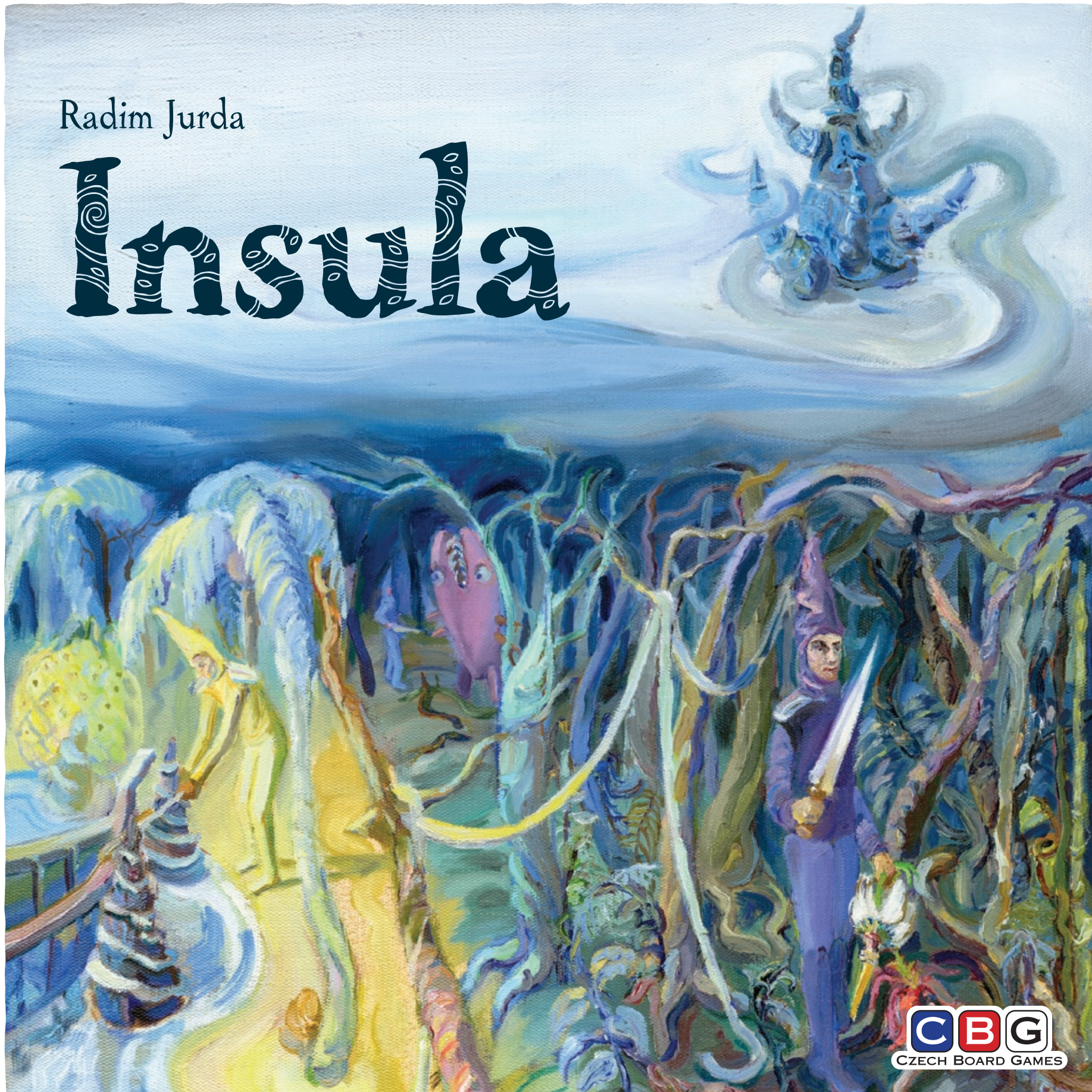


Radim Jurda

Insula



Hidden by a veil of time, in the middle of a stormy sea, there lies a mysterious island. A legend tells us about a mythical citadel standing proudly in its center. It is said that the mighty fortress houses an ancient tree that bears fruit of fulfilled wishes. But this magical treasure is fiercely guarded by the master of the island, who in his jealousy and greed cursed his realm, and by dangerous predators roaming the island forests – the guardians. A ship approaches. A group of daring adventurers prepared to conquer the treasure lands on the shore. To succeed, they must explore the mysterious island, collect and use magical flowers, fight the guardians, compete and also cooperate. But they have to work quickly, because if they don't succeed before the dusk, a curse will completely engulf them and turn them into yet another mindless servants of the island, the guardians.

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Insula – the game

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A INTRODUCTION

A. 1 INTRODUCTION

The players represent a group of adventurers intending to explore the mysterious island. Your ship has landed on the *Beach*, and your goal is to gain entry into the *Citadel* deep inside the inland forests and defeat *Kingosh*, the dark lord of the island.

Your journey through the island will be marred by many obstacles – for example, magical *thorns* may entangle you with mystical power. When you moving through these thorn barricades, you gain *Curse Cards*, that will block your possible *actions*. You can get rid of the *curses* only by playing them, but by that you help the dark lord.

