OILÀ AND SOMETHING SHINY



Rulebook

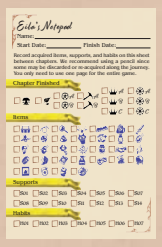
Components



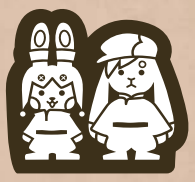
Page 27 details the placement of the components in the tray.



1 Game Board



1 Eila's Notepad



1 Eila Token



2 Combat Dice



1 Card Stand



6 Goal Cards



11 Map Tiles



32 Item Cards



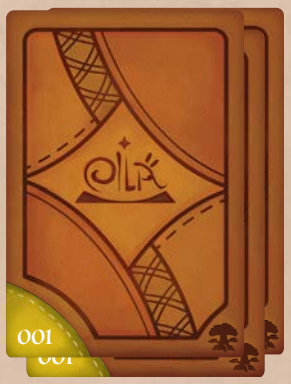
14 Support Cards



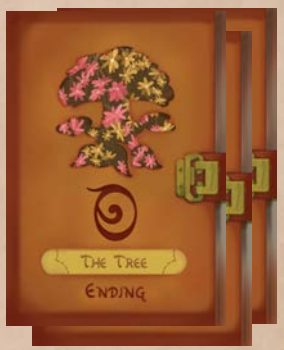
7 Habit Cards



12 Event Card Decks
(6 Red and 6 Blue)



6 Basic Event Card Decks



17 Comics

RESOURCES



18 Food Tokens



18 Coin Tokens



18 Knowledge Tokens



18 Energy Tokens



16 Fear Tokens



8 Magical Stone Tokens



12 Heart Tokens



12 Cover Tokens

Read Before You Start

Eila and Something Shiny is a story-driven game played over several chapters which chronicle the fantastical adventure of Eila.

For the most immersive experience,

1. DO NOT unwrap, read, or shuffle any cards/decks before you are told to do so.
2. DO NOT read the rules of future chapters.
3. DO NOT spoil any content when sharing the game with friends.

Chapter Icons:

- Chapter 0
- Chapter 1
- Chapter 2
- Chapter 3
- Chapter 4
- Chapter 5

Decks in the Gamebox

In this game, you will go through Chapters 0 to 5 with the help of Basic Event Cards, Blue Event Cards, and Red Event Cards. If you look at the back of an event card, the first number in the left corner will dictate what chapter it belongs to (0,1, 2, 3, 4 or 5). Other than event cards, you will find 3 additional card decks, including: Item Cards, Habit Cards, and Support Cards.

You will use Item and Habit Cards in all chapters. Support Cards will be used after Chapter 1.



Habit cards are indicated with an H and have a ◷ on the right.

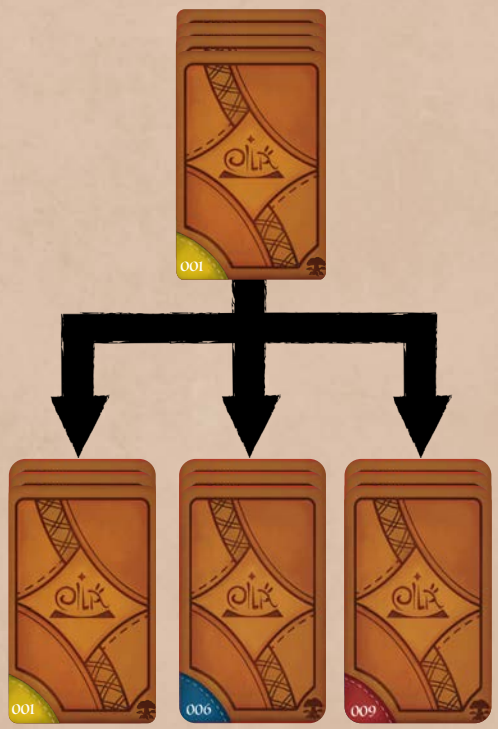
You will learn the basic rules in Chapter 0 and Chapter 1. Afterwards, new rules will be added into play with each chapter. Start with Chapter 0 if this is your first time playing, otherwise start with Chapter 1.



Setup

The following steps outline the general setup of the game for all chapters:

1. Take out the board and place the Goal Card in the center. Fill up all the heart spaces on the Goal Card with ❤. The Goal Card has two different sides: normal and expert. **Make sure to have the normal side showing for your first playthrough.** Ⓐ
2. Take out all event cards (Basic, Red, & Blue) for the chapter you are going to play.
3. Arrange these event cards in ascending numerical order. There will not be any repeated numbers. For example, you will find cards 001 to 011 in Chapter 0.
4. Separate the cards into stacks according to their colors.



