

WILK AND SOMETHING SHINY



Rulebook

Components



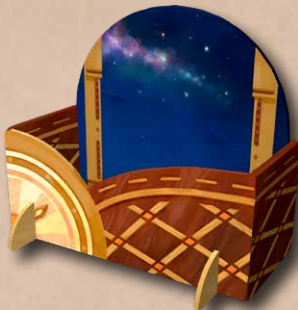
1 Game Board



1 Eila's Diary



1 Save Box



1 Card Stand



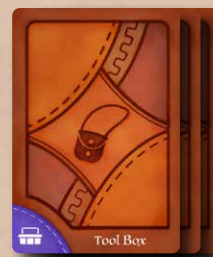
6 Chapter Boxes
(with event cards and special contents inside)



7 Habit Cards



22 Advanced Event Cards



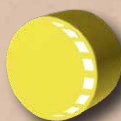
32 Item Cards



14 Support Cards



18 Food Tokens



18 Coin Tokens



18 Knowledge Tokens



18 Energy Tokens



16 Fear Tokens



8 Magical Stone Tokens



12 Heart Tokens



Read Before You Start

For the most immersive experience,

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

4 Decks in the Gamebox

Other than the event cards in the chapter boxes, you will find 4 additional decks, including: item cards, habit cards, advanced event cards and support cards.

For chapter 0 to 1, you will only use item cards and habit cards. Support cards will be used later in the story.

Read more about Advanced Mode on page 25. However, this mode is not recommended if you are playing this game for the first time.

Habit cards and advanced event cards look like other event cards. Be careful not to mix them up.

H01

Habit cards are indicated with an H and has a ⌚ on the right.

216

Advanced event cards are indicated with a ⬡ above the card number.

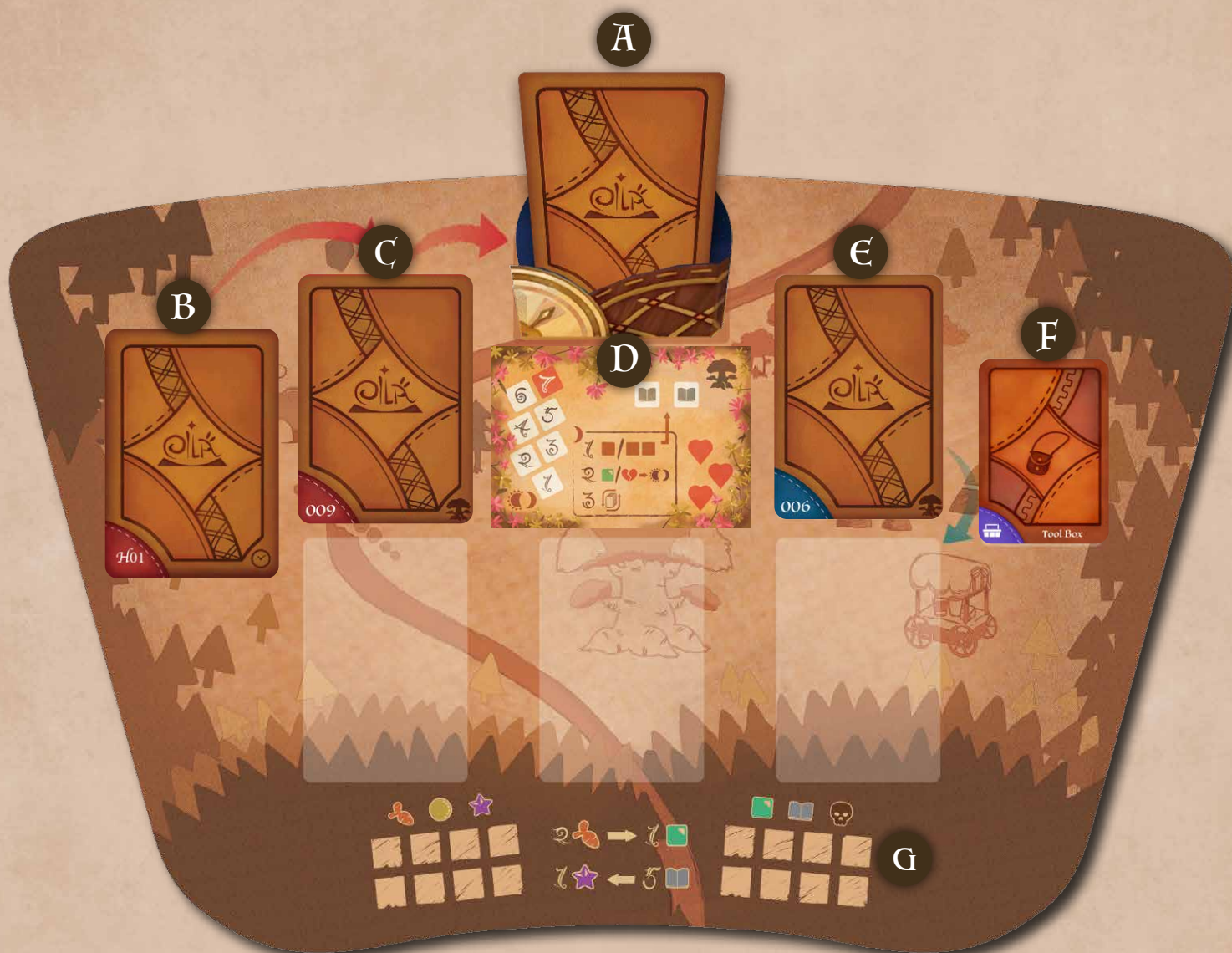
In chapters 0 to 1, you will learn the basic rules. In future chapters, new rules will be added into the gameplay. When you see this:

