spending resource that Heroes use to acquire new Gear and Allies, and to Heal. There are tokens for individual Glory (marked with an I) and larger tokens representing 5 Glory (marked with a V).

Wound Markers



These red Wound Markers are placed on characters and Enemies to keep track of how much damage they have taken during the game. There are individual Wound Markers as well as larger pieces representing 5 Wounds each.

Artifact Tokens



These are colored pairs of skull shaped markers that show where each Artifact is located on the board. One of the tokens is placed on the Artifact card and the corresponding token is placed on the board in the Space that the Artifact resides.

Note that these skull markers also have a letter printed on the back, allowing players to identify a matching pair by color and/or letter.

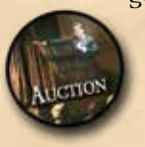
Success and Danger Markers



These markers are used to keep track of how many successes a Hero (or Villain) has gotten so far on a given Test that they are taking. On the flip side is a Danger Marker that lets a Hero keep track of how many Dangers they have overcome on their current Adventure.

Auction Marker

Occasionally the Heroes will find that an Auction is going on in a city where they can sell their Artifacts for a variable bonus. When this happens, an Auction marker is placed on that City Space.



First Player Marker



The ***First Player*** Marker is used to keep track of which player goes first during each phase of the current Game Round. This is determined by all of the players rolling off during the Initiative Phase at the start of each new Game Round.

Exploration Markers



Some Spaces on the board are considered Deep Jungle. When a Hero wants to hunt down an Artifact that is located within a Deep Jungle, they must first explore to find it. These Exploration Markers keep track of the Hero's time spent searching.

Collapse Markers



When a Hero (or Villain) adventures in an ancient Temple to find the treasure within, there is always a chance that the Temple will begin to crumble and collapse. Collapse Markers are used to record how close a Temple is to collapsing in on itself.



The Villain Track and Track Marker (Cooperative Only)



This numbered track is used in the Cooperative Game to mark how close the Villains are to winning the game. The circular donut-shaped marker starts at 0 and moves up the track as the Villains collect Artifacts and gain power. The Villain Track is not a turn counter, but rather only moves when specifically called on to do so.

Outpost Tokens (Cooperative Only)



Vile Organizations each have their own unique type of Outpost that they use during the Cooperative Game. These are bases of operation that are placed on the board and give the Villains a bonus of some kind.

Occupation/Hideout Markers (Cooperative Only)



Often times a Vile Organization's influence will spread to new areas of the board. These markers are used to indicate areas that are in the control of the Villains.

Additional Counters



Several additional counters have been provided. These are not needed for the main game but can be used for house rules or future official content.

Playing Pieces

There are 8 unique, grey Hero figures, each matching one of the Hero character sheets, 6 unique, red Villain figures, each matching one of the Villain cards; 16 green Nazi Soldiers; 8 green Mobster Thugs; 8 green Temples; and 1 red Nazi Zeppelin. These figures have an arrow on the base that may be used to point to the space they are currently in.

MINIATURE IDENTIFICATION GUIDE



CARDS

Keywords

Most cards have Keywords associated with them, listed just below the image. The Keywords do not have any inherent meaning, but are occasionally referenced by other cards and rules. Some important Keywords have an icon associated with them that can be found in the upper right corner of the text area (such as **Gun**, **Sidekick**, or **Fire**).

Card Icons

Some cards have Keyword Icons on them to emphasize a certain Keyword (such as **Fire** or **Sidekick**). A legend of these icons can be found on the back of the rulebook.

Shuffle Icon



When a card has the Shuffle Icon, it means that after the card is discarded the discard pile for that deck should be shuffled back in to reform the deck (including the card that had the Shuffle Icon).



Bonus Fortune Icon

Some cards have a Bonus Fortune Icon. If this is on an Enemy card (such as *Nazi Gold*) then the bonus Fortune is taken when the Enemy is defeated. If it appears on a Location card, the bonus Fortune is only used when the card is drawn for the placement of an Artifact (as described later).

Play Immediately

Some Event cards are listed as **Play Immediately**. As it sounds, these cards must be played as soon as they are drawn. Occasionally a player will be allowed to draw multiple cards and choose one to keep, discarding any others. When this is the case, a 'Play Immediately' card is only played if the player chooses to keep that card.

Remains in Play

Some cards are listed as **Remains in Play**. Again, as it sounds, these cards stay in play and continue to affect the game until they are canceled in some way.

Discard Piles

For each deck of cards in the game there will also be a discard pile. The discard pile should be formed face up next to the deck and is where cards from that deck go when they have been used and are no longer in play. Any player may look through any discard pile at any time. If any deck ever runs out of cards, shuffle the discard pile thoroughly and reform the deck face down.

CARD TYPES

Event Cards



Event cards are special bonuses that Heroes get during the game (though some do have negative effects). Unless marked 'Play Immediately', Events are taken into a player's hand and kept secret. They may be strategically played to give yourself an advantage or to slow other Heroes down. Events are played as fast effect style cards and, unless noted otherwise, may be played at any time.

City Cards



City cards are drawn by a Hero whenever they visit a City. They are a fairly even mix of good and bad, and can lead to anything from getting a free Gear or Ally to getting caught up in a city-themed Danger. Some City cards have a Secret Icon in the upper left corner; these cards are kept secret when drawn just as though they were an Event card.

Gear and Allies





Gear and Allies are cards that upgrade a Hero by giving them bonuses to their Skills or even extra abilities. A Hero may use all of the Gear and Allies that they have, but are limited to carrying no more than 3 Gear and 3 Allies.

Enemies and Nazi Enemies





These cards represent different Enemies that Heroes can encounter in their adventures. A Danger will always let you know which deck to draw your opponent from.

Artifact and Adventure Cards





Artifact and Adventure cards are usually drawn together as they each represent half of a dynamically generated Artifact placed out on the board. These two cards are nested together to form one complete Artifact (for example, '*The Skull* '*of Medusa*'). The Artifact card has a Fortune Value which is the worth of the Artifact, while the Adventure card has a Dangers Value that shows how difficult it is to recover. The black and white icons along the right edge of the cards are Keyword Icons and have no inherent meaning, but may be referenced by other cards.

Locations



Location cards are used to draw Random Spaces on the board. Each card has the name of a Space as well as a small map with a red X showing where that Space is located on the board. There are also a number of terrain icons below the map that show what terrain is in that Space. Each Location card also has a City listed at the bottom for drawing Random Cities.

Common Items



The Common Items do not need to be shuffled. Instead they form a face up stack of cards that can be purchased by Heroes while in a City. Common Items have a number in the upper right corner which is the cost of Glory needed for a Hero to buy that card.

Dangers/Cliffhangers





These double-sided cards represent the Dangers that Heroes will need to overcome in their hunt for Artifacts. The front of each card shows a Danger, while the back shows the Cliffhanger situation that will arise if the Danger side Tests are failed.

Villains



There are six Villain cards, each representing one of the unique Villain characters in the game. Each Villain has Skills, Health, Defense, and Abilities just like the Heroes. They also have a faction icon in the upper left corner to show which Vile Organization they belong to: the Nazis or The Mob. Villains are an advanced element of the game and are a large part of the Cooperative Game especially.

Villain Event Cards (Cooperative Only)



Villain Events are only used in the Cooperative Game and represent evil bonuses that the Villains get in their quest for power.

Enemy Reference Cards



Occasionally a card will call for a Hero to fight a specific Enemy rather than drawing from a deck. These two double-sided reference cards show four common Enemies that Heroes might encounter during a game (*Mobsters, Nazi Soldiers, Zombies,* and *Order of the Crimson Hand*).

READING CARDS

Most cards in the game should be read aloud to all players when drawn, starting with the card title. The only exceptions to this are Event cards and some City cards (ones that have the Secret Icon in the upper left corner).



Only **Event** cards and some **City** cards are kept secret when drawn by a player. All other cards should be read aloud when drawn.

HEROES & VILE ORGANIZATIONS

Hero Character Sheets

Each of the eight Heroes is represented by a Hero Character Sheet that lists their Skills, unique Abilities, and other information.



Vile Organizations (Cooperative Game Only)

Each Vile Organization has a Record Sheet that shows its special rules, Faction Icon, and Henchmen. There is also a double-sided chart with the Vile Organization's Tactics on one side and unique Outposts on the other.

The Zeppelin

The Zeppelin also has a double-sided Record Sheet with its special rules listed. The normal *Zeppelin* side is used in the Competitive Game, while the *War Zeppelin* side is used as part of the Nazi Vile Organization in the Cooperative Game.

THE GAME BOARD

The game board for **Fortune and Glory** is a late 1930s adventure map of the world. There are 3 types of Spaces that make up the board – **Land Spaces**, **City Spaces**, and **Sea Spaces**. Every Space on the board has the name of that Space printed on it. Sea Spaces also have a large number printed on them that shows the movement cost to enter that Sea Space.

Terrain Icons

Many Spaces have one or more Terrain Icons in them to show what types of terrain cover that region. These icons do not have any inherent meaning, but, much like Keywords, certain cards and abilities play off of them.



Jungle *Mountains* *Desert* *Ice* *Sea*

Land Spaces

Land Spaces are the areas of ground on the map and are separated by thick black lines to delineate their borders. Note that some Land Spaces are a small grouping of islands that are all connected into a single Space. Where these are adjacent to one or more other Land Spaces, there is a thick black line looped out around them to show the Space's border (such as the *British Isles* or *Japan*).



For example, the British Isles is a Land Space that is adjacent to the Western Europe Space. Even though there is a thin strip of water that appears to separate the two Spaces, the thick black line looped out around the islands shows that models can move from one Land Space to the other without having to go out to Sea.



City Spaces

City Spaces are spread around the board and appear as circular icons surrounded by a silver or gold colored border with the name of the City in it. City Spaces count just like any other Space on the board for movement. Occasionally a City Space will be fully within another Land Space (such as the *Paris* City Space is within the *Western Europe* Land Space). In these cases, models must move through the Land Space to get to or leave the City Space.

Major and Minor Cities – There are two types of City, **Major Cities** and **Minor Cities**. Major Cities are a bit larger and have a unique depiction of the specific city they represent, surrounded by a gold border. Minor cities are smaller and have a generalized city image to represent all of them, surrounded by a silver border.

Major Cities and Minor Cities work more or less the same in the game, with the main difference being that Major Cities are called out more often by specific cards, and Heroes get a small bonus for selling Artifacts in a Major City rather than in a Minor City.

Port Cities – Some Cities have a Port City icon on them, meaning that they are adjacent to not only Land Spaces, but also to one or more Sea Spaces. Models in a Port City may move directly to or from an adjacent Sea Space without having to go through any Land Spaces. This Port City icon is more for clarity of movement than anything else, though occasionally a card or ability will reference Port Cities.

Sea Spaces

Sea Spaces are the blue water areas of the map and are separated from each other by thick black lines. They are also separated from the Land Spaces by lighter-colored, rippling coastline. Every Sea Space also has a Sea Icon in it.

Pacific Crossing – On each side edge of the map is a half circle marked *Pacific Crossing*. This is actually a single Space and is a way for models to move from one edge of the map to the other (traveling around the world). Note that the ONLY Space that is connected from one edge to the other is the *Pacific Crossing* – the other *Pacific* Sea Spaces are NOT connected from one edge to the other and are NOT considered adjacent.