5. Set up the Card Stand on the corresponding space. Place the Basic Event Cards inside the Card Stand to form the upcoming deck. For Chapter 0, the Basic Event Cards are 001 to 005. Ⓑ
6. Place the Red Event Cards facedown on the corresponding space. For Chapter 0, the Red Event Cards are 009 to 011. Ⓒ
7. Place the Blue Event Cards facedown on the corresponding space. For Chapter 0, the Blue Event Cards are 006 to 008. Ⓓ

You will acquire Habit, Item and Support (starting with Chapter 2) Cards that you take with you on your journey. Use Eila's Notepad to keep track of them.

8. Take out the Habit Cards from the game box and place them facedown on the corresponding space. Ⓔ
9. Take out the Item Cards from the game box and place them facedown on the corresponding space. Ⓕ
10. Sort the Resources: , , , , & into separate piles where it is easy to reach. This is the Supply. Ⓖ
11. Read the prologue and set up the starting resources, if any, on your storage space on the game board. Chapter 0 is the only chapter without a prologue and thus will have no starting resources. Now it's time to start your adventure! Ⓗ





Overview

1. Each chapter consists of 7 days. Your objective is to achieve the chapter goal before the end of the 7th day.
2. The chapter goal is written on the last page of the prologue and on the Goal Card. In Chapter 0, the goal is to submit 2 within 7 days.
3. Each day consists of the Day Phase and the Night Phase.
4. The game ends when you either win or lose the chapter. You win when you achieve the chapter goal. You lose when you fail to achieve the goal after 7 days or when you run out of .
5. Event Cards are the driving force of the story. An example of an event card is shown on the right.



Resources

There are 2 types of resources: tangible and intangible. Each type contains 3 kinds of resources. You can have up to 8 tangible resources and 8 intangible resources.

Tangible Resources

Food Coin Magical Stone

Intangible Resources

Knowledge Energy Fear

Acquiring and Discarding Resources

Place resources on the corresponding storage spaces when you acquire them. You will acquire resources from the supply and discard resources from your storage.



If your storage space is full, but you encounter a card that allows you to acquire more resources, you may discard resources of your choice to the supply to make space for the new ones. Both resources must be tangible or intangible. You may also choose to forego acquiring the new resources.

For example, if a card effect says take 3 , but you have 8 (filling the tangible resource storage space), you may discard 3 and acquire the 3 . You may also choose to keep the 8 and not acquire 3 . The only exception to this is . can only be discarded by choosing an option with that effect on an event card.

You acquire resources from the supply when you execute an option with + effect, for example,

+2 , +3 , +2

The commas direct you to acquire the entire list of items from left to right. It is not necessary to acquire the full amount indicated, except when acquiring .

must be acquired upon indication. When you acquire but there is insufficient storage space, you must discard other resources to make room. After you exceed the maximum (8), each additional is discarded along with 1 .

You must discard resources from your storage when you execute an option with - effect, for example,

-1 , -2 , -2

You cannot choose an option with − effect unless you have enough resources to discard. However, is the exception. For example, you may choose an option with -2 effect even when you have only 1 .

Remember, when you execute an option with a comma you acquire or discard everything in the list. However, when you execute an option with a slash, you choose which resource, item, or Support Card to acquire or discard (/=or).

Converting Resources



Some event cards have effects that allow you to convert one resource into another. These resources can only be converted in the direction of the arrow shown on that card. You cannot convert them back the other way!

In the example to the right, you see -2X ➡ +X . To execute this option, you may discard 2 to get 1 . Multiple conversions are allowed if you have the resources. For instance, you can discard 4 to get 2 and so on.

Special Conversions



You may convert these resources at any time during the game and any number of times. It is a free action subject to the following 3 rules:

1. You can only convert resources in the storage spaces.



2. Resources can only be converted in the direction of the arrow shown on the board.

3. You cannot convert while resolving an effect.

   For example, you are going to acquire 4 and want to convert them into 2 . You can only do so after you have acquired all 4 and placed them on the storage space. You cannot acquire 2 , convert them to 1 , and then acquire the remaining 2 . You must acquire the amount in total before performing a special conversion. However, you may move your resources from your storage spaces on the board to a specific Item or Support Card with extra storage spaces at anytime.

Meaning of Symbols

+X	Choose any number of the resource to acquire.
-X	Choose any number of the resource to discard.
→	Symbol of conversion. Pay the cost in the left to get the reward in the right.
	Night Phase
	Find the corresponding number card from the Blue Event Card deck and put it in the Future.
	Find the corresponding number card from the Red Event Card deck and put it at the front of the Card Stand. This will become the next card to be revealed.
H	Find the corresponding number card from the Habit Card deck and put it at the front of the Card Stand. This will become the next card to be revealed.
	Search the Item deck and acquire the stated item. Place it in front of you in the designated Item & Support Area. If you already have this item, ignore this effect. / / means you can acquire **either one** of the items.
	Discard the item stated. Place it back in the Item deck. / / means you have to discard **either one** of the items.
/ /	Choose **two** of the items indicated to discard. Place them back in the Item deck.
	Gain 1. You cannot gain more than what is on the Goal Card of the current chapter.
	You lose 1. Losing your last makes you lose the chapter.