Additional Rules ##:

It means the rule will be applied to the current and future chapters.



Setup

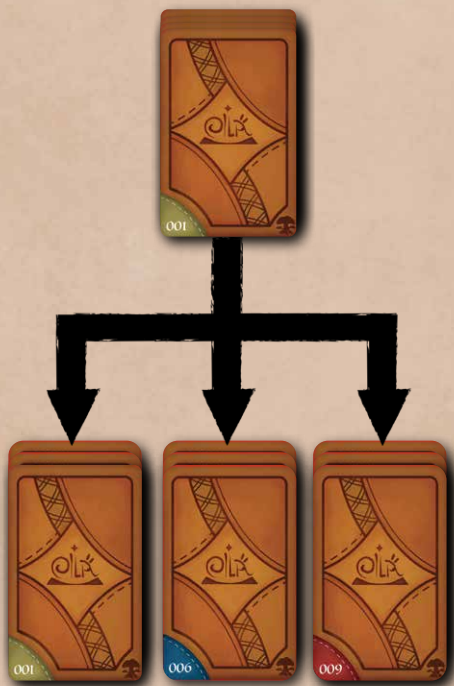


For chapter 0, there should be no cards in the Save Box. Starting from chapter 1, during setup you should check the Save Box and take the saved cards out for use.

For the acquired Habit cards, start from chapter 2, during setup, put them on the bottom of the green deck before placing them on the card stand. You can decide the order of the Habit cards.

The general setup of the game is the same for all chapters:

1. Open the chapter box.
2. Arrange the card by their numbers in ascending order without flipping the cards over. There should not be any repeating numbers. For Chapter 0, you should find 001 to 011.
3. Separate the cards into stacks according to their colors



4. Set up the card stand on the corresponding space. Put all green event cards inside the card stand to form the upcoming deck. For chapter 0, the cards are 001 to 005. **A**
5. Take out the habit card deck from gamebox and place it face down on the corresponding space. **B**
6. Set red event cards face down in the corresponding space. For chapter 0, the cards are 009 to 011. **C**

7. Place the goal card in the centre of the game board. Each card has two different modes: normal and advanced. Use the normal mode for your first playthrough. Fill up all the heart spaces with heart tokens. **D**
8. Place the blue event cards face down in the corresponding space. For chapter 0, the cards are 006 to 008. **E**
9. Take out the item card deck from gamebox and set it face down on the corresponding space. **F**
10. Now, read the prologue to start your adventure! Set up starting resources, if any, according to the instructions in the comic. Chapter 0 is the only chapter without a prologue. **G**



Gameplay 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. 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 run out of HPs or failed to achieve the goal when the Night Phase of the 7th day ends.
5. During the game you will come across a lot of event cards. Details of an event card are shown on the right.



