

### 1. Setting up the game

Three square tiles from each of the six suits are put to one side then the remaining tiles are shuffled.

For a three player game- draw seven tiles from the shuffled tiles and combine them with the tiles previously put to one side. Shuffle these tiles together.

Place each of these tiles face down in a 5x5 square.

For a fourth player- add an extra eleven tiles before shuffling to create a 6x6 square.

The Relic cards are also shuffled and placed face down in a stack.

Each player must choose a character piece and counters of the same colour.

Players then take turns in a clockwise order; highest roll of the die takes the first turn.

Each player places their character piece on any tile of their choosing on the game map, turning over the tile as they do.

### 3. Combat

Combat takes place when a player attempts to move their character piece onto a tile owned by another player.

In order to initialise combat, the attacking player must have two things: enough AP to move onto the tile that they are attacking and at least one relic card from the suit of the tile.

To start combat the attacking player moves their character piece onto the tile and plays their relic card(s) belonging to that tile's suit.

One relic card played affords the attacker one dice roll while a second relic card allows two dice to be rolled.

Once combat has started, no more cards can be played. Played cards must be discarded.

The defender (the current owner of the tile) rolls first and always rolls two dice. The highest rolled number is counted as the defence of their tile.

The attacking player then rolls. The highest number rolled is the attack strength.

If the attacker rolls a higher number than the defender then the defender removes their counter and the attacker replaces it with a counter of their own colour.

If the defender rolls a higher number then the attacker must retreat back to the tile that they previously inhabited.

In the event of both players rolling the same number then both players should re-roll until one is victorious.

A player can attack an owned tile inhabited by the owner's character piece. If the defender loses, then they must move their character piece to the nearest tile not owned by another player.

### 2. Exploration & Movement

At the start of their turn, the player rolls one die.

The number on the die indicates the number of action points (AP) available to use during the turn. Each tile costs a certain number of AP to move onto it (see table at bottom of page) before moving onto a tile, it must first be explored (face up).

Exploring a tile costs 1 AP which flips the tile, revealing it to all players. The player who explored the tile also draws one card from the deck. The tile is left face up.

The player can only explore and move onto tiles which are adjacent to their character piece.

A player cannot move onto a tile owned by another player. (See Ownership/ Combat)

A player can move onto a tile inhabited by another player's character piece but cannot end their turn on the same tile.

Multiple actions can be taken each turn providing the player has sufficient AP.

When the player's AP is expended their turn ends.

### 4. Drawing cards

Players can draw cards from the deck in two different ways.

The first is when tiles are explored, the player draws one card from the top of the deck.

The second way is to draw one card by spending 2 AP, which are subtracted from the total AP for that turn.

A player can hold a maximum of 10 Relic cards in their hand. If the number of cards exceeds this, then they must discard surplus relic cards before the end of their turn.

Players should keep the cards in their hand hidden.

### 5. Ownership

To take ownership of a tile the player must first move their character piece on to the tile.

They then must play and discard the relic card belonging to the suit that the tile belongs to. For example: when claiming ownership of a mountain tile- a relic card bearing the mountain symbol must be played. The card is then placed into the discard pile.

Once this is complete, the player then places one of their own coloured counters on that tile.

### 6. Victory

To win the game a player must own at least one tile from each of the six suits.

| Movement<br>AP Cost |  |  |  |  |  |  |
|---------------------|-------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|
|                     | 1                                                                                   | 1                                                                                   | 2                                                                                   | 2                                                                                   | 3                                                                                   | 3                                                                                   |

| Action AP Cost    |                |
|-------------------|----------------|
| Explore<br>a tile | Draw<br>a card |
| 1                 | 2              |