The next obstacle are the *guardians* – your unfortunate predecessors who are now completely under command of the island's dark powers. You can try to evade them or to fight them. Fighting them costs *energy*, victories yield priceless experience that will help you in the final battle with the dark lord *Kingosh*.

There are many perilous places on the island, *tranquil, beautiful ponds where you can rest*, or small forest *meadows* ripe with magical *flowers* which you can use to help your struggle.

The game has various endings. One player can win by defeating *Kingosh* alone and claiming the fruits of fulfilled wishes for herself. The island itself can win and turn you all into more pitiful guardians roaming aimlessly through the forests. Your rivalry helps the dark lord. He cunningly uses a system of *curses* to pit you against each other. Therefore, sometimes it is better to put your differences aside and combine your abilities both during the game and in the final battle. You can defeat *Kingosh* together and share the magical fruit, each getting one wish. In that case, there will be multiple winners, but it's definitely better than to be turned into a guardian and shamble through the dark forest for eternity. However, it won't bring you as much glory as defeating the dark lord by yourself.

In the end, the choice is yours – will you join forces, or fight each other? The legends that will be told by your grandchildren about you are shaped by your deeds today.

A. 2 ABOUT THE RULES

Insula exists in two versions – basic and advanced. The first part of the rules contains all information you need to play the Basic game, followed by detail rules.

The second part describes modifications for Advanced game and contains all types of rule summaries. You can start the first game while reading the rules. The rules of the basic game are divided into these chapters:

Chapter B **Game Setup** contains all you need to know about preparing the first game and basic information about game components.

Chapter C **Rule Summary** - in this chapter you will learn about the four basic actions available to you. After reading this chapter, you can play first few rounds, at least until some guardian pops out and you will be drawn into the first *fight*.

Chapter D **Fight** will guide you through your first *fight* with *guardians* (it might be even sufficient to read part D.1 Simple Encounters in simple cases). After having read this chapter, you can play almost whole first game until you step in the *Citadel* for your first *fight* with *Kingosh* or until the dusk finishes your adventure with a failure.

Chapter E **Citadel and Game End** explains everything about the end of the game and about the final showdown in *Citadel*.

With these chapters read, you may play several games. Use these links: → F.1 Fight to find more detailed information about topics you are interested in. Chapter F **Detailed Rules** contains all details of rules accompanied with F.11 Index of terms. Further more, you can visit www.czechboardgames.com to find answers to any other questions you may have.

When you are ready to try an Advanced game, have a look at the chapter G **Advanced Game**.

Now on to your first game!



B GAME SETUP

For the Basic game, use components with the letter **B**, components with letter **A** are for the Advanced game. Components without A or B are for both games.

1 THE ISLAND

Place **Beach** and **Citadel** to the middle of the table, leaving space for five **Island Cards** between them. Each **player chooses his/her adventurer and places them on the Beach**. Place **Kingosh** on the **Citadel**. The island has only one determined border – the *Shoreline*; it is expanded at will in all other directions, as long as there are enough *Island Tiles* available.

2 ISLAND TILES

Shuffle separately *Shadow Island Tiles* (with **Citadel** symbol) and *Bright Island Tiles* (with **Beach** symbol). Place *bright tiles* on top of the *shadow tiles*, thus **forming the Island Tiles deck**.

3 FLOWER AND CURSE CARDS

Set up the **Flower Card deck** and the **Curse Cards deck**. *Flower Cards* represent magical flowers growing on the island that might help you a lot if you use them wisely. There are three types of *Flower Cards*: *yellow* – common, *red* – used in fights and *green* – special. *Curse Cards* represent evil curses which will block your possible *actions*. By playing such card, one usually helps the dark master of the island.

4 GUARDIANS

Put all guardians into the **Bag**.