Gameplay: Day Phase

Step 1: Reveal upcoming card

Reveal an event card from the upcoming deck. Place it in the Present and proceed to the next step.

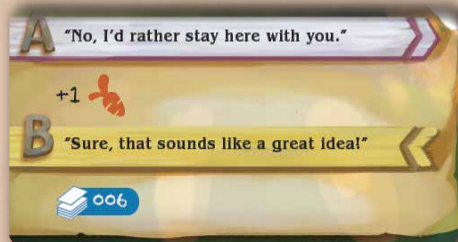
If the upcoming deck is empty, day phase ends and night phase begins.





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 9.



Using event card 001 as an example, you may choose A to gain food or choose B to proceed the story.

Some options have a prerequisite. For example: You can pick this option only if you have a toolbox.



Golden Rule:

The execution of an option always start from left to right, up to down.

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.



Resources

There are 6 types of resources, 3 are tangible and 3 are intangible. You can only keep a maximum of 8 resources for each type.

Tangible Resources



Food



Coin



Magical Stone

Intangible Resources



Knowledge

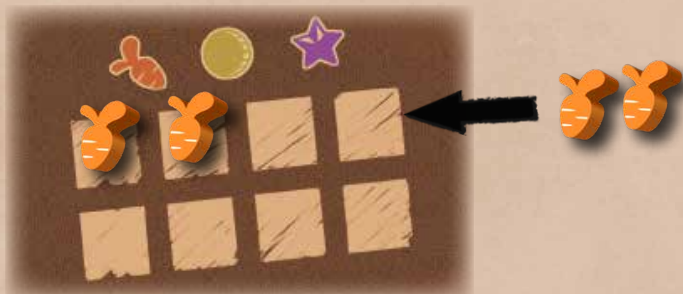


Energy



Fear

you should always put resource in the corresponding storage space when you acquire them.



Anytime during the game, you may discard resources except . can only be discarded by card effects.

You acquire resources when you execute + effect, for example,



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 for them. After you exceed the maximum (8), you instead lose 1 HP for each further acquired and discard it.

You must discard resources when you execute - effect, for example,



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 .

Special Conversion of Resources



Whenever desired, you may convert these resources as a free action subject to the following 2 rules:

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



2. You cannot convert while resolving a single 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 the 4 and placed them in the storage space. You are not allowed to acquire 2 first, convert them to 1 immediately, and acquire the remaining 2 for the second conversion.

Meaning of Symbols



Acquire a number of the resource of your choice. It can be zero.



Discard a number of the resource of your choice. It can be zero.



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 on top of the upcoming deck. This will become the next card to be revealed.



Find the corresponding number card from the habit card deck and put it on top of the upcoming deck. This will become the next card to be revealed.



Search item deck, acquire the stated item. If you possess the item already, ignore this effect.  / / means you can acquire **either one** of the items.



Discard the specific item card. Place it back to the item deck.  / / means you have to discard **either one** of the items.



Discard **either two** of the items indicated. Place them back to the item deck.



Gain 1 HP. You cannot gain HP beyond your maximum HP of the current chapter.



You lose 1 HP. Losing the last HP makes you lose a chapter.

Gameplay: Night Phase

After the end of day phase, night phase begins.

1. You may place the corresponding resources onto the goal card from your storage. For Chapters 0 and 1, you can only place a maximum of 2 resources in a night phase.
2. Place 1  from your storage onto the smallest number of the time track. If you do not have any, you lose 1HP instead (put the heart token you lost onto the time track instead).
3. Shuffle all the cards in the Future and put them to the upcoming deck with the card back facing you. Night phase ends and a new day begins!



2. Place 1  from your storage onto the smallest number of the time track. If you do not have any, you lose 1HP instead (put the heart token you lost onto the time track instead).



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.



You lose when...