Day Phase

Step 1: Reveal the Event Card

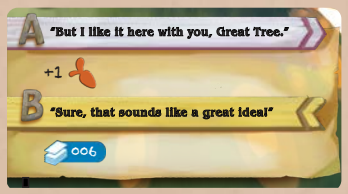
Reveal the event card from the front of the Card Stand. Place it face up in the Present and then proceed to step 2.

These cards create the story for each day. There will only ever be one card in the Present (being resolved) at a time.



Step 2: Execute an Option

Study your options and their effects. Make a choice. To learn more about the meaning of the symbols, refer to page 7.



Using Basic Event Card 001 as an example, you may choose A to gain 1 or choose B to proceed with the story (you would place Blue Event Card 006 in the Future).

Some options require you to have a specific Item or Support Card. For instance, you can pick the option below only if you have the toolbox item.



How to Execute an Option on an Event Card:
Choose A, B, C, or D on an event card in the game and perform the stated effect (action).

Golden Rule
The order to follow when executing an option is always left to right and top to bottom.

Step 3: Resolve the Event Card

After executing an option, place the card according to the direction indicated.



This event card goes to the Future face down.





This event card goes to the Past face down.





This event card returns to its original deck.



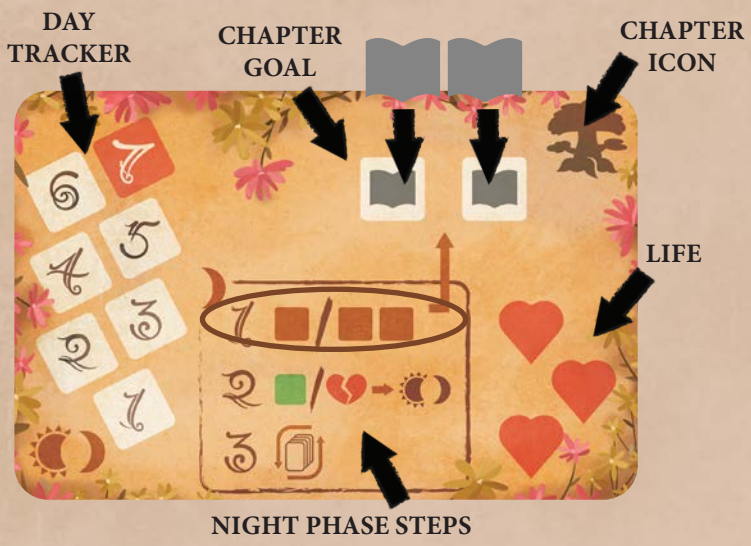
Repeat steps 1-3 until there are no cards left in the Card Stand. Then proceed to Night Phase.

Night Phase

Night Phase occurs after the end of each Day Phase when the Card Stand is emptied. = Resource

1. The first action you take during Night Phase is to place the corresponding resources from your storage onto the Chapter Goal section of the Goal Card. In the Chapter 0 Goal Card below, you can only place one or two resources per Night Phase.

   Some chapters will not require this step. Each chapter prologue, and the rulebook, will explain any changes.



2. Place 1 from your storage onto the next empty number of the day tracker. This indicates the end of one day, meaning both Day Phase and Night Phase have been completed. If you do not have any , you lose 1 instead (put 1 onto the day tracker instead of 1). The day tracker displays the number of days you have left to complete the goal.



3. Shuffle all the cards in the Future and put them in the Card Stand with the card back facing you. Night Phase ends and a new day begins!



Keep the Great Tree's Guidance: Turn Summary card handy so you can reference it as needed throughout the game.



Ending the Chapter

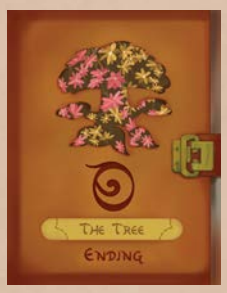
The chapter ends when you win or lose.

You win immediately when…

- The goal is achieved.

Then:

- Read the ending comic of the chapter.
- Record your progress.
- Proceed to the next chapter.
- When setting up day 1 of the next chapter, place your acquired Habit Cards in the back of the Card Stand. If you have more than one Habit card, you can decide the order in which you place them. The Basic Event Cards for the new chapter are placed in front of the Habit Cards.



You lose when…

- You run out of , or
- When the 7th slot of the day tracker is filled.

Then reset the chapter following the steps below.

- Return the Item and Habit Cards you have acquired in this chapter.
- Rearrange all event cards to their original setting for day 1 of the chapter.