Movement Cost – Each Sea Space has a large number printed in it which shows the movement cost to enter that Space. All of the other Spaces on the board (Land Spaces and City Spaces) always just cost 1 movement to enter. If a model does not have movement remaining equal to or more than the Sea Space's movement cost, it may not enter that Sea Space.

Random Locations and Random Cities

Whenever a Random Location is needed, simply draw a Location card. Each Location card represents one Space on the board and has a simple map that shows a red X where the Space appears on the game board. Note that at the bottom of each Location card there is also a City listed for occasions when you need to draw a Random City instead.

FORTUNE AND GLORY

There are two resources in the game, **Fortune** and **Glory**. These are tracked using the ancient coin tokens with single-pieces (marked with an I) and 5-pieces (marked with a V). The Gold coin tokens should be used to mark Fortune and the Blue coin tokens should be used to mark Glory.

Fortune is the victory resource in the game. Occasionally Fortune is used for other things, but it is primarily collected up until the Hero has enough to win the game. **Glory** is the spending resource. It is gained by overcoming Dangers and defeating Enemies and represents the Hero's fame and influence, spent while in a City to buy Gear and Allies cards, as well as to buy Common Items and to Heal wounds.



SKILLS

Heroes have four Skills: **Combat**, **Agility**, **Cunning**, and **Lore**. These different Skills are used during the game to make Tests and fight Enemies.

Combat (Red) – Combat shows a character's ability to fight, whether it is bare-fisted brawling or their skill with a pistol. It also represents basic strength.

Agility (Yellow) – Agility represents how good a character is at running, jumping, ducking, sneaking, and general physical prowess.

Cunning (Green) – Cunning represents how well the character can solve puzzles, spot traps, and think their way out of a bad situation, as well as their understanding of technology and science.

Lore (Blue) – Lore shows a character's knowledge of other cultures, locales, legends, and history. This is often used to read ancient glyphs, fight fantastical Enemies, and decipher the occult powers of ancient Artifacts.



Making Skill Tests

Often a Hero is called on to make a Test using one or more of their Skills. A Test has three parts to it – The type of Skill needed, the target number for each die rolled to count as a Success, and the total number of Successes needed to pass the Test (the small ✕ symbols).



To make a Skill Test, roll a number of dice equal to your Hero's Skill of that type. So if it is an Agility Test, you would roll a number of dice equal to your Hero's Agility Skill. These dice are called **Adventure Dice**. Each Adventure Dice that rolls the required number for the Test or higher counts as a Success. In the example above it is an Agility 5+ Test, so each die that rolled 5 or 6 would count as a Success. Put a Success Marker on the card for each Success rolled.



> As long as you roll <u>at least one Success</u>, you may roll your Adventure Dice again. You may continue to roll until you get no Successes.

If you have gotten Success Markers equal to or more than the number of Successes required, the Test is passed. If you do not roll enough Successes, the Test is failed.

Additional Adventure Dice may always be added after the roll by cards, Abilities, or by increasing your Skill in some way.

Combined Skill Tests and Non-Skill Tests

Some Tests require the use of two or more Skills combined, or do not use any Skills at all. These Tests always have extra text to describe how they are passed or failed.

Exerting

In some very dangerous moments it is possible for a Hero to push themselves to their limits to try and survive. <u>While in a Cliffhanger Test or making an Escape Test</u> (and ONLY during a Cliffhanger or while trying to Escape), a Hero may **Exert**, taking Wounds on themselves to roll extra Adventure Dice (note that Cliffhangers and Escape Tests are covered a bit later).

> For each Wound that a Hero **Exerts**, they are allowed to roll 1 extra Adventure Dice.

A Hero may Exert as many times as they like (and may do so one at a time), but may not KO themselves by Exerting. Another important note is that the extra Adventure Dice from Exerting is only for the current roll. If the Hero gets to roll the dice again (for having gotten at least one Success), the extra Adventure Dice from Exerting are NOT included in subsequent rolls.



HEALTH AND DEFENSE

Health

In the lower right corner of a Hero's Record Sheet there is a wooden crate with the Hero's **Health** value. This is the amount of damage that the Hero can take before they are knocked out. When a Hero takes one or more Wounds, a number of Wound Markers are placed on their Record Sheet to track how much damage they have taken. If the Hero ever has Wound Markers equal to or greater than their Health value, they are **KO'd**.

Defense

Right next to a Hero's Health value is a little bar that shows the Hero's **Defense** (this is usually 0 or 1).

> Defense is the number of Hits that the Hero prevents every time that they take one or more Hits (in a Fight or otherwise).

Healing

Anytime a Hero gets to Heal one or more Wounds, those Wound Markers are simply removed from the Hero's Record Sheet. If a Hero gets to Fully Heal, all Wound Markers are removed from their Record Sheet.

Being KO'd

A KO'd Hero is placed back in their Starting City with their figure laid down on its side. They do not participate in the game in any way until they Recover during the next End Phase, when they are automatically Fully Healed. There is also an additional penalty for being KO'd.

> Any time a Hero is KO'd they must immediately roll a die and discard the amount rolled in any mix of Gear cards, Allies cards, Glory, and Fortune.
>
> In addition, the Hero must roll a die for each Artifact they are currently carrying. On the roll of 1, 2, or 3, that Artifact must also be discarded.

The Hero may choose what Gear, Allies, Glory, and Fortune they lose, but they must lose the full amount rolled if possible. For this reason, it is good to try and keep a little extra Glory as a buffer in case you are KO'd (as Glory tends to be easier to get than Gear, Allies, or Fortune). It is generally a good idea to sell Artifacts as soon as you can once you recover them.

GEAR AND ALLIES

Gear and **Allies** are cards that a Hero can acquire to increase their Skills and Abilities. Whenever a Hero gets a Gear or Allies card, simply draw the top card of the appropriate deck and place it face up on the table next to the Hero's Record Sheet.

Buying Gear and Allies

Gear and Allies cards may be purchased using Glory while in a City. When purchased, draw the top card from the deck and add it to your Hero.

> It costs **5 Glory** to buy a Gear or Allies card.

Carrying Limit

A Hero may carry **up to 3 Gear and up to 3 Allies** at a time (a total of 6 cards) and may use any and all Gear and Allies they are carrying. If a Hero ever has too many Gear or Allies, they must discard down to their limit.

Activate

Some Gear and Allies must be **Activated** to use one or more of their abilities. This just means that the ability is one use per turn. When Activated, flip or rotate the card to show that it may not be Activated again this turn. While Activated, any other Skill Bonuses or non-Activate abilities on the card MAY still be used.

Loyalty Tests

Allies have a special Skill in the lower left corner of their card called **Loyalty**. This is used when an Ally is called on to make a Loyalty Test. To make the Test, roll a number of dice equal to the Ally's Loyalty Skill. If any of the dice roll the number needed for the Test, the Test is passed. If not, the Test is failed and the Ally must be discarded (there is often an additional effect as well, based on whatever caused the Test).

Location

Some Allies that are Immobile have a Location listed. These Allies are not considered to be 'with the Hero' but help them remotely. This has no direct effect on gameplay and they do still count against the Hero's Carrying Limit.

Common Items

Common Items are a group of cards available to purchase in Cities using Glory. Common Items work just like Gear and Allies with the exception that they are not a deck but rather a stack of cards. This means that Heroes do not get them randomly but instead may choose the specific card that they would like to purchase (the cost in Glory is shown in the upper right corner of the Common Item card). There is also no discard pile for the Common Items stack as any time one would be discarded, it is instead just returned to the stack.

When purchased, Common Items are placed face up next to a Hero's Record Sheet and count toward the carrying limit of either Gear or Allies, depending on the Common Item (the first Keyword on a Common Item will always be Gear or Ally). In the main game, all of the Common Items are Gear.

Exchanging Gear and Allies

Any Heroes in the same Space during their Adventure Phase may exchange Artifacts, Common Items, Gear, and Allies cards as they see fit. Heroes may NOT exchange Event cards, City cards, or Glory.

SETTING UP

Set Up Game Board

Unfold the game board and place it in the center of a large table where everyone can reach it.

Choose Game Type

Fortune and Glory can be played as a **Competitive** game, **Team Competitive** game, or a fully **Cooperative** game.

Competitive Game

In the **Competitive Game** all of the Heroes are traveling the world, hunting down artifacts and racing against one another to be the first to collect **15 Fortune** and be in their **Starting City** at the end of a Game Round.

Team Competitive Game

The **Team Competitive Game** works the same as the normal Competitive Game except that instead of every Hero on their own, the Heroes are working in Teams of 2 or more toward collecting a larger **Fortune** total, while racing against the other Teams of Heroes. This Game Type is recommended for games of 6 or more Players.

Cooperative Game

In the **Cooperative Game**, all of the Heroes work together to take on a **Vile Organization** played by the game itself. A group of Villains are on the hunt to collect up the powerful, ancient Artifacts they need to conquer the world and only the daring Heroes can stop them!.

Shuffle and Place Card Decks

Separate all of the various card decks and fully shuffle each of them. You do not need to shuffle the **Common Items** as they are a face up stack rather than a deck. Place all of the card decks around the board as shown in the diagram below.

Note that the *Villain Event* Deck is only used in the Cooperative Game.

Prepare Counters, Dice, and Figures

Place all of the Fortune coins, Glory coins, Wound Markers, Counters, and Enemy Figures around the table so that all players can reach them. Also, distribute the dice between the players.

Draw and Place Hero Characters

Shuffle up the large Hero Character Sheets. Each player then randomly draws 2 Hero Character Sheets and chooses which one to play (return the other to the stack). Once all players have chosen their Hero, return the remaining Hero Characters to the box. Place your Hero Character Sheet in front of you where everyone can see it and take the corresponding Hero figure.

> Each Hero has a Starting City listed in the upper right corner of their Character Sheet. Each player should place their Hero figure in the proper Starting City.

Some Heroes also have abilities that let them start the game with free cards or other bonuses.





Prepare Dangers Deck

Shuffle up the Dangers deck and place it where all players can reach it. Note that because this is a deck of double-sided cards, anytime a player would draw from the Dangers deck they should always draw from the bottom or middle and be sure that the Danger side is face up as it enters play.

Draw and Place Starting Artifacts

Now it is time to populate the board with Artifacts. Draw an **Artifact** card and an **Adventure** card and place them together, nested with one another, along the top of the board. This dynamically generates the Artifact using the two cards (for example – '*The Spear*' '*of Hades*'). Then draw a Location card to randomly determine where the Artifact is located. Choose one of the colored skull Artifact Marker pairs and place one of the markers on the Artifact card and the matching marker on the board, in the Location drawn.





Repeat these steps until there are a total of 4 Artifacts on the board.

Note that you may never have more than one Artifact in a Space and if the Location drawn already has an Artifact the Location should be re-drawn.

Set Up the Villain Track (Cooperative Game Only)

Place the Villain Track on the table with the Track Marker set at 0.



Select the Vile Organization (Cooperative Game Only)

The players must then decide which Vile Organization they want to battle for the Cooperative Game. You can either choose between them or randomly decide. Place the Vile Organization Record Sheet as well as the Outpost/Tactics Chart near the Villain Track where everyone can see it.