- You run out of HP, or
- When the 7th slot of the time track is occupied

Then reset the chapter by the following steps:

- Return the cards you have acquired in this chapter.
- Rearrange all the event cards to the original setting of the chapter.

You must win to proceed to the next chapter. Try again!
If you face difficulties, you may check out the strategy guide (Diary page 14-15).

How to record your progress:

- You will keep all acquired Item and Habit Cards throughout the chapters. DO NOT put them back to the original decks.
- Mark your acquired Item and Habit Cards in the Diary using a pencil. You will use the same page for the whole journey.
- If you wish to pause the game, put these cards inside the save box for later use. When you resume your journey, remember to get everything back from the Save Box first.



Don't turn over until you start Ch.2

Chapter 2: The Factory

Additional Rules

Additional Rule 01: Additional Setup

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

The area on the left is the Item & Support Area. Place all the item and support cards you acquired in this area.

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

The setup example is shown on the next page.

Additional Rule 02: Unique elements of the chapter

From now on, each chapter has at least one unique element. Before you start the chapter, the rulebook will teach you how to set up those additional components and how it affects the gameplay.





Unique Element - Quiz Cards

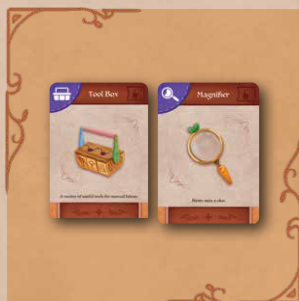
Additional Setup

1. Separate the quiz card deck into EQ and AQ decks.
2. Put them on the "Chapter Element Area" face down.

Changes in Gameplay

- 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 quiz card, choose an answer and check rulebook page 15. If it is correct, you get the award stated on the bottom of the quiz card. If it is not correct, you cannot get the reward.
- In chapter 2, some events will tell you to draw an EQ or AQ quiz card. To do so, shuffle and draw one EQ or AQ card from the appropriate deck. Reveal it and study the question.
- Then, turnover the card and the award is not available anymore.

Item & Support Area



Place all the item and support cards you acquired in this area.



Chapter Element Area



Setup the unique elements of the chapter in this area.

Other Additional Rules

Additional Rule 03: Enemy Cards and Combats

 This is the symbol of Eila's combat value.

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

After throwing die you may spend any number of  to boost your . Each  can boost  by 2. This method can help you get more than 6 .

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

 = value 1

 = value 2 + prevent 1 

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

Flavor text

Enemy's combat value

Winning option

Losing option



If you do not have 

2

The lowered combat value when the condition is fulfilled.

Additional Rule 04: Support Cards

Unwarp the support card deck and put them face down under the item deck. Starting from chapter 2, find the right support card by the number and acquire it when you see: . Like items and habits, you should record and keep support cards along the journey.

You may only use support cards in the specific timing stated on the card. For example, Fireball can only be used in combat.

Some of the cards allows you to convert resources. For example, you may convert 1  to 10  in combat if you have Fireball. In addition, like item cards, there are options which require you to possess a specific support card. For example, you need to have S02 to choose  in an event.



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

If you find it hard to understand an item or a support card, you may check out rulebook page 24. There is a further explanation for some of the item and support cards.

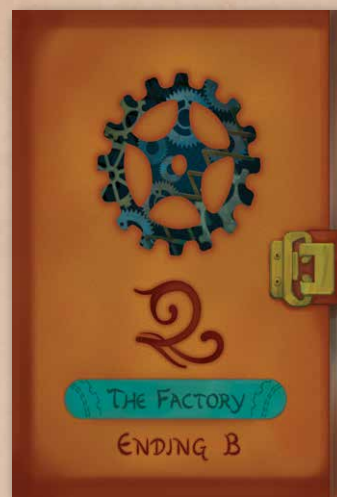


Additional Rule 05: Alternative endings

From now on, each chapter has more than one ending. The goal card will always show you the default objective to win the chapter. If you complete the goal card objective, you reach ending A and you could read the ending A comic.

Alternative ending is hidden in the chapter and it is triggered by some event cards. When you encounter those cards, you will win the game and the card will told you to read the alternative ending comic.