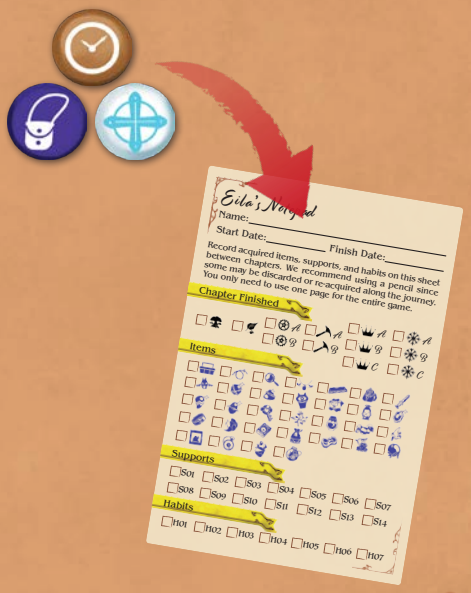
You must win to proceed to the next chapter. Try again!

Win or lose, the resources you acquire in the chapter are returned to the supply. They are NOT carried with you to the next chapter or if you restart the chapter. This includes all resources in your storage as well as on Item and Support Cards.

How to record your progress:

- Record your acquired Item, Support, and Habit Cards on Elia's Notepad with a pencil. These cards will be carried with you from chapter to chapter. Use the same page of the Notepad for the entire journey.

- If you wish to pause the game, put these cards inside the game box for later use. If you flip to page 27, this save area is labeled A on the insert. When you resume your journey, refer to the Notepad and set up accordingly.




Oooo what's that shiny place? I really want to go up there...
Don't read on until you start Ch.2

Chapter 2: The Factory

Additional Rules

From now on, reserve the 2 areas beside the game board during setup.

The area on the left is the Item & Support Area. Place all the Item and Support Cards you acquire in this area.

The area on the right is the Chapter Element Area. Set up the unique elements of the chapter in this area.

Each chapter moving forward has at least one unique element. Make sure to read the corresponding chapter rules in the rulebook before embarking on that chapter. The rulebook will explain how to set up the additional components and how they affect gameplay.

The setup example is shown on the next page.

After you complete a chapter, return that chapter's unique elements back to the box. The next chapter will have its own separate unique elements. However, do not remove anything from the Item & Support Area. You will keep these throughout your journey.





Test Cards

Additional Setup

1. Separate the Test card deck into ET and AT decks.
2. Put them on the "Chapter Element Area" facedown.

Changes in Gameplay

- In Chapter 2, some events will tell you to draw an ET or AT Test card. To do so, shuffle and draw one card from the appropriate deck. Reveal it and study the question.
- You may find hints to the answers by observing the artwork on the cards of this chapter. Keep an eye on the details!
- Whenever you feel confident to answer a Test card, choose an answer and check rulebook page 15. You can answer at any point during this chapter. If it is correct, you get the reward stated on the bottom of the Test card.
- If it is incorrect, you don't get the reward and turnover the card. You cannot get this question again.



Item & Support Area



Place all the Item and Support Cards you acquire in this area.

Chapter Element Area



Set up the unique elements of the chapter in this area.

Other Additional Rules

Enemy Cards and Combats

This is the symbol of Eila's combat value.

From now on, you may encounter enemy cards. When facing an enemy, you need to throw Eila's Combat Die (the red die). The result of the die would be the ⚔.

After rolling the die, you may spend any number of 🟩 to boost your ⚔. You can convert 🍗 into 🟩 at any point during combat as long as you have sufficient storage space. Each 🟩 can boost ⚔ by 2. This method can help you get more than 6 ⚔.

If ⚔ is larger than or equal to the enemy's combat value, execute the winning option. If it is lower than the enemy's combat value, execute the losing option. Prevent 1 💔 if you rolled a shield icon e.g. 🛡.

🐰 = value 1

🛡 = value 2 + prevent 1 💔



Flavor text

Enemy's combat value

Winning option

Losing option

Some enemies have their own weaknesses. If you fulfill the condition, the combat value of the enemy will be lowered.



The lowered combat value when the condition is fulfilled.

Support Cards

Unwrap the Support Cards and put them facedown under the Item Cards. Starting from Chapter 2, when you see: 🎫 search the Support Card deck for the corresponding number and acquire it. Like Items and Habits, you keep acquired Support Cards with you along the journey. Record them in the Notepad. If you lose the chapter, any acquired Support Cards get returned to the deck.

You may only use Support Cards at the specific time stated on the card. For example, Fireball can only be used in combat.

Some of the cards allow you to convert resources. For example, you may convert 1 ★ to 10 ⚔ in combat if you have Fireball.



You may use a spell multiple times in a single combat if you have enough ★

If you find it hard to understand a specific Item or Support Card, check out page 24 for further explanation.