5 TIME COUNTER

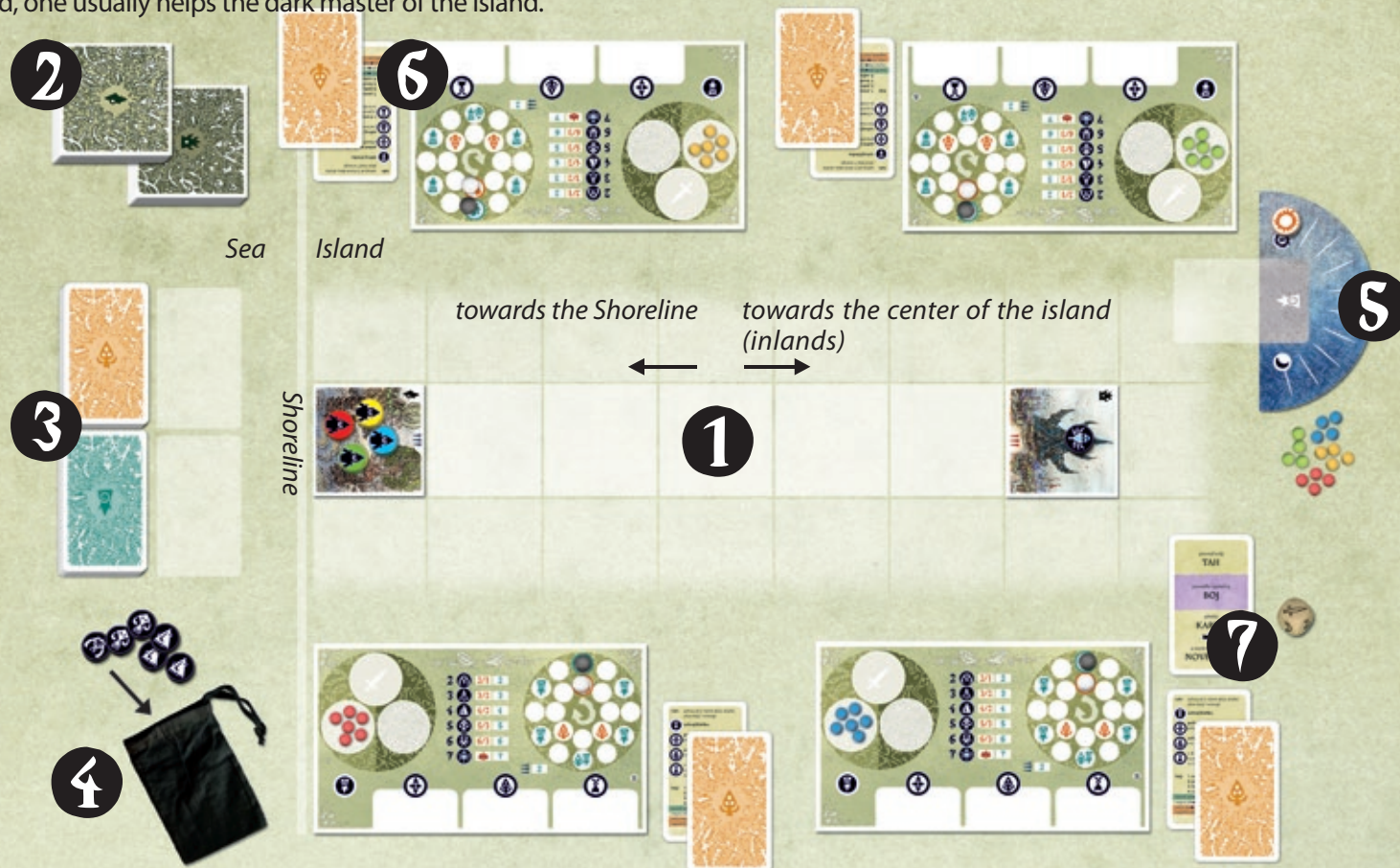
Place the **Time Counter** near the **Citadel** and place the **Time Marker** on the **Sun Symbol**. The *Time Marker* will move towards the *Moon Symbol* during the course of the game and is used to measure time available to defeat Kingosh. There is a *White Curse Slot* on the *Time Counter*.

6 PLAYERS

Each player gets a **Adventurer Sheet**, a rule summary card, 6 energy tokens of their color, a **Drawback Marker**, a **Reward Marker** and one **Flower Card**. Unused tokens are put aside.

7 BEGINNING PLAYER

A player who last took a seat **gets the Fight Card**. Player seated to his left begins the game.



Each player gets one *Adventurer Sheet* that is used to store other game components. Everything that happens to the adventurer is resolved on this Sheet. It consists of several parts:

8 REWARD CIRCLE

Place the Reward Marker on the first position of the Reward Circle.

9 DRAWBACK CIRCLE

Place the Drawback Marker on the first position of the Drawback Circle.

10 ENERGY CIRCLE

Place 6 energy tokens of your color on the Vitality Field.

Your *Energy Circle* helps you to keep track of your your adventurer's fatigue. There is a *Vitality Field* in the bright half of the circle which represents the energy adventure currently "has". The more tired he is, the more energy tokens will be moved to the *Fatigue Field* in the darker half.

Normally, you do not permanently gain or lose energy (only *rewards* and *drawbacks* can do that in certain cases), so when we say you "lose" energy, it means you move energy tokens from the *Vitality Field* to the *Fatigue Field*. When we say you "get" or "gain" energy, it means you move energy tokens from the *Fatigue Field* to the *Vitality Field*.

The third field in the *Energy Circle* is called the *Fight Field* and it is used only in *fights*, as its name suggests.

11 ACTION SUMMARY

In the lower part of the *Adventurer Sheet* are symbols of all the actions a player can take during his turn. There are three *Curse Slots* for *Curse Cards* near the action symbols on the sheet. **If there is a card on the Curse Slot, the respective action is blocked and cannot be played.** Note that some actions are unblockable (no *Curse Slot*).

12 GUARDIAN SUMMARY

A Guardian Summary shows the *strength of the guardian* (black number), the size of the *reward* for defeating this guardian (orange number) and the size of the *drawback* the adventurer will suffer in case of a loss (blue number).

Now you know the basics, so let's get to the game itself.



RULE SUMMARY

This is a brief summary of the rules and procedures. You can play your first game after reading this part at least until some guardian pops out and you will have to fight. For that, you will have to peek into the next chapter: **D Fight**. You can cheat a little bit in your first game and place a few cards without the 'danger' symbol on top of the Island Tile deck.