Select and Place Villain Cards (Cooperative Game Only)

Shuffle all of the Villain cards that are part of the chosen Vile Organization's Faction (either Nazis or The Mob) and randomly draw them to be placed in a row, one at a time, from left to right, near the Vile Organization's Record Sheet. These are considered to be the **Active** Villains. The number of Villains drawn (either 2 or 3) is shown on the Cooperative Game Victory chart below based on how many Heroes are playing.

Place the Villain Figures (Cooperative Game Only)

Take the Figure of the first Active Villain (on the left of the row) and Deploy it to the board in the same Space as the Artifact Adventure with the highest Fortune Value. If there is more than one, place the Figure at the Artifact with the highest Fortune and the lowest Dangers Value. If still tied, the Heroes may choose which Artifact to place the Figure at.

Take the Figure of the second Active Villain in the row and place it on that Villain's card (he is Ready). If a third Villain is being used, place its Figure on that Villain's card as well, but lying down on its side (he is Delayed).

Place the Initial Outpost (Cooperative Game Only)

Each Vile Organization has a type of Outpost associated with it (a secret base or hideout of sorts) and they usually start the game with one Outpost on the board. This is described on the Vile Organization's Record Sheet.



GAME TYPE AND THE OBJECTIVE

Each Game Type (Competitive, Team, or Cooperative) has a slightly different victory condition as detailed below.

THE COMPETITIVE GAME

Winning the Game

During the Competitive Game, any Hero that is in their Starting City with at least **15 Fortune** during the End Phase wins the game.

If there are more than one Hero that meets this victory condition at the same time, the winner is the player that has the most Fortune (or the most Glory if they have equal Fortune).

TEAM COMPETITIVE GAME

The Team Competitive Game is a great combination of both the Competitive and the Cooperative Games, and allows for a larger number of players without significantly slowing the game down. To play a Team Competitive Game, the players should get into evenly matched Teams of 2, 3, or 4 players per Team. Which players are on which Teams can be chosen or determined randomly (though it is a good idea for Teammates to sit beside one another at the table to avoid confusion). It is possible to play a Team Game with an uneven amount of players, but will require one of the players to play as 2 Hero characters so that the number of Heroes can still be evenly split (4, 6, or 8 Heroes).

The Team Game works just like a Competitive Game except that all of the players on a Team are working together toward a common Fortune Total and racing against the other Teams playing. These Teammates may also work together to Fight Enemies and overcome Dangers while at the same Artifact Adventure.

Shared Fortune

All of the Heroes on a Team have a shared Fortune total and any Teammate may spend or lose Fortune from this pile. Heroes DO NOT need to lose Fortune when KO'd. Glory is still collected individually as normal, and Heroes working together at an Adventure **EACH** collect the full Glory for an Enemy defeated or a Danger overcome (more on this later).

Winning the Game

To win, a Team needs to collect a combined Fortune total of **10x the number of Heroes on the Team**. So a Team of 2 Heroes would need to collect 20 Fortune to win; 3 Heroes would need 30 Fortune, etc.

Getting Back to Starting Cities

Once a Team has enough Fortune to win the game, all of the Heroes on that Team must be in any of their **Starting Cities** during an End Phase to win. It doesn't matter if you are in your own Starting City or a Teammate's Starting City as long as all of the Team's Heroes are in a Starting City and the combined Fortune total is high enough.

THE COOPERATIVE GAME

Cooperative Victory

In the Cooperative Game, all of the Heroes are working together to collect one combined group **Fortune** total. The amount of Fortune the Heroes need to collect to win the game depends on the number of Heroes in play and is shown on the chart below.

This chart also shows how many Villains the Heroes will be up against and what the Villains need to get on the Villain Track for them to conquer the world and defeat the Heroes.

Players	Fortune	Villains	Villain Track
1	15	2	20
2	20	2	15
3	30	2	15
4	40	2	15
5	45	3	20
6	50	3	20
7	55	3	20
8	60	3	20

Shared Fortune

As the Heroes are all working toward a collected Fortune total, all of the Fortune gained should be placed in a single, shared pile for the team. Any Hero is allowed to use or lose Fortune from this Team pile.

> One important note is that in the Cooperative Game, Heroes never have to lose Fortune for being KO'd.

This prevents the game from running too long, and prevents one or two Heroes that are down on their luck from feeling like they are dragging down the team by losing Fortune when they are KO'd.

Individual Glory

Glory is still awarded and kept individually by each Hero. In fact, if multiple Heroes are working together in a Fight, or to overcome Dangers on an Adventure (as detailed later), they each get the **FULL** Glory amount for any Enemies or Dangers they overcome together.

Winning and Losing

If the Villain Track Marker ever reaches the number needed for them to win (as detailed in the Villain Phase section), the Heroes immediately lose the game!

If the Heroes are able to reach their group Fortune total before then, the Heroes immediately win! There is no need for the Heroes to return to any of their starting Cities; as soon as they have enough Fortune, the game ends in victory for the players.

THE ADVENTURE BEGINS!

THE GAME ROUND

Fortune and Glory is played in a series of Game Rounds until a Hero or Team of Heroes wins the game (or if the Villains win in the Cooperative game). Each Game Round has the following phases:

1) Initiative Phase
2) Move Phase
3) Adventure Phase
4) Villain Phase
5) End Phase





THE INITIATIVE PHASE

Roll for First Player

During the Initiative Phase all of the players roll a single die. Whichever player rolls highest takes the First Player Marker and becomes the *First Player* for this Game Round (roll off if tied).

> Any player that rolls a 1 for their Initiative roll gets to draw a free Event card.

Initiative in a Team Game (Team Competitive Game Only)

During the Initiative Phase, all of the players on a Team should each roll a single die and add them all together to determine which Team is the 'First Player' (note that individual rolls of 1 will still give that player a free Event card). In the Team Game, the *First Player* is really the *First Team*. During the Game Round, play starts with the First Team and proceeds clockwise to each Team in turn.

All of the Heroes on a Team get to move at the same time during the Move Phase and may choose in what order to do their Adventures during the Adventure Phase.

Initiative in a Cooperative Game (Cooperative Game Only)

The Initiative Phase in a fully Cooperative Game works just like normal, with Heroes rolling for Initiative, taking turns moving, and then taking turns doing their Adventure Phase. One important difference is that the Heroes should be planning together to decide who will go after which Artifacts and which Heroes want to try and work together to recover an Artifact, or if they should spread out to cover more ground and challenge the Villains on the board.

Ready Activated Cards

Any cards with an **Activate** ability that were Activated in a previous round are now turned upright and are ready to use once again.

THE MOVE PHASE

During the Move Phase each Hero gets to move around the board, starting with the *First Player* and proceeding clockwise around the table.

Movement

When it is your Hero's turn to Move, roll a die and move up to that many Spaces. You do not need to move at all if you do not want to (if, for example, you are already on the hunt for an Artifact in your Space).

> Any player that rolls a 1 for their Move roll also gets to draw a free Event card.

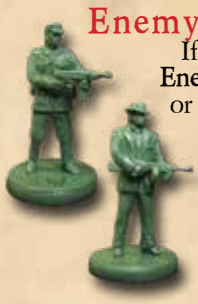
Each Land and City Space takes a single Movement point to move into while each Sea Space has a movement cost to enter it printed on the board. It is a good idea to try and move into a Space with an Artifact so that you can attempt to recover it in the Adventure Phase.

Note that each player gets to move before the Adventure Phase begins. This allows multiple Heroes to get to the same Artifact so they can race against one another to be the first to recover it (or to work together in a Cooperative situation).



Movement Example - *Duke Dudley starts the game in the City of London. He rolls a 5 for Movement and decides to go on the hunt for an Artifact located in the Sahara. He moves from London to the British Isles, then onto Western Europe, into the Mediterranean Sea Space (for a cost of 2 Movement points), and finally into the Sahara Space for a total of 5 movement.*

Enemy Figures



If a Hero enters a Space with a Green **Enemy Henchmen** Figure (like a *Nazi Soldier* or *Mobster*), their move immediately ends and they must Fight that Enemy out of the normal turn sequence (see the section below on Fights).

Note that this does NOT apply to the Red **Villain** Figures (or their Nazi Henchmen personal guards).



Flying Between Cities

Though Flying was still relatively new in the 1930s, there was a system in place for commercial flights all over the world. A Hero that either starts their move in a City or enters a City during their move, may interrupt their Movement to take a Flight to any other City on the board.

> Flying costs 2 Fortune to fly to any Major City or 3 Fortune to fly to any Minor City (note that only the destination City matters, not the City you are leaving from).

The Hero is immediately transported to the destination City and may continue their Movement from there. It does not cost any Movement for the actual Flight itself.

For example, Duke Dudley is in the Yucatan. He moves into Mexico and then into Mexico City. From there he pays 2 Fortune to fly to Hong Kong and then moves one more Space into China. This took him a movement of only 3 Spaces as well as the 2 Fortune for the Flight.

Using Fixed Movement (Optional Rule)

Some players prefer to have a fixed movement value rather than a 'roll and move' style of play. If all players agree, you can use the following adjustment to the Move Phase:

During a Hero's Move, they now have two options; they may either take a fixed movement of **4 Spaces** (Sea Spaces still have a movement cost as listed), OR they may **roll a die for movement and if the roll is 1 or 2, they get a Free Event card**. Note that they must choose which to do before rolling the die. Another element of this system is that while in a Cliffhanger, the Hero is NOT allowed to move at all and so may not roll to see if they get an Event on a 1 like they could in the normal movement system.

THE ADVENTURE PHASE

During the Adventure Phase each Hero gets to adventure in turn, starting with the *First Player* and proceeding clockwise around the table. What you get to do depends on the type of Space you are in – an open Land or Sea Space, a City Space, or a Space with an Artifact Adventure.

Land or Sea Space - Traveling

Just because you aren't in a Space with an Artifact doesn't mean that there's not still plenty of trouble you can get into. If you are in a **Land** or **Sea** Space with no Artifact Adventure present during your Adventure Phase, roll a die.

On the roll of 4, 5, or 6, draw an **Event** card.

On the roll of 2 or 3, it is Uneventful Travel - no effect.

On the roll of 1, however, you are instead attacked while traveling! Draw an **Enemies** card to see what has attacked you and resolve the Fight.



City Space

A Hero in a **City** Space during their Adventure Phase gets to head into town to sell Artifacts, pick up supplies, and maybe even get a bit of a rest to recover.

Draw a City Card



The first thing the Hero must always do in a City is draw a City card. Most City cards are read aloud when they are drawn, though some have a **Secret** icon in the upper left corner (red circle with a '!') meaning that the card should be kept secret and taken into hand to play later like an Event card.

Some City cards are actually **Dangers**, like you would find during an Artifact Adventure! These must be resolved before the Hero can interact with the City, and are covered in more detail below.

Interacting with the City

Once the Hero has drawn and resolved their City card, they may now interact with the City by Selling Artifacts, Buying Gear and Allies, and/or Healing Wounds (in any order they wish).

The Hero may sell any Artifacts they are currently carrying. To sell an Artifact, simply discard the Artifact and gain Fortune equal to the Fortune Value listed on the card.