Alternative endings

From now on, each chapter has more than one ending. If you complete the objective on the Goal Card, read the ending A comic.

An alternative ending is hidden within the chapter and triggered by certain event cards. When you win the game in this manner, the last card you encounter will tell you which alternative ending to read.

Will the alternative ending affect your journey? This is left for you to discover!



Answers of ET and AT

ET-1: c ET-2: b ET-3: d ET-4: b ET-5: c
AT-1: c AT-2: d AT-3: d AT-4: d AT-5: a



Don't read on until you start Ch.3



Chapter 3: The Mine

Map and Locations

Additional Setup

Take out the 11 Map Tiles from the game box. In each playthrough, 9 of them will be used to form the mine for you to explore. Set up the mine in the Chapter Element Area (on the right side of the game board) as follows:

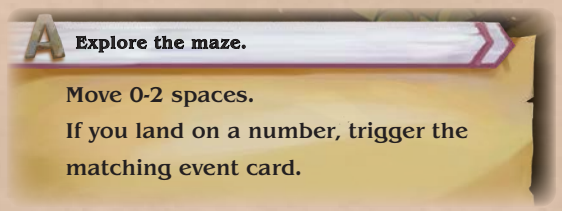
1. Place the M1 tile face up on the bottom left corner (A).
2. Shuffle the M2 tiles and place them facedown at (B).
3. Shuffle the M3 tiles and place them facedown at (C).
4. Shuffle the MC tiles, draw 1 and place it facedown at (D). The 2 remaining MC tiles will not be used in this playthrough.
5. Shuffle the M4 tiles and place them facedown at (E).
6. Place the cards numbered 340-352 beside the mine facedown. This is the Location Event Deck. (F)
7. Each Map Tile consists of 4 spaces. Place the Eila Token on the bottom left space of the M1 tile.(G)

Chapter Element Area



Changes in Gameplay

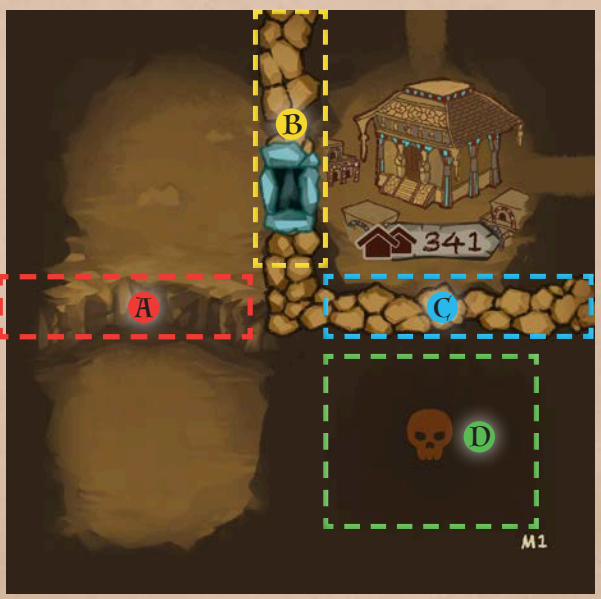
1. The Eila Token represents your current location. Certain event cards allow you to move and explore the mine. For example:



2. Move the Eila token on the map as you explore. You cannot move diagonally. You may move to any space, if possible; it does not need to be connected to a path.



3. The following map features affect movement:



A Cliff:
Cost 1 or 1 to pass through it. Ignore the cost if you have the rope.

B Hidden passage:
Cannot be passed through unless you have the magnifier.

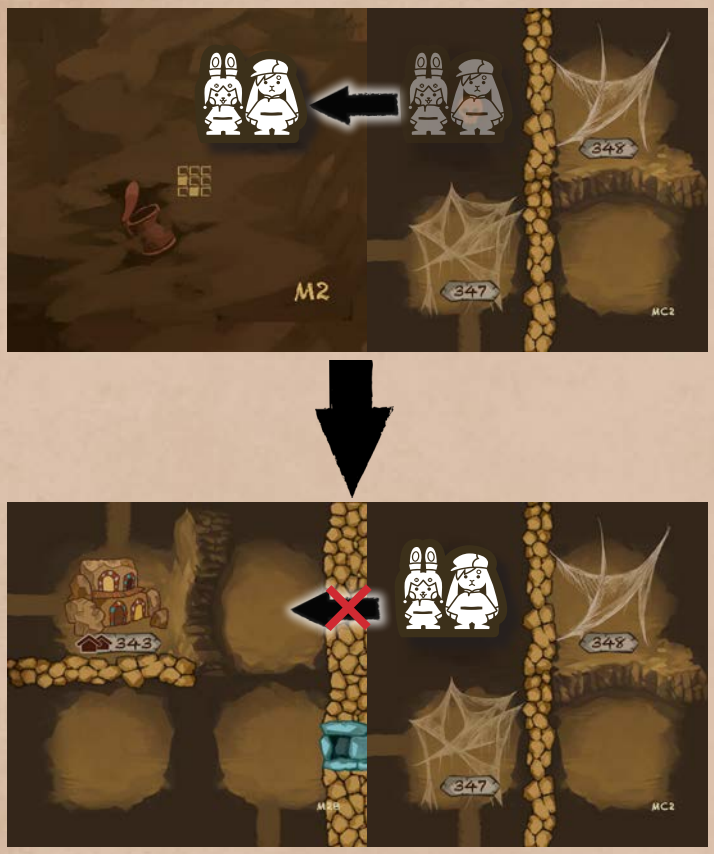
C Wall:
Cannot be passed through.