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



Answers of EQ and AQ

EQ-1: c EQ-2: b EQ-3: d EQ-4: b EQ-5: c
AQ-1: c AQ-2: a AQ-3: d AQ-4: d AQ-5: a

Now, you may start chapter 2!
Don't forget to save your progress
after the end of the chapter.

Don't turn over until you start Ch.3

Chapter 3: The Mine

Remark: In case you have forgotten the basic rules (e.g. set up, enemy encountering, item & support card etc), you may refer to the rules of Chapter 0-2.

Unique Element - Map and Locations

Additional Setup

Take out the 11 map tiles from the chapter 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 follow:

1. Set the M1 tile face up on the bottom left corner **A**.
2. Shuffle the M2 tiles and place them face down at **B**.
3. Shuffle the M3 tiles and place them face down 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 face down at **E**.
6. Place the location event deck (card number 340-352) beside the mine face down. **F**
7. Each map tile consists of 4 grids. Place Eila & Leo token on the left bottom one of the M1 tile. **G**

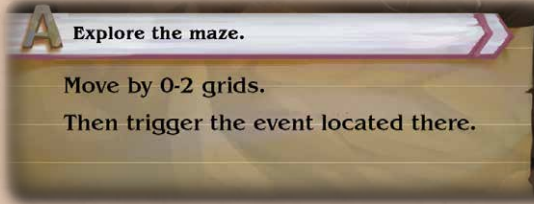
Chapter Element Area





Changes in Gameplay

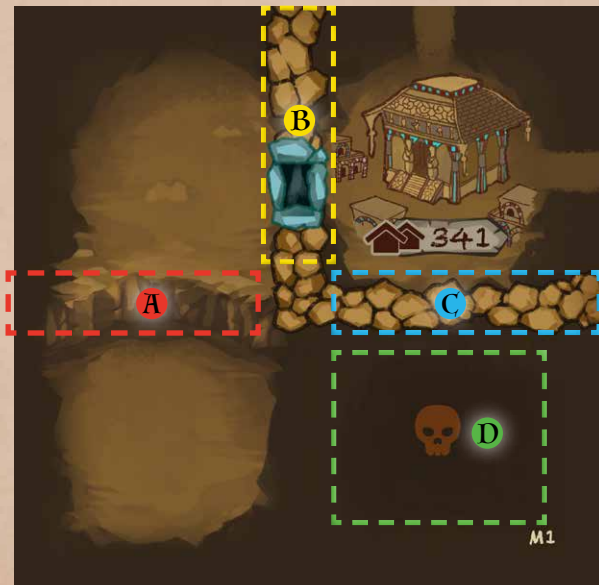
1. The Eila & Leo token represents your current location. You may move and explore the mine by some of the event cards like the below example:



2. To do so, move the token on the map. You cannot move diagonally.



3. The following map features may affect movement:



A Cliff:

Cost 1 or 1 to pass through it. Ignore the cost if you possess a rope .

B Hidden passage:

Cannot be passed through unless you possess a magnifier .

C Wall:

Cannot be passed through.

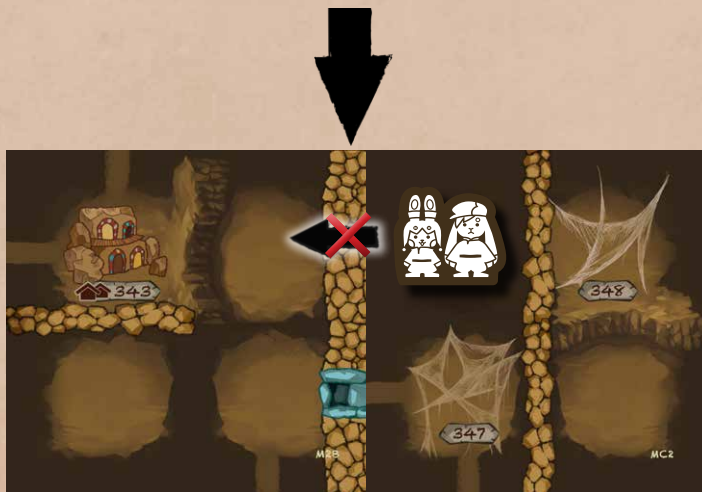
D Dark area:

You acquire a when entering. Passing is also counted as entering.