> When selling an Artifact in a Major City, the Hero gains +1 Fortune to the value listed on the card.

The Hero may also purchase any number of Gear and/or Allies cards for **5 Glory** each, as well as any Common Items for the cost listed on the card. Also, the Hero may Heal any number of Wounds that they have for **1 Glory each**.

Artifact Adventures

A Hero that is in a Space with an Artifact may now go on that Adventure to hunt down and recover it. It is not uncommon for a player to announce the title of their adventure as "The Hero's name 'and' the Artifact's name" (for instance, '*Jake Zane and the Sword of the Ancients!*').

The Artifact/Adventure Card

As noted earlier, an Artifact Adventure has two main values on it – The **Fortune Value** (in the Gold Coin icon) and the number of **Dangers** that must be overcome to recover it (in the Red Tribal Shield icon). There is also a set of Black and White *Artifact Type* icons and occasionally some *Special Text* below the Artifact's name. For now, these other elements can be ignored.



Dangers

To encounter the first **Danger** of the Adventure, draw a Danger card from the deck and make sure it is Danger side up (the first Keyword below the card image should be Danger). To overcome the Danger you will likely have to make one or more Tests and/or Fight some enemies (Dangers are covered in full detail below in the section on *Dangers and Cliffhangers*).

If the Danger is failed, your turn will immediately end and the Danger card will flip over to its **Cliffhanger** side, leaving you in a very precarious situation until your following turn. Any other Dangers you have overcome this turn will also be discarded without collecting any of the Glory for them.



If the Danger is overcome, place a **Danger Marker** by your Hero to show that you are one step closer to recovering the Artifact. You now have an important decision to make; you can either **Camp Down** or **Press On** to the next Danger.

Camping Down

If you decide to **Camp Down**, your Adventure Phase immediately ends and you may discard all of the Danger cards you have overcome this turn to collect their listed Glory (Danger Markers collected are not discarded, but kept from turn to turn toward recovering the Artifact). You may also **Fully Heal** any Wounds you might have. Next turn, if you do not move away, you may continue on your hunt for the Artifact during the Adventure Phase, picking up where you left off by drawing the next Danger.

Pressing On

If you decide to **Press On**, you do not collect any

Glory yet, but instead continue on and draw your next Danger. You may continue to Press On after each Danger is overcome until you fail at a Danger, decide to Camp Down, or recover the Artifact. It is important to note that this creates a 'pushing it' style of risk and reward as Pressing On will get you closer to recovering the Artifact, but if you fail at any of the Dangers, you will not get to collect any of the Glory from the Dangers you have already overcome!

Recovering the Artifact

Once a Hero has collected Danger Markers (by overcoming Dangers) equal to the Danger Value of the Artifact, they have reached the Artifact itself and recovered it! Take the Artifact/Adventure card and place it by your Hero Character Sheet (removing the skull-shaped Artifact marker from the board and discarding all of the Danger Markers you collected). At this point you may also collect the Glory for any Dangers overcome this turn.

Being KO'd

If a Hero is KO'd while on an Artifact Adventure (or if they leave during the Move Phase), they must discard any Danger Markers they had collected, losing any progress they had made toward recovering the Artifact. When the Hero returns to the same or a different Artifact Adventure, they must start over from the beginning.

Adventure Card Special Abilities (Optional Rule)

Some of the Artifact Adventure cards have Special Abilities listed below the card title. These are curses or modifiers to Heroes on that Adventure. This can be a benefit while a Hero holds that particular Artifact, or an extra challenge while a Hero is on the hunt for the Artifact.



This can add extra flavor to the Artifacts, but also adds extra complexity to the game. Using these Artifact Special Abilities is optional, but must be agreed upon before the game begins.

Where this Special Text refers to the 'Artifact', with Temples this specifically means the final Temple Treasure (see more on Temples below).



DANGERS AND CLIFFHANGERS

A key element to the pulp adventure genre is the dangerous situations that can arise while the daring Heroes explore exotic locales and fight off deadly enemies. In *Fortune and Glory* this is represented by Danger cards! As noted above, Danger cards are double-sided with a **Danger** on one side (a perilous situation) and the **Cliffhanger** that can result (when things go wrong and it looks like it could be curtains for the valiant Hero) on the other side.

The Dangers Deck

Because the Danger cards are double-sided, it is important that anytime a card is discarded back to the Dangers deck that it is placed there in the proper orientation (either Danger side always face up or always face down) so they all face the same direction.

There are two possible ways to handle the Dangers deck, and both work equally well; it is really just a matter of preference.

Shuffle before each Draw

The Dangers deck should be hand shuffled a bit to mix all of the cards together before each draw. When a card is drawn, it should be drawn from the bottom or middle of the deck. When discarded, the cards should be shuffled back into the deck. In this way, all of the Danger cards are always in the mix and you never know what you are going to get when you draw.

Draw from the Bottom

The other way to handle the Dangers deck is to keep the 'Dangers side' face down. When a card is drawn, it should be drawn from the bottom of the deck and flipped over to lie on the table with the Danger side up. Danger cards should be discarded back to the top of the deck with the Danger side down. With this method, you will cycle through all of the Danger cards before you start hitting the same Dangers again (note that there are some duplicate Dangers that have different Cliffhangers on the back). This way you will get to see more of the Dangers in any given game, but players might be able to count cards and know that they are safe from certain Dangers that have already passed by.

Tests and Options

Dangers will usually have one or more Tests listed on them that the Hero must pass to overcome it. Often these Tests will have the word '**or**' between them meaning that the player may <u>choose</u> which of the Tests to take. If the word '**and**' appears between two Tests, it means that the player will have to pass <u>both</u> of the Tests to overcome the Danger. They may decide in what order to take the Tests.



Skill Tests are described above in the *Skills* section of the rules.

Fight

Often alongside the Skill Test options of a Danger there will be an option to instead go directly to a Fight. Fights are described in detail below. If the Hero chooses a Fight option rather than a Test, the Danger is overcome if the Hero defeats the Enemy or if the Hero can Escape from the Enemy. Note that in a Fight, the Glory Value of the Danger card is not used, but rather the Enemy itself has a Glory Value associated with it.



Keywords

Like any other card, Dangers have Keywords below the image that may be referenced by other cards and abilities.

> Any Test on a Danger (or Cliffhanger) is considered to have <u>all</u> of the Keywords of that Danger card.

For instance, the Danger *Boat Chase* has the Keywords **Driving**, **Chase**, and **Water**. The Agility Test on this card is therefore considered a 'Driving' Test, a 'Chase' Test, and a 'Water' Test.



Cliffhangers

As described in the Adventure Phase section above, if a Hero fails a Test on a Danger, their turn <u>immediately ends</u> and the Danger is flipped over to reveal the Cliffhanger side of the card. This creates the classic movie cliffhanger moment! Players should NOT look at the Cliffhanger side of a card unless they actually fail the Danger (you shouldn't get to know ahead of time what is in store if you get in trouble).



During the Adventure Phase of the next Game Round, instead of moving on to the next Danger, the Hero must overcome the Cliffhanger by passing any Tests or special game text listed.

> A Hero that is currently in a Cliffhanger may NOT move away during the Move Phase. They may still roll for movement however, getting a free Event card on the roll of 1.

If the Cliffhanger is failed, the Hero is KO'd (remember that a Hero in a Cliffhanger may Exert to gain extra Adventure Dice on a Test as noted above in the *Skill Tests* section of the Rules).

If the Cliffhanger is overcome, the Hero <u>immediately gains the Glory for that Cliffhanger</u> card and takes the Danger Marker for completing it. The Hero now has the option once again to **Press On** or **Camp Down** this turn.



Racing Each other for an Artifact

When two or more Heroes are in the same Space together in the Competitive Game, hunting after the same Artifact, they are considered to be racing one another.

These Heroes should trade off drawing and encountering their Dangers one at a time. So, whenever a Hero overcomes a Danger, they must decide if they are Pressing On or Camping Down as normal. If they decide to Press On, before drawing their next Danger, the next Hero racing them in the Turn Order (clockwise) gets to draw their Danger first.

In this way, Heroes that are racing each other for the same Artifact will be pushed to go a little faster and a little riskier as they must decide to Press On or not before seeing if the other Hero has been tripped up by a Danger.

For example – Jake Zane and Shelly Hargrove are racing each other on the hunt for the Spear of the Ancients. Jake Zane goes first in the Turn Order so he gets his Danger first and overcomes it. He then decides he want to Press On. Before drawing his next Danger, it is Shelly Hargrove's turn to draw a Danger. She draws a Danger and fails it, flipping to the Cliffhanger. Because Jake Zane already committed to Pressing On, it comes back to him and he draws his next Danger.

It is possible for a Hero that is racing like this to commit to Pressing On and then have another Hero end up recovering the Artifact first. If this occurs, the Hero that committed to Pressing On must still draw and complete another Danger, even though there is no Artifact left to recover.

Working Together on an Adventure

When two or more Heroes from the same Team or in the Cooperative Game are at the same Artifact Adventure, they work together to overcome the Dangers and Fight off any Enemies. The Heroes draw a single Danger for all of them and get to choose which Hero is going to make the Test.

If there are multiple Tests that need to be taken on the Danger, they may choose which Hero does each of the Tests needed (they can be all done by the same Hero or split as you see fit).

> Any Heroes present that are not the one taking the current Test are allowed to Exert to add extra Adventure Dice (even if it is not a Cliffhanger).

If a Test is failed, it is failed for all of the Heroes and the Danger is flipped to the Cliffhanger. If it is passed, the Heroes proceed on and may choose to Press On or Camp Down as normal. It is possible for individual Heroes to Camp Down while others Press On. Any Heroes that Camp Down take no further part in the Adventure this turn.

Collecting Glory and Recovering Artifacts

As noted above, when Heroes are working together on an Adventure and they would collect Glory for defeating Enemies or overcoming Dangers, each Hero collects the FULL Glory amount, regardless of who actually passed the Test. When a group of Heroes recovers an Artifact, they must decide which of them is going to carry it.

City Card Dangers

Some City cards are actually Dangers! When a City Danger is drawn, the player must take the Tests on the card just like any other Danger. Note though that as it is a City card, this Danger cannot be double-sided and so the Cliffhanger is actually included on the front face of the card at the bottom.

A Hero that fails the Tests on a City card Danger ends their turn and goes to the Cliffhanger as normal. They cannot interact with the City in any other way this turn. On the following turn's Adventure Phase, the Hero must resolve the Cliffhanger instead of drawing another City card, but can then interact with the City afterword (assuming they are not KO'd).





TEMPLES

Some of the Artifact cards actually represent a place rather than an object. These are called **Temples** and have a Temple Icon in the lower right corner. When a Temple Artifact is placed on the board, in addition to the Skull Marker, a Temple Figure should be placed in the same Space.

Temple Fortune

Temples have a higher Fortune Value printed on them than normal Artifacts. When a Temple enters play, place the listed number of Fortune Coins onto the Temple Artifact card. Instead of only getting Fortune by collecting and selling the Artifact, with a Temple Heroes get to collect the Fortune as they pass through the Dangers.