D Dark area:
You acquire 1 when entering. Passing through this area counts as entering.

4. When you land on a facedown Map Tile, flip it over and move onto the space within that tile that is adjacent to your current location.



5. In some rare cases, you may encounter a wall when landing on a facedown tile. If this happens, return to the previous space without spending the move.



6. Certain spaces on the map have numbers. When you stop on one, read the matching card in the Location Event Deck.





7. When you see an option like the below example, you cannot choose it unless you are on a space with the shelter icon .



8. When the event tells you to , use the to cover the number at your current location, so it will not be triggered again. This does not affect the shelter icon .





Additional Rules

The Green Die

Starting in this chapter, you may roll the green die in addition to Eila's red die for your combats. The of the green die will be added to your combat result.

Like with the red die, if you roll a shield or , you can prevent 1 . Therefore, it is possible to prevent 2 if you roll a shield on both the red and green die.

However, your Item and Support Cards only affect Eila's die and Eila's .

"If you have" Events

Certain events ask if you have specific items. You may have both, one, or none of the items stated on card. One by one, perform the effect if you have the required item. If you have none of the items, the event has no effect.

When executing option A on card 308 (pictured to the right), you would first add Blue Event Card 313 to the Future if you had Cat's Eye Badge. Then, you would place Red Event Card 335 in the front of the Card Stand, if you had the Harmonica.





Don't read on until you start Ch.4

Chapter 4: The Castle

Contracts & Privileges

Additional Setup

- Take out the Contract Cards (C01-C09) and Privilege Cards (P01-P09). DO NOT reveal them.
- Randomly draw 5 of each type and place them face up in the Chapter Element Area.
- Put the other Contract and Privilege Cards back in the game box. They will not be used in this playthrough.



Chapter Element Area



Contracts and Privileges are drawn randomly, these may not be the same 10 cards in your setup.

Changes in Gameplay

Contract Cards and Privilege Cards are beneficial to you. With the event card "Opportunities" (pictured to the right), you may spend to acquire Contract Cards, or spend to acquire Privilege Cards.

If you select option A, you may choose any number of Contract Cards from the Chapter Element Area and place them in the Future. Each Contract Card costs you 1 .

If you select option B, you may choose any number of Privilege Cards from the Chapter Element Area and place them in the Future. Each Privilege Card costs you 3 .





Don't read on until you start Ch.5

Chapter 5: The Mountain

Location Cards

Additional Setup

- Take out cards L01-L10. These are the Location Cards. Place them facedown in the Chapter Element Area.
- Reveal L01 and place it beside the deck.

Chapter Element Area

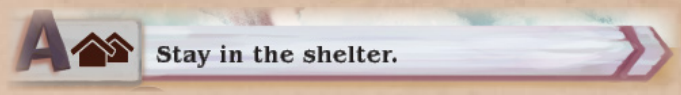


Changes in Gameplay

- The face up Location Card represents your current location.
- When prompted, you will choose one of the actions on the current Location Card. Choosing an action with will lead you to another location. Place the new Location Card overlapping the old one as shown below. This is your new current location.



- Like chaper 3, When you see an option like the example on the right, you cannot choose it unless you are in a location with the shelter icon .



Harsh Environment

Changes in Gameplay

- Most of the enemies in this chapter will continue to attack until they are defeated. The in the image below means you must attack the enemy until you win.



- Effects from and Support Card Spells are not carried over from one battle to the next (even if it is the same enemy).

- Due to the extreme climate, it is necessary to consume as well as at night!
- If you have no , you lose 1 .



Now, you may start Chapter 5!
Enjoy the final chapter of
Eila's adventure!

Appendix

Further Explanations of Item and Support Cards

To avoid spoilers, you should not read the explanation of the card that you do not have!



can prevent 2 in total.



It does not provide any effect if you do not have ALL the items stated.



It helps you to preview which event you will encounter first in the next day. If you prefer facing it later, you may instead resolve it as the last event of the day.



S02

You lose the chapter immediately when you run out of . Therefore, if you lose your last , you cannot use this item or this Spell to heal after taking the damage.