4. When you are about to enter a face down map tile, flip it over and move to the grid adjacent to your current location.



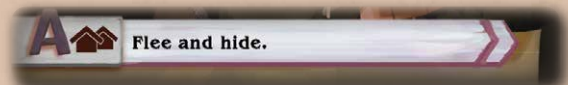
5. In some rare cases, you may encounter a wall when entering a face down tile. In this case, you will return to the previous grid without spending the move.



6. Cards with number 340-352 are the events located in the location matching the corresponding number. When you trigger one, search the location event card deck and reveal the event matching the number at your current location. If you are in a location without a number, skip triggering.



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



8. When the event tells you to , cover the location number of your current location by a cover token . That location event could not be triggered again. It will not affect the shelter icon .



Additional Rules

Additional Rule 06: The Green Die

Start from some point in chapter 3, you may also roll the green die for your combats.

The  of the green die will be added to your combat result. If you roll  or , you can prevent 1 . Therefore, you may prevent 2  with both 2 dice.

However, your item and support cards only affect Eila's .



Additional Rule 07: "If you possess" Events

Start from chapter 3, you may encounter events asking if you possess specific items (see an example on the right). For this kind of event, execute the effect one-by-one, checking if you possess the required item.

You can have already acquired both, either one or even none of them on your journey. If you possess none of the items, this event has no effect on you. Just place it on the Past and continue the game.



Now, you may start chapter 3!
Don't forget to save your progress
after the end of the chapter.

Don't turn over until you start Ch.4

Chapter 4: The Castle

Remark: In case you have forgotten the basic rules (e.g. set up, enemy encountering, item & support card etc), you may refer to the rules of Chapter 0-2.
Besides, you should sell the gem items at anytime. They have no other usage after Ch.3

Unique Element - 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 cards and privilege cards back to the chapter 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 in this chapter. In the event card “Opportunities”, 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 in the Chapter Element Area and place them to the Future. Each contract card costs you 1 .

If you select option B, you may choose any number of privilege cards in the Chapter Element Area and place them to the Future. Each privilege card costs you 3 .



In a playthrough, there is no way to choose the contract or privilege cards that were returned into the chapter box during setup.



Now, you may start chapter 4!
Don't forget to save your progress
after the end of the chapter.

Don't turn over until you start Ch.5

Chapter 5: The Mountain

Remark: In case you have forgotten the basic rules (e.g. set up, enemy encountering, item & support card etc), you may refer to the rules of Chapter 0-2.

Unique Element - Locations Cards

Additional Setup

- Separate cards L01-L10 from the deck. They are the location cards. Place them facedown.
- Reveal L01 and place it beside the deck.

Chapter Element Area



Changes in Gameplay

- The top face-up location card represents your current location, you will reveal new location and cover it when you proceed.
- The options on the location card are the location actions. You may choose to execute one of them when an event tells you to do so. Choosing the action with  will lead you to the next location. Reveal the next location card according to the number on . The location cards overlap except the artwork on the bottom.





- Like chapter 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 .

A  Stay in the shelter. 

Unique Element - Harsh Environment

Changes in Gameplay

- The mountain is full of determined enemies. Some of the enemies will repeatedly attack you until defeated. There is a new type of option like the below example. It means you need to repeat the combat if you lose. The only way to get rid of the combat is to win it.
- Effect from your spells and  will not be carried to the next occurring combat. Every repeated combat starts like your first encounter with the enemy.
- Apart from enemies, because of the extreme climate, it is necessary to consume food at night! At the beginning of each night phase, you lose 1  or .

Fight on despite injuries 



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 possess!



 can prevent 2  in total.



It does not provide any effect if you do not possess 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.



You lose the chapter immediately when you run out of HP. Therefore, if you lose your last HP, you cannot use this item 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.

S02

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

B S02

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

S14

With this support card, the  gained from the green die is doubled. However, the shield is not doubled.