The game progresses in rounds. One round of the game goes on like this:

C.1 GAME ROUND AND PLAYER ACTIONS

The round begins with the player on the left side of the player with the *Fight Card*. Players then take turns **clockwise**.

You can play **up to two actions** in your turn. The second one costs **one energy** and must be **different** than the first one (unless stated otherwise).

So, after your first action you can end your turn or spend one energy (provided you have some) and play a second action, different than the first one.



If there is a *Curse Card* placed on a *Curse Slot*, the respective action is *blocked* and you cannot play it. There are four kinds of actions:



Rest

Your adventurer rests and restores 3 points of energy, 4 if he rests near a *Pond* . You can even rest on a tile with a guardian, but since you have to hide and be careful not to get discovered, you recover only 1 point of energy. When you restore energy, you move the adequate number of *energy tokens* from your *Fatigue Field* to the *Vitality Field*.



Flower

With this action, players can both get new *flowers* or use them for their benefit.

If you have a *Yellow Flower* (with yellow symbol ) on your hand, you can play it and resolve the action specified by its text.



There are two other kinds of *flowers* in the game. *Red Flowers* are used in fights, *Green Flowers* are special and playing them does not count as an action. They can be played anytime, or under certain circumstances, as explained in the text of the card.



If your adventurer is on a *Meadow*, you have the option to pick one magical *flower*. If you chose to pick *flowers*, you don't play a card but instead you draw one from the *flower deck*.

You can have a maximum of 5 *Flower Cards* in your hand, and you have to discard immediately any excess cards you may have accumulated.

* In the Advanced game, there are more powerful curses.



Curse

This is the only way to get rid of the *curses* that *block* players' actions. You take one of your choice and play it.



Blue Curse is immediately resolved and discarded to the discard pile. *White Curse* is placed on its slot on *Time Counter* (if there is one already, it is discarded and replaced). The effect of the *White Curse* is persistent – it changes the rules of the game until discarded.*



Movement

Using this action, your adventurer can move around and explore the island, moving one tile per movement action. Diagonal movement is not allowed.

If a player wants to move to an unexplored part of the island, he draws an *Island Tile* and places it face up on the spot where he wants to move. In case he draws a card with the danger symbol  he draws a guardian from the Bag and places it on the revealed tile. Until you defeat this guardian, you can not leave this tile towards the center of the island (you can, however, exit the tile in other directions).

When you move against *thorns*, you suffer 2 *drawbacks*. In case you move in the direction the *thorns* are pointing, there is no *drawback*.



C.2 DRAWBACKS

Every time you suffer a *drawback*, move the *Drawback Marker* clockwise on the *Drawback Circle*. The number of spaces traversed is equivalent to the size of a given *reward*. You have to evaluate the symbols that the marker passes or lands on. Meaning of those symbols is described in the following table (→ F.5)



Remove one *energy token* from your *Energy Circle* permanently. This is an exception – normally, the number of *energy tokens* does not decrease, they only circulate.



Discard one *Flower Card* of your choice.



Draw one *Curse Card*, examine it and place it face down on one unoccupied *Curse Slot*.

If there are two symbols on one circle, apply both of them. If a player cannot suffer any more *drawbacks*, because he has no free curse slots or no *flower* to discard, nothing happens. Fight is an exception to this rule; adventurers are *pushed back* → F.2

C.3 END OF ROUND

The round ends with the player holding the *Fight Card*. In the end of each round, all fights are resolved. As a reminder, this fact is briefly mentioned on the *Fight Card*.

The end of each round proceeds like this:

1. The player with the *Fight Card* takes his turn (up to two actions)
2. Fights are resolved
3. The player gives the *Fight Card* to the **player on his right**, and he begins the next round (up to two actions)

The last player of each round in fact plays twice in a row. Between his turns, the fights are resolved as described in chapter → D **Fight**.

If there are no fights, you just roll the *Die of Destiny*. If you roll the *Moon Symbol*, move the *Time Marker* one step towards the nightfall symbol. Disregard the other symbols on the die. If the *Time Marker* reaches the nightfall symbol, the game ends by the victory of the dark powers – the worst kind of ending. It would be better to reach the Citadel and defeat Kingosh in time.



Now you can stop reading for a while and play a few rounds of the game, at least until you explore a *Danger Tile* and a first guardian appears. When that happens, read the following chapter.

D FIGHT

And so it happened. For the first time, you are facing a dark silhouette of a guardian and you are afraid (or excited) of what will happen next. An encounter with several guardians can be even more interesting. But whatever your situation may be, you can try to persuade another adventurer to come to your aid (he has time until the end of the round). If everybody are too far away, or if your pleads, threats and cries fail, you can console yourself by knowing that if you win just by yourself, your stories for your grandchildren will be even better, and the reward for your victory bigger. The fight mechanics will be described in this chapter, more information → F.1

The fight takes place automatically on all tiles containing both adventurers and guardians. All fights are resolved simultaneously, but every fight is resolved separately. Let us describe simple encounters first.