SPELL

Spells can be used before or after rolling the dice in combat. For example, you may use Fireball to win the combat after you rolled a bad result.

S14

With this Support Card, the gained from the green die is doubled. However, the shield is not doubled.

B S11

To choose this option, you need to have the stated Support Card. If it is a spell, you DO NOT have to pay the cost of the spell when choosing the option.

Expert Mode

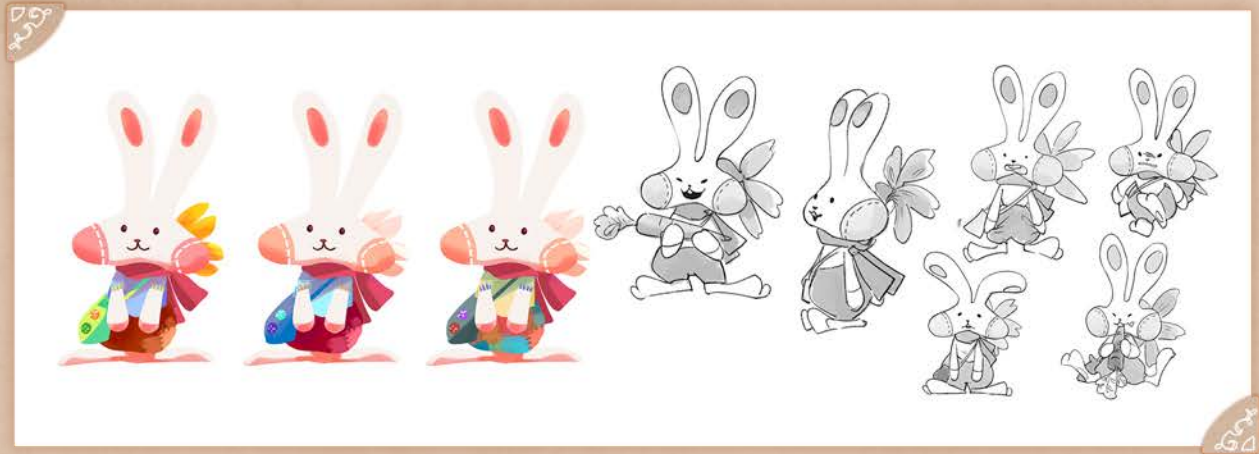
Additional Setup

- After your first playthrough, you may want to try out a more challenging journey!
- During setup, flip the Goal Card to the side labeled "Expert". The goal will be much more difficult to fulfill and the maximum ❤ will be lowered.