> Every time a Hero overcomes a Danger (or Cliffhanger) they may immediately take 1 Fortune from the Temple card.

The Temple Treasure



The Hero that collects the last Fortune coin from the Temple also gets to take the Temple Figure itself. This represents the **Temple Treasure** and counts as an Artifact in every way. It may be sold, stolen, lost, etc.

> The **Temple Treasure** may be sold in a City just like a normal Artifact and has a Fortune Value of 3.

Dangers and Collapse



One downside of ancient Temples is that they have a tendency to always be on the verge of collapse (they are quite old after all). The Danger Value of the Temple (in the red tribal shield icon) works a little differently than a normal Artifact. Instead of representing how many Dangers the Hero must pass through to recover the Artifact, it represents how likely the Temple is to fall apart around you and collapse in on itself.

While a Hero is adventuring at a Temple, anytime they go to a ***Cliffhanger*** from a Danger, they must roll once for Temple Collapse!



Roll a number of dice equal to the **Danger** Value of the Temple (the number in the red tribal shield).

For each die that rolls a 1 or 2, place a Collapse marker on the Temple.

> If a Temple ever has Collapse markers equal to or greater than its **Danger** Value, the Temple immediately Collapses and any Heroes there must try to Escape.

Collapse

When a Temple Collapses, discard any remaining Fortune coins on that Temple and remove the Temple Figure from the board. Any Hero in the Space will now have to try and Escape!

In the lower right corner of the Temple Artifact card there is an Escape Test. Each Hero in the Space must pass the Escape Test or be KO'd. It is important to note that Heroes may **Exert** to add extra Adventure Dice to an Escape Test as detailed in the Skills section of the rules (whether it is Escaping from an Enemy or a Collapsing Temple).

EVENT CARDS



Event cards are special bonuses that can be played at any time (unless limited in the card's text) to either help yourself or another Hero, or to slow down or hurt an opponent. There is no limit to the number of Event cards a player can have in their hand. When an Event card is played, it should be read aloud to all players, starting with the card title. After the card has taken effect, it is discarded (unless marked as 'Remains in Play').

Event cards should be fairly clear as to when they should be played. Those listed as Play Immediately must be played as soon as they are drawn. Unless specifically stated otherwise, cards may always be used after the fact to add to a Hero's Skill, force dice to be Re-rolled, etc. If there is ever a dispute over who gets to play their card first, priority always goes to the players based on the current turn order (starting with the First Player and going clockwise).

Canceling Cards

Some cards and abilities allow a player to cancel another card as it is played or that is currently in play. When a card is canceled, its effects are immediately negated and the card is placed in its appropriate discard pile. Generally a card may be canceled at any time, however an Event card may NOT be canceled after it has already caused one or more dice to be rolled or Re-rolled.



DEEP JUNGLE

There are 5 Spaces on the board that have a red ring around their Jungle Terrain Icon, making it a **Deep Jungle** (these still count as Jungle Spaces). The Deep Jungles on the board are – *Amazon Jungle*, *Amazon Falls*, *Heart of Africa*, *Congo Jungle*, and *Indonesia Jungle*.

You'll notice that on the Location cards for these Spaces there are vines hanging down over the map and they have a Bonus Fortune Icon and a Shuffle Icon on them.

Bonus Fortune

When an Artifact is placed in a Deep Jungle Space, it is worth **+2 Fortune**. Place the 2 Fortune coins under the Skull Marker on the board. When a Hero collects the Artifact, they get to take the 2 Fortune coins as well. If the Artifact is a Temple (see Temples below), the extra 2 Fortune are simply added to the Temple Fortune itself.

Exploration



Artifacts located in a Deep Jungle Space are worth more because they are a little harder to find. When a Hero is in a Deep Jungle Space during their Adventure Phase, before they can go on an Artifact Adventure there, they must first find it! Take an Exploration Marker and roll a die. If the roll is 4, 5, or 6, you have found the Adventure and may start drawing Dangers as normal. If the roll is only 1, 2, or 3, you are lost in the Jungle and may not start the Adventure this turn. If you did not find it, in your following Adventure Phase (assuming you did not move away), take another Exploration Marker and roll two dice. If either gets a 4, 5, or 6 you have found the Adventure and can start drawing Dangers. This process continues from turn to turn, gaining Exploration Markers and rolling extra dice, until you either find and start the Adventure or leave the Space.

Once you find the Adventure and start drawing Dangers, you do not need to explore any more, this Exploration is just to get started (discard any Exploration Markers). If you leave the Space by moving away or being KO'd, and then return, you will need to start over and Explore to find the Adventure again.

SNEAK TESTS

There is a special type of test that Heroes are required to make sometimes called a **Sneak Test**. This is usually to Sneak past a Villain or to Sneak aboard the Zeppelin or into a Mobster Hideout.



A Sneak Test will always have a Search Value that the Hero is attempting to Sneak past.

> To make a **Sneak** Test the Hero must choose a number from 1 to 6 to 'sneak through on' and then roll a number of dice equal to the **Search** value of the test.

If any of the dice rolled the chosen number, the Test is considered to be failed and the Hero has been discovered!

For every die that rolled the chosen number, the Hero will usually have to engage in a Fight against guards or a Villain they were trying to sneak past.

If none of the dice rolled the chosen number, the Hero has successfully passed the Sneak Test and may continue on.

When multiple Heroes on the same Team are trying to Sneak past something, each Hero should choose their own number (the same or different) to Sneak through on, and then a single roll of the dice should be made equal to the Search Value of the test for all Heroes.

THE ZEPPELIN

Zeppelins are an epic part of the pulp genre; massive airships that darkened the sky for a time. The Zeppelin Figure allows the Heroes to further their adventures into the skies, sneaking aboard a Nazi Zeppelin to loot stolen gold and fight off the vile Nazi soldiers guarding it.

The Zeppelin figure is placed in a Random Location on the board during Set Up and will move around and amass Fortune each turn in the Villain Phase, possibly even dropping off a Nazi Soldier. The full rules for the Zeppelin can be found on the Zeppelin Record Sheet (note that this sheet is double-sided and the *War Zeppelin* side is intended only for use in the Cooperative Game when fighting the Nazis Vile Organization).





FIGHTS

When hunting down ancient artifacts, Heroes will often find themselves facing off with bad guys. Whether it's a bare-fisted bar fight with thugs, or a shootout with Nazis in crumbling ruins, Fighting is handled more or less the same.

Drawing an Enemies Card



Whenever a Hero gets into a Fight, it will always say what he is fighting. This may be a specific Enemy (such as *Mobsters* or *Zombies*) in which case you should use the Enemy Reference card that represents that Enemy. Most of the time however, it will say to draw a card from the Enemies deck or from the Nazi Enemies deck to find out what you are up against.

Every Enemy will have a **Glory** Value that the Hero gains if the Enemy is defeated, **Fight Dice**, **Health**, and any special abilities. Every Enemy also has an **Escape Test** at the bottom in case the Hero would rather try to Escape than Fight.

Keyword 'Infantry' Only

Occasionally when you get into a Fight in a confined area (such as on a U-Boat or Zeppelin) it will say that if the card drawn is not Keyword Infantry it should be discarded and drawn again. The Keywords of an Enemy are listed below the image and the first Keyword is always the Type of Enemy that the card represents. In these cases, if the card is not an Infantry Type, it should be discarded and you should draw a new card.

Fight Rounds

Each Fight is split into a number of Fight Rounds. During each Fight Round, both the Hero and the Enemy will simultaneously attack. Sometimes a card will say that it cannot be used 'during a Fight Round'. Cards like this may however, still be used between Fight Rounds.

Fight Dice

Fight Dice are the dice that the Hero or Enemy gets to roll to try and damage his opponent. During each Fight Round, a Hero rolls a number of Fight Dice equal to their **Combat** Skill while an Enemy rolls Fight Dice equal to their **Fight Dice** value listed.

> Every Fight Dice roll of 4, 5, or 6 does one Hit.

Defense and Health

As noted earlier, a Hero's (or Enemy's) **Defense** is the number of Hits that are prevented anytime they take one or more Hits (so during each Fight Round, a Hero with Defense 1 will prevent the first Hit taken from an Enemy). Each Hit that is not prevented goes through and adds 1 Wound Marker to the Hero or Enemy. If the Hero or Enemy ever has Wound Markers on them equal to or greater than their **Health** value, they are defeated (or KO'd if the Hero).

At the end of each Fight Round, if neither the Enemy nor the Hero has been defeated/KO'd, begin another Fight Round. This continues until one or both sides are defeated/KO'd.

Collecting Glory

When an Enemy is defeated, the Hero immediately gets the Glory listed on that Enemy's card. This occurs even if the Hero is also KO'd in the same Fight Round.

Multiple Heroes in a Fight

If multiple Heroes from the same Team find themselves in a Fight with an Enemy, they must trade off doing individual Fight Rounds with that Enemy until it is defeated or until they are all KO'd or each Escape. The Heroes may choose in which order they Fight.

When it comes to a Fight with a Villain, each Hero must Fight on their own.

Escaping From a Fight

As noted above, each Enemy has an Escape Test listed at the bottom of the card. At the start of any Fight Round, a Hero may decide to try and Escape instead of Fighting. The Hero rolls the Escape Test just like any other Test. If successful, the Enemy is discarded (without rolling Fight Dice) and the Hero may continue on with their turn, though no Glory is gained for the Enemy.

If the Escape Test is failed, the Enemy gets to roll their Fight Dice for the round as normal against the Hero. Note that the Hero does NOT get to roll their Fight Dice as they were attempting to Escape instead. At the start of the next Fight Round, the Hero gets to decide again whether to try and pass another Escape Test or simply Fight as normal.

When multiple Heroes on the same Team are fighting an Enemy, each Hero may decide individually to Escape or not, and Escape Tests are made by each Hero wanting to Escape the Fight.



Nazi Gold

Some cards are listed as Keyword **Escorted** as the Type. In the main game the only card like this is *Nazi Gold.* Escorted is not a full Type of Enemy, but rather a modifier. As noted on these cards, when drawn, another card should be drawn as well to find the actual Enemy that must be fought. It is possible to have multiple Escorted cards drawn in a row, just keep drawing and adding them together until you get to a normal Type of Enemy.

Note also that Escorted cards are NOT re-drawn in 'Infantry Only' cases as noted above (as they are only a modifier, not the actual Enemy).

VILE ORGANIZATION OUTPOSTS

In the Cooperative Game the Vile Organizations that the Heroes fight against have Outposts that they build around the board. These Outposts give the Villains bonuses during the Villain Phase and can be attacked by Heroes in its space during the Adventure Phase (as described on the Vile Organization reference card).



Destroying an Outpost (Cooperative Game Only)



If a Hero destroys one of the Vile Organization's Outposts he gains an extra bonus in addition to removing the Outpost from play. The Hero may choose to either **steal (take) any one Artifact that the Villains have collected** or **take any Fortune the Villains currently have as well as to move the Villain Track Marker D3 steps back from it's current position** (note the marker may not go below 0).

ENEMY HENCHMEN FIGURES

Occasionally an Enemy Henchmen Figure will be placed in a Space on the board. These are **Nazi Soldier** Figures which represents a *Nazi Soldiers* Enemy, or **Mobster Thug** Figures which represents a *Mobsters* Enemy. You can use the **Enemy Reference** cards to find the details on these two Enemies.