D.1 SIMPLE ENCOUNTERS

One on one, as it should be. To win, your strength must be greater than the *strength of a guardian*. You allocate your *strength* by moving a desired number of *energy tokens* from your *Vitality Field* to your *Fight Field*. If you rushed into the fight tired and worn out (not enough energy in *Vitality Field*), you can settle for a draw (if you can even up the *guardian's strength*) or hope for a lucky break. A bad situation can be saved by playing one *Red Flower* card in front of you – those give you various bonuses, increase your strength for example, or reduce the effect of a failure.



Fortune has its say

When the energy is moved, and possibly a card is played, chance enters the fray – roll the *Die of Destiny*. If there are more fights on

other tiles, you have to wait for others, the die roll influences all players and is performed by the player with the *Fight Card* (he rolls the die even if no fight took place → C.3).



If a *Shield Symbol* was rolled, the fight immediately ends with a draw regardless of strength on any side. Move one energy invested in the fight to the *Fatigue Field* and return the rest to the *Vitality Field*. Return any played *Red Flower* cards back into hand – they have no effect.



If a *Sword Symbol* was rolled, add 2 to your strength.



If a *Moon Symbol* was rolled, move the *Time Marker* one step towards the nightfall symbol.

Fight Resolution

Now compare your strength (including card and die bonuses) with the *strength of the guardian*.

- If your strength is higher, **you win** and you get a *reward*. Move the marker on the *Reward Circle* according to the size of the reward, and remove the guardian from the tile.
- If your strength is lower, **you lose** and you suffer a *drawback*. Move the marker on the *Drawback Circle* according to the size of the drawback. → C.2
- If your strength is equal, it's a draw – you get no *rewards* nor *drawbacks*.

The amount of *rewards* and *drawbacks* are indicated on the guardian summary (see picture).



Whatever the outcome, move all invested energy to the *Fatigue Field* and discard all used flower cards (rolling shield is an exception).

D.2 REWARDS

Rewards work similar to *drawbacks*. Every time you gain a *reward*, move the *Reward Marker* clockwise on the *Reward Circle*; the size of the *reward* will be equal to the number of spaces traversed. Keep track of all symbols which the marker passes or lands on, and resolve them according to the following table:



Move the *Time Marker* one step towards the *Sun Symbol*.



Draw one *Flower Card*.



Add one *energy token* to your *Vitality Field* permanently. This is an exception – normally, the number of *energy tokens* does not increase, they only circulate.

If there are more symbols on one circle divided by a slash, you can chose which one to apply. More on *rewards* and *drawbacks*. → F.5

D.3 COMPLEX FIGHTS

Fights concerning multiple participants on either side are resolved similarly to simple encounters, with a few minor exceptions:

Energy is invested secretly – cover the *Energy Circle* with one hand and move the energy by the other. When everybody is ready, the invested energy is revealed simultaneously. Beforehand, players

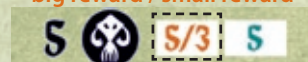
can agree on how much energy they will spend, but you know how these agreements work – when the ship's going down, everybody fend for themselves – so don't trust them too much.

Red Flowers are played only after the energy is revealed (details → F.1)

Add up the strength of guardians on one tile. Do the same for the adventurers. A *Sword Symbol* adds 2 to the overall strength of the adventurers present.

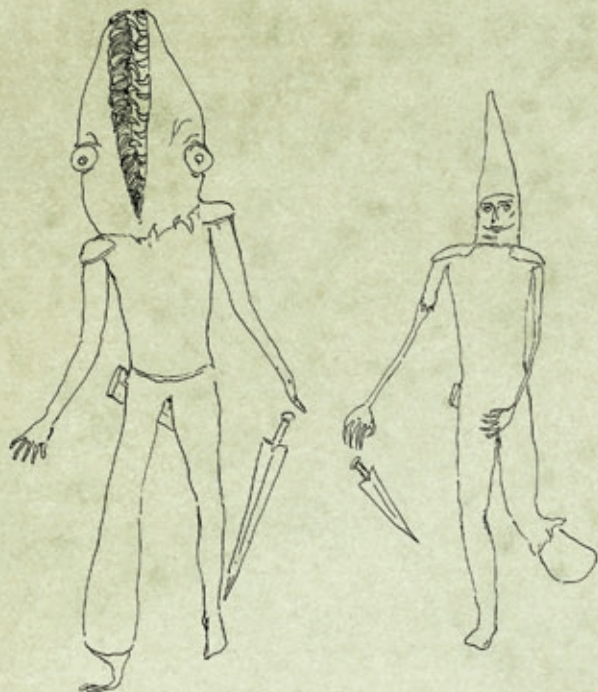
In case of victory, the player who invested the most strength (including played *flowers*) gets the same *reward* as in a simple encounter. Others get *reward* equal to the number after the slash. If the most energy was invested by more than one player, their *reward* equals the normal reward value minus one. (details → F.1)

big reward / small reward



You can stop reading now and play the game until you reach the *Citadel*. We hope we don't have to remind you that you should only go there prepared, rested, filled with enthusiasm, and maybe accompanied by some allies. The next chapter is about the *Citadel* and the game ending.