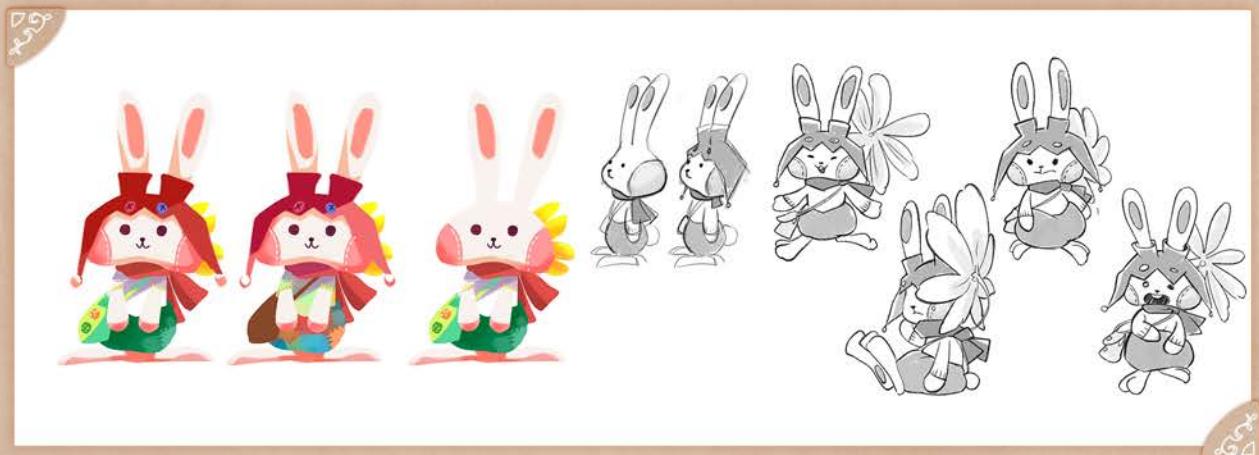
The Creation of Eila



Early concept, version A

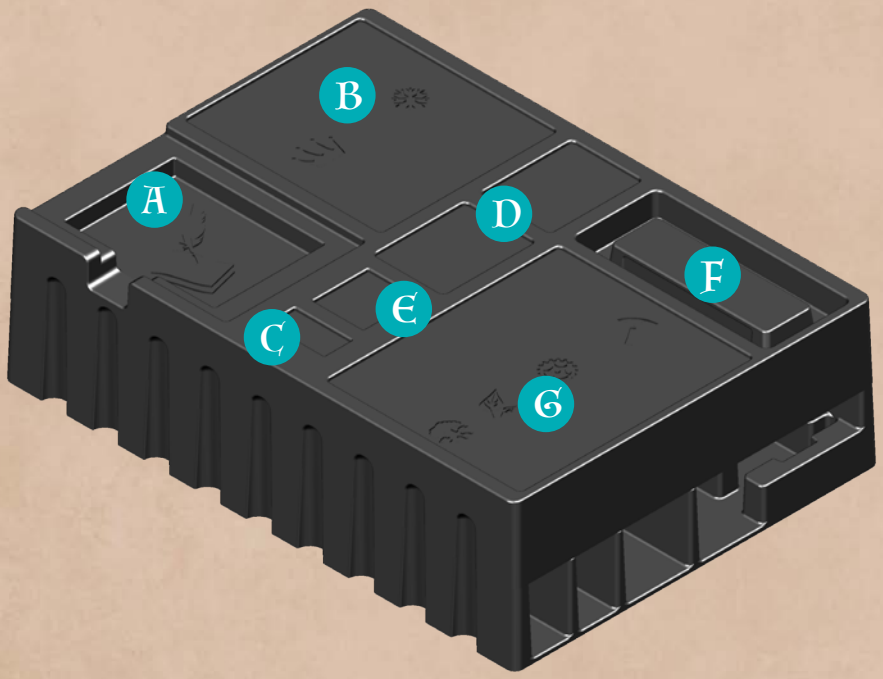


Early concept, version B



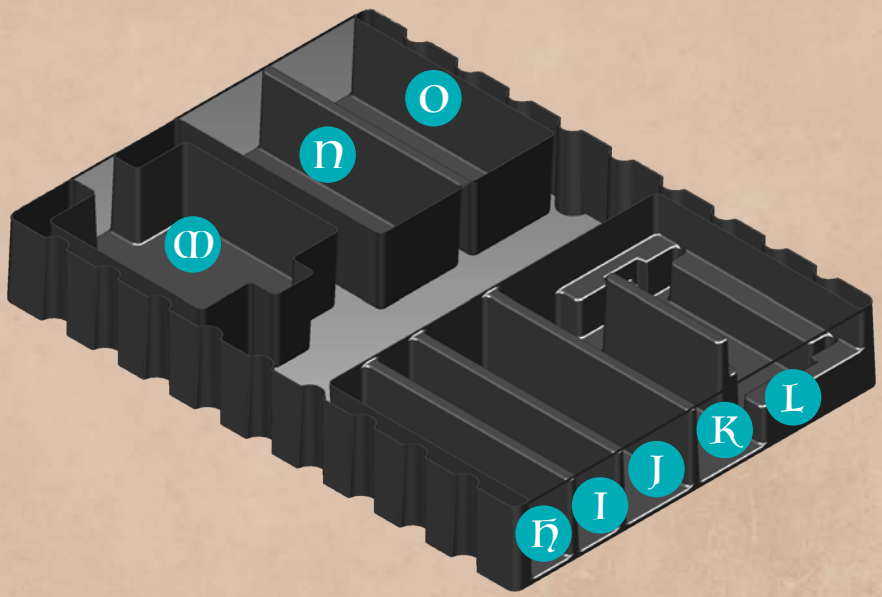
Early concept, version C

Insert Instructions



Top Insert

A. Save Area: Acquired Habit Cards, Item Cards, and Support Cards.
B. Chapter 4-5 Icons
C. 2 Combat Dice
D. Resource Tokens
E. Eila Token
F. Handle for pulling up the insert
G. Chapter 0-3 Icons



Bottom Insert

H. Chapter 0, Eila's Notepad
I. Chapter 1 Components
J. Chapter 2 Components
K. Chapter 3 Components
L. Card Stand
M. Map Tiles, Item, Support, and Habit Cards
N. Chapter 4 Components
O. Chapter 5 Components

Credits

Story and Game Designer: Jeffrey CCH

Producer: Kenneth YWN

Associate Producer: Isaac Chan

Illustrator: Roxy Dai

Associate Illustrators: Yuuki Fantasy, Mandy Yu, Coda Ho

Associate Writers: Zoe W., Roxy Dai, Pamela Ho, Florence Lee, Herman Ying

Editors: Alex C., Isaac Chan

Rulebook Edits: Madeleine Zehnle

Northstar Games:

Founder & Game Designer: Dominic Crapuchettes

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Community & Marketing Manager: Ross Connell

Creative Associate: Madeleine Zehnle

Customer Success: Jeffery Lamb

Accounting Manager: Tadele Andye

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