There may never be more than one Enemy Henchmen Figure placed in the Same Space. If this ever would happen, draw a new **Random Location** for the Henchmen to be placed (though in the Cooperative Game this can have additional negative effects for the Heroes, as detailed in the Villain Phase section).



Hero Movement and Fights

If a Hero moves into a Space with an Enemy Henchmen Figure, that Hero's move ends and they must immediately Fight that Henchmen (during the Move Phase). In this way, Henchmen Figures can block Hero movement, slowing them down. If a Henchmen Figure ever appears in a Hero's Space, that Hero must immediately Fight the Henchmen outside of the normal turn sequence.



Escaping from a Figure

If you Escape from a Fight with an enemy that is represented by a figure on the board, the figure remains in the Space and you must immediately move to an adjacent Space of your choice.

VILLAINS

One of the more advanced elements of the game are the ruthless Villains that can show up to give the Heroes a hard time. There are six Villains included in the game, each with a unique figure and card to represent them. Each Villain has a Faction Icon in the upper left corner of his card to show which Vile Organization he belongs to (in the main game, this is either the *Nazis* or *The Mob*).

Drawing a Random Villain

In the Competitive Game, Villains only appear when a card specifically calls for it. When a card tells you to draw a **Random Villain**, shuffle up all of the Villain cards that are not currently in play and draw one at Random for the encounter. If this occurs during an Adventure, the Villain will actually stay out on the board and join the hunt for the Artifact (as detailed below).

Occasionally a card will ask for a Random Villain of a Particular Faction (for instance a **Random *Nazi* Villain**). When this happens, only shuffle in Villains of that Faction to draw from.

Villain Cards

Villains have Skills, Defense, Health, and Special Abilities just like Heroes, though a Villain's Skills are a bit different.

Search – This represents how good the Villain is at hunting down Artifacts and finding Heroes that try to sneak past them.

Combat – This is how good the Villain is in a Fight.





Villain Figures

When a Villain enters play, place the unique figure for that Villain in the same Space as the Hero who drew them. There is a limit of 1 Villain per Space. If another card would call for a second Villain to be drawn and placed in the same Space, instead use the Villain that is already present.

> Unlike Enemy Henchmen Figures, Villain Figures DO NOT block Hero movement and may occupy the same Space as a Hero without immediately Fighting.



Sneaking Past a Villain

While a Villain is at an Adventure, anytime a Hero there wishes to **Press On** after overcoming a Danger, they must first make a **Sneak Test** to get past the Villain without being discovered (as described on page 21).

If the Test is failed, the Hero must **complete a single Fight Round against the Villain** for each die that rolled their chosen number before continuing on to the next Danger.

If none of the dice rolled the chosen number, the Hero has successfully passed the Sneak Test and may continue on to the next Danger.

Note that a Hero only needs to Sneak past a Villain when they are **Pressing On**, so if they only complete one Danger at a time and then **Camp Down**, they do not need to Sneak past (it is assumed they are going slow enough to avoid detection).

Agents of Evil

It is important to note that on the Danger card *Agents of Evil*, the Danger's Test is to Sneak past a Villain. Once this Danger is overcome (either by passing the Sneak Test or by completing the Cliffhanger in the next turn), the Villain will still be at the Adventure and the Hero will need to Sneak past them again if they wish to Press On, just as though it were any other Danger.



Fighting a Villain

Unlike normal Enemies, a Fight with a Villain is only a single Fight Round (not a fight to the finish). The Hero rolls their Fight Dice at the same time as the Villain rolls Fight Dice equal to their Combat Skill. The Hits are then resolved as normal and the Fight is over. Note that if the Fight occurred because the Hero was attempting to Sneak past the Villain as described above, it may be multiple Fight Rounds instead of just one (depending on the Sneak Test roll). It is still, however, always a fixed number of Rounds rather than a Fight to the finish.

> The Hero gains 1 Glory for each Hit done to a Villain. Note that this is Hits, not Wounds.

Heroes may NOT Escape from a Fight with a Villain. A Villain that has Wound Markers equal to or greater than their Health value is KO'd and removed from the board.

Villains Adventuring

In the Villain Phase of each turn, every Villain currently on the board will actually get to Adventure and work toward recovering the Artifact for himself. For each Villain that is currently at an Artifact Adventure, roll a number of Adventure Dice equal to that Villain's Search Skill.

> A Villain is -1 Adventure Dice for each Hero in their Space.

For each roll of 4, 5, or 6, the Villain gets a Success and places a Danger Marker by their Villain card. For any rolls of 1, the Villain is hurt in his adventures and immediately takes a Wound (ignoring Defense).

If a Villain collects Danger Markers equal to the Danger Value of the Artifact, they have recovered it. Place the Artifact to one side of the table to show that the Villains have it in their possession. Villains ignore any Special Text on an Artifact Adventure card.

A Villain at a Temple collects 1 Fortune from it for each Success rolled, just like a Hero would for overcoming a Danger. If the Villain rolled one or more 1s on their Adventure Dice (after taking the Wounds as normal), they must also roll once for the Temple to Collapse. This is a standard Collapse roll, rolling dice equal to the Temple's Danger value, with each roll of 1 or 2 adding a Collapse marker to the Temple.

Any Villain at an Adventure when the Artifact is collected (either by a Hero or the Villain himself) is removed from the board.

Villains and Collapsing Temples

If a Villain is in a Space with a Temple when it Collapses, they do not get to make an Escape Test like a Hero would. Instead the Villain simply takes D6 Hits and is removed from the board as normal.

Nazi Villains

Villains that are part of the Nazi Faction have an additional bonus as they always travel with a group of soldiers as Bodyguards.

> Anytime a *Nazi* Villain comes into play, they are always placed on the board with **2 Nazi Soldier Henchmen** Figures as Bodyguards.

These Henchmen Bodyguards do not act like the normal Nazi Soldier Figures (they do not block Hero movement and are not fought separately from the Villain). Instead, the Villain they are with gains **+1 Combat** and **+1 Health** for each Henchmen Bodyguard currently with them. Also, as long as the Nazi Villain has one or more Bodyguards with them, the Villain does not suffer the -1 Adventure Dice for Heroes in their Space.



When the Villain takes damage, the first Wounds they take will always be assigned to the Henchmen Bodyguards first, removing one Bodyguard for each Wound that gets past the Villain's Defense. Any remaining Wounds are placed on the Villain as normal.

If there is already a Nazi Soldier Figure in the Space when a Villain is placed there, the Villain will take him on, converting him over to a third Henchmen Bodyguard. Any Henchmen Bodyguards still with the Villain when he is removed from the board are simply returned to the figure pool. If there are not enough Henchmen figures available, the Villain will come into play with only 1 or no Bodyguards.

Nazi Gold with a Villain

When drawing a Nazi Enemies card, if *Nazi Gold* is drawn followed by a card that brings out a Nazi Villain, that Villain will be escorting the gold. Because a Fight with a Villain is not a fight to the finish, this works a bit differently than normal. If the Hero does more Wounds to the Villain (including killing off Henchmen Bodyguards) than the Villain does to the Hero, the Hero gets to steal the Nazi Gold Fortune. If not, the Fortune is not collected.



THE VILLAIN PHASE



THE COMPETITIVE GAME

In the Competitive Game the Villain Phase is used for moving the Zeppelin around the board and for any Villains that are on the board to hunt down Artifacts. For the Competitive Game the Villain Phase has the following steps:

1) The Zeppelin Moves
2) Villains Adventure

The Zeppelin Moves

During this step the Zeppelin moves around the board, potentially dropping off Nazi Soldiers and collecting Fortune. This is fully detailed on the large ***Zeppelin*** Record Sheet. *Note that this large reference card has two sides - the Zeppelin and the War Zeppelin. The War Zeppelin side is only used in the Cooperative Game when taking on the Nazi Vile Organization.*

Villains Adventure

Once the Zeppelin has moved, any Villains that are currently on the board get the chance to hunt down the ancient Artifact that they are searching for. This is covered in the *Villains* section of the rules on page 24.

Because the Villain Phase is usually so short in the Competitive Game, it is often easiest to think of it as part of the End Phase



THE COOPERATIVE GAME

In the Cooperative Game the Villains play a much larger role during the Villain Phase. For the Cooperative Game the Villain Phase has the following steps:

1) Draw Villain Event
2) Outpost/Zeppelin Step
3) Villain Adventure Step

Villain Events



The Villain Event deck is a way for the Villains to gain bonuses and unleash evil things onto the Heroes. The first step of each Villain Phase is to draw a Villain Event and read it aloud.

One Villain Event that there are several copies of in the deck is called *Vile Tactics*. This card has the players roll once on the Vile Organization's Tactics Chart and work out the result. The Tactics Chart is a way for the different Vile Organizations to each have some special and characterful events that occur when battling them.

Random Villain in Play

Occasionally a Villain Event card will need to select a Random Villain in Play. When this happens, all of the cards representing the Villains that are currently in play should be shuffled up and one should be chosen at Random. Alternatively (as this can be very disruptive), you may wish to just assign a number to each of them and roll a die to randomly select one (for instance, if there are three Villains in play you would number them aloud 1-2, 3-4, and 5-6 and then roll a die to see which is selected). Note that 'in play' includes all Villains that are on the board as well as those that are Back at Base (Active Villains in the row near the Vile Organization's Record Sheet).

Outposts and the Zeppelin

Each Vile Organization has one or more unique types of Outpost. Each Outpost usually has a special ability of some sort that is activated each turn during the Outpost Step of the Villain Phase. The rules for a Vile Organization's Outposts can be found on the back of its Tactics Chart.

The Zeppelin is normally used in the Competitive Game, moving around the board and dropping off Nazi Soldiers. In the Cooperative Game the Zeppelin is only used when you are actually facing off against the Nazis Vile Organization (and then, it is used as the *War Zeppelin*). If the *War Zeppelin* is in play, it also acts during the Outpost Step of the Villain Phase. Rules for the *War Zeppelin* can be found on the back of the Zeppelin Record Sheet.

Villains Adventure

One of the main differences between the Competitive Game and the Cooperative Game is that the Villains take a much more active role. During the Villain Phase the Villains in play will actually be deployed to the board and actively hunt down Artifacts for themselves.

Villain States

In the Cooperative Game, Active Villains have four states that they can be in:

Deployed – The Villain figure is on the board at an Artifact Adventure and searching for that Artifact.

Ready – The figure is on the Villain's card and waiting to be deployed to the board.

Delayed – The figure is on its Villain card, but lying down on its side to show that the Villain is not ready.

KO'd – The figure is lying down on its Villain card and the card itself is flipped upside down to show that he is currently out of action.

At the start of the game, the first Active Villain in the row is Deployed to the board; the second is placed on his Villain card in the Ready position; and, if using a third Villain, they begin the game Delayed (lying down on their card).

Villain Actions

During the Villain Adventure Step every turn, each Villain is allowed to act, starting with the Villain card on the left of the row and proceeding right.

A Villain takes <u>one</u> action based on its current state as follows:

KO'd – A Villain that is currently KO'd will flip over its Villain card to become Delayed.