E CITADEL AND GAME END

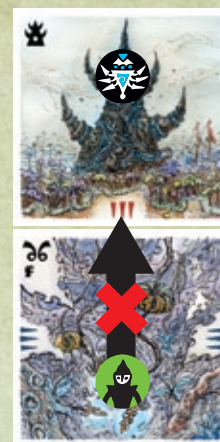


Welcome at the end of your journey. Maybe you are already standing on the *Citadel*, confronting *Kingosh* himself, or maybe the *Citadel* is just behind that last line of trees, and you want to get ready. Whatever the cause, you don't have to be afraid – in the basic game *Kingosh* is nice, and devours only naughty or very stupid adventurers. Moreover, we will keep our fingers crossed. But if you are late and the night has already fallen over the island, you are in deep trouble.

E.1 CITADEL – FINAL STRUGGLE

You cannot enter the *Citadel* in the direction from the *Shoreline*. There is a symbol of red thorns on the *citadel* tile to remind you of that. So you have to enter from sides or from behind. The struggle in the *Citadel* is quite similar to fight with a guardian, but to defeat *Kingosh*'s strength of 7, you will have to have either some powerful card or collect enough rewards in battles with guardians to have more energy than the starting six tokens.

The fight proceeds according to the rules of normal fighting, but some of the cards are



unusable. Normally, cards do not work on Kingosh, unless the card text specifically says so.

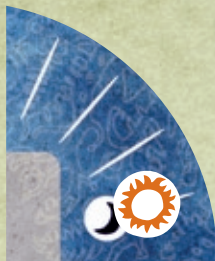
If the fight ends with a draw or loss, the game continues according to the normal rules for fight; you can rest afterwards and prepare to engage Kingosh again. If you manage to win the fight, Kingosh is defeated, and the game is over.

E.2 GAME END

The game has several possible endings. You have endured a lot so far, so we'll start with the worst part first.

Bad Ending – Nightfall

If the *Time Marker* reaches the *Moon Symbol*, everything goes real bad. You have the last chance to reverse situation by either defeating Kingosh or by moving *Time Marker* backwards. If you fail to do so, all is lost.



Kingosh wins the game if at the end of the round after resolving all fights the *Time Marker* is on the *Moon Symbol* and Kingosh is still alive.

Your characters bellow with a gut-wrenching roar and begin to change into dark servants of the island's master. You will never meet your friends and loved ones again, unless they come looking for you to the island called Insula sometime in future. And even that reunion won't be nice, because you will most probably try to destroy them in your new form. Your only deliverance might be some other group of heroes who will defeat Kingosh and thus release you from your fate. This is a really bad ending.

Better Ending – Kingosh is defeated

It will certainly be better to reach the citadel before dusk and try to defeat Kingosh. The dark lord has a strength of 7, so if you are unprepared, you cannot defeat him. It is certainly possible to confront Kingosh as a group. But in that case, you might be the poor fellow who does the hard job while your partner snatches the victory from your grasp.

If you win, Kingosh is destroyed and your adventure has come to a happy conclusion. The dark shadow covering the island is dispelled and you can celebrate. Although the main prize was claimed by another adventurer's hand, you have survived, and the evil of the island is banished; and that's no small feat to achieve.

The best Ending – you acquire the Fruits of Fulfilled Wishes

The best outcome, of course, is to become the triumphant winner.

The winner of the game is the adventurer who invested the most strength (including bonuses on cards) into the victorious battle with Kingosh.

The winning adventurer obtains the Fruits of Fulfilled Wishes from an ancient tree. This is represented in the game by the right to turn the Kingosh token and to reveal the fruit symbol on the other side. How will he use it's magical power is up to him, but he can most likely look forward to a great celebration. He will be welcomed as a savior by the grateful people. History is written by the victors, and if somebody helped the victor, nobody cares. And don't forget – guardians were adventurers from all around the world, so you will be remembered and celebrated far and wide.

It may occur that more players will be tied in investing the largest amount of strength in the final battle against Kingosh. If that is the case, all those players are considered winners. But you have to admit – there will be fewer wishes for everyone and your name will only be one of the many. It is better than to be defeated and consumed by the dark powers, but maybe you should try harder next time.

If the end seemed too simple, it might be the time to play the Advanced Game. Rules for this game are to be found in chapter G Advanced Game.



F DETAILED RULES

In this chapter, you will find a thorough summary of all rules. Every time there is a doubt concerning the rules, you should find your answers here. We sometimes point out modifications for Advanced Game, whose full rules are in chapter G. If you are looking for a specific term, you may refer to F.11 Index.

F.1 FIGHT

Fight take place in the end of each round on all tiles containing both adventurers and at least one guardian. In case no fight takes place, proceed with step 3 – roll the die (because of the *Moon Symbol*). Fights take place simultaneously, but they don't affect each other – just the die roll is common for everybody. Fights unfold in this order:

1. Energy

Players can agree on how much energy they will invest. No agreements are binding in any sense. Players conceal their *Energy Circle* and covertly transfer as many *energy tokens* from the *Vitality Field* to the *Fight Field* as they like. When everyone is ready, players simultaneously reveal their choice. If you are the only adventurer on the tile, you do not have to invest energy covertly.