Advanced Mode

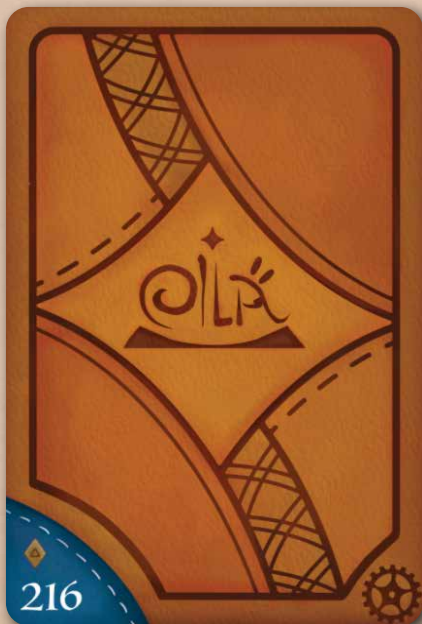
Additional Setup

- After your first play through, you may try out a more challenging journey!
- During setup, use the side labelled “advance” for the goal card. The goal will be much more difficult to fulfil and the maximum HP will be lowered.



Chapter	Advanced event cards
1	None
2	216, 227, 236, 240, 242
3	331, 346, 349, 351
4	403, 418, 430
5	533, 535, 536, 537, 538, 539, 540, 545, 546, 547

- Take out the advanced event cards and replace the original cards according to the card number.
- For example, you should replace card number 216 with the following advanced version.



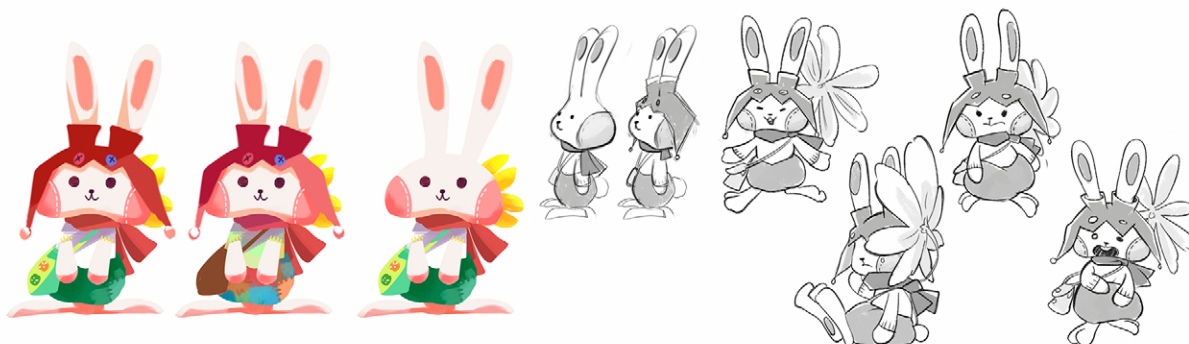
The Creation of Eila



Early concept,
version A



Early concept,
version B



Early concept,
version C



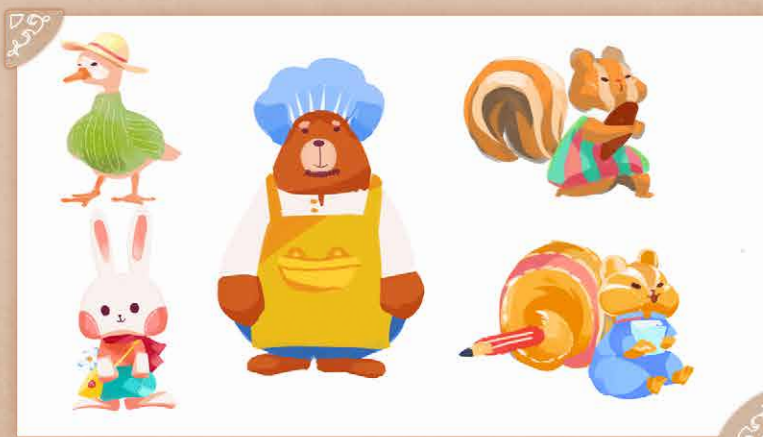
Gestures and sketches



Colour scheme



Character sheet



Eila and her neighbours

Credit

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

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