Delayed – A Villain that is currently Delayed will stand its figure upright to become Ready.

Ready – A Villain that is currently Ready will be Deployed to the board at the Artifact with the highest Fortune Value and with no other Villain there (just as in the Setting Up section above).

Deployed – A Villain that is already Deployed to the board will get to Adventure and roll to further their hunt for the Artifact.

Searching for Artifacts

In the Cooperative Game Villains search for Artifacts in exactly the same way as described in the Advanced Elements section earlier. They roll a number of Adventure Dice equal to their Search Skill (-1 for each Hero in their Space). For every roll of 4, 5, or 6, they get to take a Danger Marker (and a Fortune if at a Temple). However, for every roll of 1, they take a Wound, ignoring Defense.

Any Fortune collected by a Villain is placed in a pile near the Vile Organization's Record Sheet, as are any Artifacts recovered by a Villain.

Temple Treasure pieces count as an Artifact when collected and will move the Villain Track as such (detailed below), however, the Artifact/Adventure cards <u>do not</u> remain and are simply discarded upon collection.

A Villain at a **Deep Jungle** will need to Explore to find the Artifact Adventure just like a Hero would.

Returning to Base

Anytime a Villain figure is removed from the board, they are Fully Healed. If they are an Active Villain, the figure goes Back to Base and is placed back on their Villain card.

If the Villain was removed because they took Wound markers equal to or greater than their Wounds value, the Villain becomes **KO'd**.

If the Villain was removed because they recovered an Artifact, they return to Base in the **Ready** State.

If the Villain was removed because a Hero recovered the Artifact (or because they were at a Temple that Collapsed), they return to Base in the **Delayed** State, lying down.

The Villain Track

The Villain Track represents how much power the Vile Organization has gained throughout the game. It is not a turn track, but rather only moves when specifically called on to do so. The Track Marker starts the game at 0. If the Track Marker ever reaches the number needed for the Villains to win (based on the number of Heroes playing and listed on the Victory Chart), the Villains have acquired enough power to conquer the globe and immediately win the game, defeating the Heroes.

The Villain Track moves as follows:

- The Track Marker moves **2 steps** forward whenever the Villains **collect an Artifact**
- The Track Marker moves **1 step** forward for every **full 3 Fortune coins** the Villains collect. This Fortune is then returned to the coin pool.
- Anytime a **Henchmen Figure** would be placed in a Space that already has one (or cannot be placed in a Space because there are no more models for them available), instead the Track Marker moves **1 step** forward.
- Some other cards and abilities also move the Track Marker as listed.

THE END PHASE

At the end of each Game Round is an End Phase that wraps up the round, checking to see if any of the Heroes have won the game, drawing and placing new Artifacts to replace those that have been collected, and allowing KO'd Heroes to recover. In the End Phase there are 3 steps that happen:

1) Check for Victory
2) Replenish Artifacts
3) Heroes Recover

Check for Victory

Any Hero or Team of Heroes that have met their victory conditions during the End Phase wins the game (see page 12 for the objectives needed to win in the Competitive, Team, and Cooperative games). If there are more than one Hero/Team that meets this victory condition at the same time, the winner is the Player/Team that has the most Fortune (or the most Glory if they have equal Fortune).

Replenish Artifacts

A new Artifact Adventure is drawn and placed at a Random Location for each Artifact that was recovered during the Game Round.

> There should always be **4 Artifacts** out on the board at the end of each Game Round.

Note that some Events or cards may temporarily increase the number of Artifacts on the board beyond four.



Heroes Recover

Any Heroes that were KO'd during the Game Round get to Fully Heal, stand back upright, and re-join the game.



THE SOLO GAME

Fortune and Glory also works great as a Solo Game. When playing Solo, you must first decide if you are going to use a single Hero or multiple Heroes. If multiple Heroes, the game works exactly like a Cooperative Game with one minor difference; all of the Heroes share a single hand of Event cards (and any Secret City cards). If you decide to play with just a single Hero, you still use the Cooperative Game, but there are a few extra changes.



Single Hero Solo Game

The biggest change is that there is no longer a roll for Initiative or an Initiative Phase at all. Instead, anything that would happen during the Initiative Phase happens at the start of the Hero's Move Phase instead (like Readying Activated cards). Also, the Hero rolls **2 dice for Movement** and chooses which roll to use. The Hero may draw a Free Event if ANY **doubles** are rolled on the Movement dice or if they choose a roll of 1 (if double 1s are rolled, draw two Free Events). Choosing a roll of 1, or any roll of doubles, will trigger anything else normally triggered on the roll of 1 (only once though, even if double 1s are rolled).

The Vile Organization has 2 Villains in play and needs to reach 20 on the Villain Track to win. The Hero needs to collect a total of 15 Fortune to defeat the Villains and win the game. He does NOT need to get back to his Starting City and does NOT need to lose Fortune when KO'd.

If you want a more challenging game, let the Villains win if they reach 15 on the Villain Track or require the Hero to get 20 Fortune to win the game (or if you want a real challenge, do both).

OPTIONAL RULES

The following are a collection of Optional Rules that may be added to the game. Any of these options may be used as long as ALL players agree before the game begins.

Advanced Nazi Figures

For extra challenge, instead of having the Nazi Soldier Figures always represent Nazi Soldiers, whenever a Hero battles a Nazi Soldier Figure, draw a Nazi Enemies card to see what needs to be fought.

Using a Vile Organization in the Competitive Game

If you want a very exciting but fairly complex game you can add a Vile Organization and its Villains to the Competitive Game. This works just like it would in the Cooperative Game, but you should use the total number of Heroes playing to determine how many Villains to use and what the Villain Track needs to reach for the Vile Organization to win on the Victory Chart.

Note that this is a very advanced way to play and should not be attempted unless EVERYONE playing is very familiar with the game.

Scaling the Villain Track and Fortune Totals

Another easy way to adjust the length or difficulty of the game is to change the amount of Fortune needed for a Hero or Team of Heroes to win the game. Instead of a Hero needing 15 Fortune, you can try needing 20 or even 25. This will lessen the effect of random benefits that an individual Hero might get (like a Secret Delivery or two), but beware as it will also increase the game length.



You can also adjust the number needed on the Villain Track for the Villains to win in the Cooperative Game to make it easier or harder. The track goes up to 30 to allow for modification like this.

FAQ AND CLARIFICATIONS

Q) Do you still get the bonus +1 Fortune for selling an Artifact in a Major City when you sell it at Auction?
A) Yes.

Q) Do you still get the bonus +1 Fortune for selling a Temple Treasure in a Major City?
A) Yes.

Q) Is there a Suez Canal or Panama Canal?
A) No. These are not represented on the board. Canals are assumed to slow you down enough that moving onto the land and off the other side represents this time taken.

Q) Does the *Forbidden Sea* Space connect to the *Cape Town* City Space?
A) Yes.

Q) Are *Greece* and *Persia* connected on the board?
A) No. These are different Spaces that are separated by the *Mediterranean* Sea Space.

Q) The card *Malaria* plays on a Hero at a Jungle Space. Does this include a Deep Jungle Space?
A) Yes.

Q) Can you play an Event card that targets a Hero in a Space with a certain Terrain Icon during their movement?
A) Yes. These cards may be played any time, including during a Hero's movement as they pass through a Space.

Q) Can a Skill or Movement ever fall below 1?
A) No. It is assumed that a Skill or Movement allowance is always at least 1. You must still have enough Movement to enter a Sea Space though.

Q) How does the '*of Time*' Adventure work with a Temple?
A) The Special Text of this card only applies to non-Temple Artifacts.

Q) What happens if a Remains in Play Villain Event card (like *Forbidden Knowledge*) is played on a non-Active Villain and that Villain then leaves play?
A) If a Remains in Play card is on a Villain that subsequently leaves play, the card should be kept aside with the figure for that Villain. In this way, if that Villain comes back into play at a later time, they still have the Remains in Play card on them.

Q) With the Nazi Tactics Chart result *Occupation*, does it include Nazi Soldier figures that are currently being used as Henchmen Bodyguards for a Villain?
A) Yes.

Q) If there are not enough Nazi Soldier figures available and a Nazi Villain comes into play with fewer than the normal 2 Bodyguards, does this move the Villain Track?
A) No. They just get fewer Bodyguards.

Q) If a Villain is added by a card to an Adventure in a Deep Jungle, do they have to roll to find it?
A) No. It is assumed they already found it.

Q) If a Temple Collapses, do you get or lose the Glory for Dangers Overcome this turn?
A) You immediately get any Glory for Dangers that you have overcome this turn. unless it Collapsed due to failing a Danger and going to Cliffhanger - then the Glory is lost as normal.

Q) When a Villain is being Deployed to an Artifact with the highest Fortune Value does it use the current Fortune still on a Temple? What about Bonus Fortune for a Deep Jungle?
A) Always use the Fortune Value actually printed on the card (do not include any bonuses, etc).

Q) With Jacques Moreau's *Black Market* ability, can this reduce the cost of a Common Item like the *Map* to 0?
A) No. The cost of a Common Item can never fall below 1.

Q) What happens if there is a Mobster Thug figure in a City and the Nazis try to place an *Occupation* marker on that City?
A) The Occupation marker is not placed in that City. It is assumed that the Mob protects their turf from the Nazis.

Q) Can *The President* Ally cancel a Villain Event?
A) No. Only regular Events. A card that cancels Villain Events will always say so in its card text.

Q) With Adventures that require you to Fight an Enemy before collecting the Artifact, when do you collect the Glory for Dangers overcome this turn?
A) The Glory is collected for the Dangers <u>before</u> Fighting the Enemy.

Q) What happens if you defeat the Enemy in the same Fight Round that you are KO'd? Do you still recover the Artifact?
A) Yes. You must however, then roll to see if you lose the Artifact for being KO'd with it.

Q) What happens if, when Sneaking aboard the *Zeppelin*/*War Zeppelin*, you defeat the last Nazi Soldiers that discover you in the same Fight Round that you are KO'd? Do you still get to steal Fortune/destroy the War Zeppelin?
A) Yes.

Q) When moving along with another Hero that has the *Adventure Plane* Common Item, does this count as your Move for the turn?
A) No. It is a free bonus movement that can happen before or after your own normal Move - you just have to be in the same Space when the Hero with the *Adventure Plane* does their Move.

Q) If a 1 is rolled when 'rolling off' for Initiative, do you get a free Event card?
A) No. The free Event is only if your original Initiative roll is a 1.

HERO PROFILES



Jake Zane - *Flying Ace*

A dashing stunt pilot, Jake Zane flies the airshow circuit all up and down the West Coast of the U.S. As a 'Red-blooded American' through and through, Jake prefers to lead with his fists and jump in to any situation feet first. He often finds himself in over his head, but takes great joy in fighting his way out with a bare-knuckle brawl and a smile. Jake lives life by the seat of his pants, both in the air and on the ground, and he fancies himself a lady's man (though most ladies seem to disagree with a slap).



Duke Dudley - *British Lord*

A wealthy British Lord and international playboy, Duke Dudley of the house of Dud has lead a carefree life, wanting for nothing. Coming from a long line of military men, his father was killed in the Great War against the Kaiser when the Duke was only a boy, leaving him a substantial fortune as well as a hatred for the German military. Now, as the Nazis grow in power, Duke Dudley has taken it upon himself to foil their efforts for world domination. If the Crown won't take a stand against tyranny, the Duke will!