2. Red Flowers

Now everybody has a chance to play one *Red Flower* in front of them. You can play them simultaneously, but if you feint a lot, you can use the following procedure: players take turns to either play a *Red Flower card* or declare that he/she won't play any. The playing order is the same as playing order in this round.

3. The Die

The player with the *Fight Card* rolls the die.



If a *Shield Symbol* was rolled, the fight immediately ends with a draw, regardless of the strength of the combatants. Move one energy invested in the fight to the *Fatigue Field* and return the rest to the *Vitality Field*. Return any played *Red Flower cards* back into hand – they have no effect. That concludes the fight evaluation.



If a *Sword Symbol* was rolled, add 2 to the overall strength of adventurers in all fights.



If a *Moon Symbol* was rolled, move the *Time Marker* one step towards the nightfall symbol.

4. Resolution and Ending

Fights are resolved separately for each tile. → F.3.

Whatever the outcome, move all invested energy to *Fatigue Field* and discard all used flower cards (rolling the *Shield Symbol* is an exception).

* In Advanced game every time → G.3, in Basic game only when you cannot execute the effect of a drawback → F.3.

** everything is different in the Advanced game; there are no ties and you are pushed back every time you lose, before you suffer drawbacks. → G.3 Advanced Fight

If the *Time Marker* is at the nightfall symbol at this moment, the game is over → E.2

F.2 PUSHED BACK

You can be *pushed back* after a lost fight¹.*

An adventurer that is *pushed back* moves one tile towards the *Shoreline* according to the rules of movement (→ F.4). Thus, the adventurer can sometimes for example even explore a new tile. An adventurer is always *pushed back* just one tile, even after losing to several guardians. If the adventurer should be *pushed back* into the *Sea*, he is moved to the *Beach* instead.



F.3 FIGHT RESOLUTION **

Strength of an adventurer is a sum of his invested energy and all the bonuses granted by the *Red Flower* he has played. Sum up the strength of all the adventurers on a given tile and add 2 if the die roll resulted in the *Sword Symbol*. Thus, you obtain the **overall strength of adventurers**.

Strength of a guardian (or Kingosh) is his strength according to the guardian summary increased by the bonuses of an active *White Curse*. Sum up the strength of all the guardians on a given tile and add bonuses of an active *White Curse*. Thus, you obtain the **overall strength of guardians (or Kingosh)**.

Now compare the *overall strength of the adventurers* with the *overall strength of the guardians* on the given tile.

- If the adventurers have more strength, they **win** and get a *reward*.
- If the adventurers have less strength, they **lose** and suffer a *drawback*.
- If the adventurers have same strength, they **tie** and receive no *rewards* nor *drawbacks*.

This information is stated in the summary:

strength – **big reward** / **small reward** – drawback



Victory and Rewards

- The **adventurer with the greatest strength** gets the *big reward*.
- If more than one adventurer have the greatest strength, they both get the *big reward* minus one.
- **Other adventurers get the small reward**.
- Adventurers with zero strength don't get any *rewards*.

In case of a fight against more guardians, the *rewards* are added together. All guardians are removed from the tile. More about *rewards* → F.5

Defeat and drawback

- All adventurers suffer *drawbacks*.
- The Adventurers that cannot suffer *drawback* because they have no *flowers* to discard nor free *Curse Slots*, are *pushed back*.

In case of a fight against more guardians, all *drawbacks* are added together. More about *drawbacks* → F.5

Ties

Nobody gets any *rewards* nor *drawbacks*.

F.4 MOVEMENT (ACTION)

During the movement action, an adventurer first explores a new tile (in case it is yet unexplored), then he actually moves to the new tile, and finally, he may suffer *drawbacks* (if he moved against *thorns*). Movement is possible in one of four orthogonal directions. Movement is not possible:

- towards the center of the island, if the adventurer is standing on a tile with an undefeated guardian → F.7
- into the *Sea* → F.6
- against *Red Thorns* → E.1
- on an unexplored space, when all the *Island Tiles* are used up

1. Exploration – revealing a new tile

If a player wants to move to an unexplored space, he has to first show where he wants to explore and then he draws an *Island Tile* from top of the deck and places it face up on that space (oriented as the *Beach* → F.6).

If the player draws a *Danger Tile*, he picks a guardian from the Bag and places it on that tile. Adventurers should be placed on the half of the tile closer to *Shoreline* and guardians on the other half. → F.6

2. Relocation

The player moves the adventurer orthogonally to an adjacent tile.



3. Drawbacks (Thorns)

When moving against *thorns*, the player suffers 2 *drawbacks* (3 in Advanced game)

F.5 REWARDS AND DRAWBACKS

Reward and Drawback Circles work in a similar way. Each contain a marker that you move by a number of spaces clockwise. The number of spaces traversed is equivalent to the size of a given *reward/drawback*. You have to evaluate the symbols that the marker passes or lands on. Meaning of those symbols is described in the following table:



Move the *Time Marker* one step towards the *Sun Symbol*. (by 2 in Advanced game).



Draw one *Flower Card*.



Add one *energy token* to your *Vitality Field* permanently. This is an exception – normally, the number of *energy tokens* does not increase, they only circulate.



Discard one *Flower Card* of your choice.