Shelly Hargrove - *Race Car Driver*

A race car driver by trade, Shelly Hargrove lives a fast life. The rush of competition and the thrill of the chase carries over into everything she does and in a man's world, she can stand toe to toe with the best of them. Though young and small of size, Shelly makes up for it with her spunky attitude and carefree willingness to dive head long into danger. In her mind, if you're not moments from death, you're not truly alive.



Jacques Moreau - *Tomb Robber*

A thief and a scoundrel, Jacques has lived his life with a singular focus on collecting wealth. Sadly, to date, this has gained him little more than a missing eye and a growing bitterness. Throughout his travels, he has developed a network of black market contacts and a thirst for vengeance on the man who took his eye. He has also come to realize that although he may not always be on the right side of the law, he enjoys his freedoms and will stand up to fight back the spread of darkness.



Li Mei Chen - *Night Club Singer*

At home in the smoky, back alley night clubs of Shanghai and Hong Kong, Li Mei Chen woos the crowds with her sultry voice and seductive sway. Trained from birth in the martial arts, she is a sworn protector of her people as part of a secret order known as the *Silent Dragon*. As the world falls into turmoil, Li Mei Chen knows that the time to act is now. Dark forces spread across the globe, seeking out the mystic artifacts of the ancient world to harness their power and conquer all of mankind...they must be stopped.



Sharon Hunter - *Daring Photographer*

Hailing from the 'big city', Sharon Hunter has set out from New York to photograph the exotic parts of the world unknown. With a spirit of adventure and an artful eye, she is tenacious in her quest to capture the 'Great American Tale' and to find her own sense of heroics. But, she may have gotten more than she bargained for as she comes to realize that there is real evil in the world and a need for real Heroes to stand against the darkness.



Dr. Zhukov - *Master of Science*

One of the greatest scientific minds of the day, Doctor Gregor Zhukov loves little more than to push the boundaries of super science and reason. Preferring to avoid getting caught up in the politics of the state, Dr. Zhukov has used the money granted to him by the Russian government to fund research on his fantastical experiments and expeditions to collect data on ancient technology rather than produce the weapons of war which the money was meant for. So far, they haven't noticed...yet.



Alexander Cartwright - *Reclusive Novelist*

Always in the wrong place at the wrong time, Alexander Cartwright hoped to stay out of trouble for a while, secluded in the foothills of South America to quietly write about his adventures. But as the growing shadow of the Nazis falls across the world, and onto his very doorstep, it has become clear that he can no longer just sit by idle. Trouble, it seems, always has a way of finding him, and he has never been the kind of man to stay in one place for too long.

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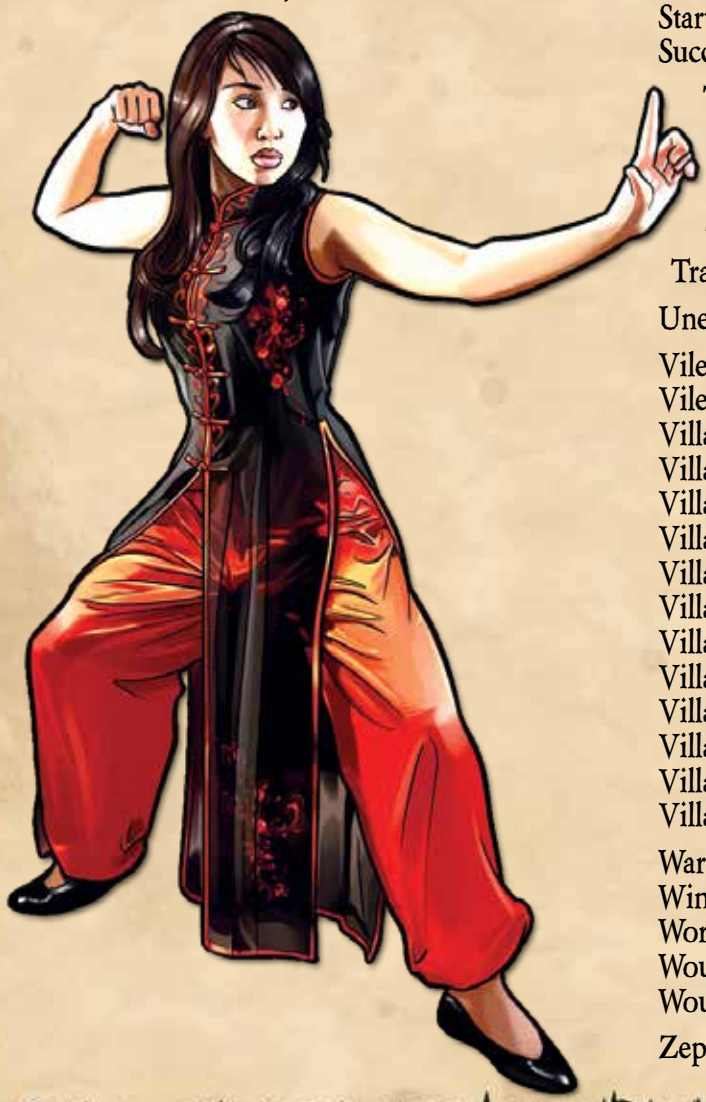

GLOSSARY OF TERMS

Activate – One use per turn ability of a card. Flip or rotate to show the ability has been used this turn.

Active Villains – The 2 or 3 Villains (depending on the number of players) that are actively in play for the entire game during Cooperative or Solo play. Active Villains have their cards placed in a row near the Vile Organization's Record Sheet.

Adventure Dice – The dice rolled during a Skill Test. This is also the name for dice rolled by a Villain when hunting for an Artifact.

Allies - A card with Keyword Ally that upgrades the Hero.

Artifact Adventure – The combo of an Artifact and Adventure card, located on the board by a skull marker.

Back at Base – An Active Villain that is not currently on the board (they are usually placed on their Villain card to show that they are Back at Base).

Collapse Marker – Marker placed on a Temple to track its probability of Collapse.

Item – Any Gear or Ally.



Cliffhanger – The result of failing at a Danger.

Danger – A perilous situation a Hero must overcome.

Danger Marker – Markers used to track the number of Dangers overcome so far while hunting an Artifact.

Defense – Number of Hits prevented per attack.

Enemy – A common opponent run by the game.

Escape – A Test to get away from an Enemy or to get out of a Collapsing Temple.

Fight Dice – The dice rolled to Hit an opponent in a Fight, usually needing 4, 5, or 6 each to Hit.

First Player – Goes first in the Move Phase and the Adventure Phase.

Fortune – The victory resource of the game represented by the Gold coin tokens.

Fully Heal – Remove all Wound markers.

Gear – A card with Keyword Gear that upgrades a Hero.

Glory – The spending resource of the game represented by the Blue coin tokens.

Health – Number of Wound Markers before KO'd.

Henchmen – The standard Enemy type for a Vile Organization, usually represented by an Enemy figure.

Immobile – An Ally that is not considered to be 'with the Hero'. Located in the listed City. Does still count toward a Hero's carrying limit.

Loyalty – An Ally's Skill that shows how likely they are to betray you. The higher the number the more loyal.

Major City – Large City Spaces with a gold border.

Minor City – Smaller City Spaces with a silver border.

Ready – Returning an Activated card to be ready for use.

Sidekick – A powerful type of Ally that is limited to 1 per Hero.

Sneak Test – Any Test with Keyword Sneak, or a Test to get past a Villain without being discovered.

Temple – A type of Artifact where Fortune is collected incrementally rather than only by recovering and selling it.

Temple Treasure – The Temple figure collected with the last Fortune in a Temple. Counts as an Artifact in every way and has a Fortune Value of 3.

Villain – An evil character opponent run by the game.

CREDITS

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Cast -

Heroes:

Jake Zane - Christopher Craig
Li Mei Chen - C.C. Taska
Duke Dudley - Matthew Dudley
Sharon Hunter - Lora Nelson
Alexander Cartwright - Matthew Morgaine
Jacques Moreau - Brandon McCurry
Dr. Zhukov - Joel McCone
Shelly Hargrove - Jaime Soule

Villains:

Herr Teufel - Merric Shank
Tresa - Alysia Roe
Colonel Stahl - Joe Fiala
Franco Fedicci - Dominic Sodano
Vanessa Love - Heidi Costello
'Icebox' Eddie - Brad Lansford
The Inquisitor, Master of the Order - Jack W. Hill Jr.

Allies and Enemies:

Allison - Caryn Dudley
Reggie - Hideki Saito
Baxter - As Himself
Sam - Travis Guadan
Butler - Austin Lamb
Damsel - Liz Spain
Professor - Josh Lytle
Ship Captain - Jack W. Hill Jr.
Pilot - Todd Harry
Mechanic - Andrew Brown
Driver - Brother Chris Magallanes
Friend of the 'Family' - Ron Butcher

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In Memory of Christopher Craig, our flying ace.

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Beware the *Cult of the Spider Queen*!

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WWW.FLYINGFROG.NET

Digital Soundtrack Available online:
www.youtube.com/flyingfrogprod

Buying Gear and Allies

Gear and Allies cards cost **5 Glory** each, and may be purchased while in a City.

Carrying Limit

A Hero may carry up to **3 Gear** and **3 Allies** at a time. All of the Common Items in the main game are Gear. There is no limit to Artifacts or Events carried.

COOPERATIVE GAME VILLAINS

Villain States

In the Cooperative Game, Active Villains have four states that they can be in:

Deployed – The Villain figure is on the board at an Artifact Adventure and searching for that Artifact.

Ready – The figure is on the Villain's card and waiting to be deployed to the board.

Delayed – The figure is on its Villain card, but lying down on its side to show that the Villain is not ready.

KO'd – The figure is lying down on its Villain card and the card itself is flipped upside down to show that he is currently out of action.

Villain Actions

During the Villain Phase a Villain takes one action based on its current state as follows:

KO'd – A Villain that is currently KO'd will flip over its Villain card to become Delayed.

Delayed – A Villain that is currently Delayed will stand its figure upright to become Ready.

Ready – A Villain that is currently Ready will be Deployed to the board at the Artifact with the highest Fortune Value and with no other Villain there (just as in the Setting Up section).

Deployed – A Villain that is already Deployed to the board will get to Adventure and roll to further their hunt for the Artifact.

The Villain Track moves as follows:

- The Track Marker moves **2 steps** forward whenever the Villains **collect an Artifact**
- The Track Marker moves **1 step** forward for every **full 3 Fortune coins** the Villains collect. This Fortune is then returned to the coin pool.
- Anytime a **Henchmen Figure** would be placed in a Space that already has one (or cannot be placed in a Space because there are no more models for them available), instead the Track Marker moves **1 step** forward.
- Some other cards and abilities also move the Track Marker as listed.

LEGEND OF ICONS



COOPERATIVE / SOLO VICTORY CHART

Players	Fortune	Villains	Villain Track
1	15	2	20
2	20	2	15
3	30	2	15
4	40	2	15
5	45	3	20
6	50	3	20
7	55	3	20
8	60	3	20

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