Remove one *energy token* from your *Energy Circle* permanently (from any field). This is an exception – normally, the number of *energy tokens* does not decrease, they only circulate.



Draw one *Curse card*, examine it and place it face down on one unoccupied *Curse Slot*.



Draw a guardian and place it on a tile you occupy. If you are on the *Beach* or *Citadel*, nothing happens.

If there are two symbols on a space divided by a slash, player must choose which one to apply. In case two or more players have to choose, they do so in the turn order.

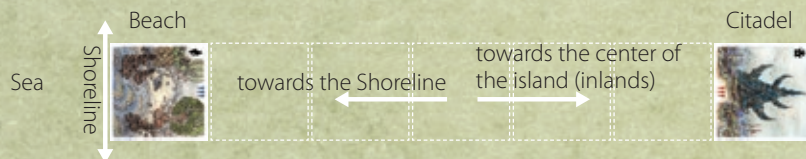
If there are two symbols on one space without a slash, they apply both.

If the player suffers a *drawback* by moving against *thorns* and its effect can not be applied (he has no flower card to discard for example), nothing happens. The situation is different in case of a *drawbacks* suffered in a fight → F.3

If the player is to receive multiple *Curse Cards*, he takes them all and then he decides where to place them. If he does not have enough empty *Curse Slots*, he takes only as many cards as the number of empty *Curse Slots* available.

F.6 ISLAND

The island has only one determined border – the *Shoreline*; it is expanded at will in all other directions, as long as there are enough *Island Tiles* available. Individual parts have their own names.



There are these basic types of cards on the island:



Pond – rest will bring you one more energy. → C.1 Rest



Meadow – allows you to pick *flowers* using the *Flower action*. → C.1 Flower



Danger – makes guardians appear → F.7

When looking towards the *Citadel* from the shore, you should place cards so that their type symbol is in the upper left corner. Place adventurers on the lower half, guardians in the upper half. It will help you remind yourself that guardians block your path towards the center. There are two types of *Island Tiles*. *Bright Island Tiles* have the *Beach* symbol on its reverse side. *Shadow Island Tiles* are marked by the symbol of the *Citadel* on the reverse side and with the symbol of a claw on the face side. Claw symbol  is used in Advanced game only.

Besides basic cards, there are also the *Beach* and the *Citadel*. No guardian can ever be placed on any of these tiles.



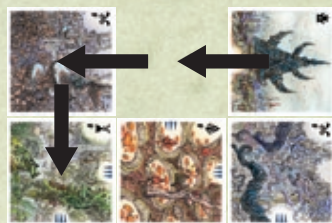
The Beach – a tile where every adventurer starts the game



The Citadel – a tile where the dark lord Kingosh dwells and where the final battle takes place → E.1. Some cards refer to the distance from the Citadel. The distance of a tile from the Citadel is measured by minimal number of movements it would take to reach that tile from the Citadel.

this tile is closer to the Citadel:

than this tile:



F.7 GUARDIANS

Guardians appear whenever someone reveals *Danger Tile*, as an effect of *Curse Cards* or because of a *drawback* in the Advanced game. In any case each guardian is drawn randomly from the Bag and placed on the half of the tile further away from the *Shoreline* (→ F.6). Defeated guardians are removed from the tile and put aside. If the Bag is empty when drawing a guardian, put all removed guardians back into the Bag. If there are less than 3 guardians put aside, put back also guardians who are furthest from the Citadel (→ F.6), so that there are 3 guardians in the Bag. If there are more options, the player who has the *Fight Card* decides which one to use.

F.8 PLAYER'S TURN

A player can perform none, one, or two actions during his turn. If he wants to take a second action, he must pay one energy immediately before doing so. If he has no energy, he can not take a second action. A second action must be of different type than the first one. *Example: A player's first action was Flower Action and she drew a flower card (on a Meadow) by playing this action. She can not play the Yellow Flower in her second action, because it would be another Flower Action in the same turn. She can play a Movement action instead, for example.*

F.9 CURSES

A player gains a *Curse Cards* in case his *Drawback Marker* passes or lands on the curse symbol. *Curse Cards* cannot be held in hand, so before anything else you should look at the card description and decide on which *Curse Slot* you are going to place it. If the player is to receive multiple *Curse Cards*, he takes them all and then he decides where to place them. If he does not have enough empty *Curse Slots*, he takes only as many cards as the number of empty *Curse Slots* available. Once you have laid a *Curse Card*, you cannot move it to a different slot, but you can always look at it, in case you forget what card it was. While there is a card lying on the *Curse Slot*, the respective action is *blocked* – you cannot use it. The only way to get rid of a *Curse Card* is to play it as a *Curse Action*. → C.1

There are two *Curse Card* types, differentiated by color:



Blue Curses – resolve them immediately after playing (according to the card text) and discard them on the discard pile. If there are more options how to resolve the card, the player who played the card decides which one to use.



White Curses – place it on the *White Curse* slot on the *Time Marker* immediately after playing it. If there already was one, discard it and replace it by the one just played. The effect of the *White Curse* is long-term – from this moment it changes the rules of the game until it's replaced by another *White Curse*.



If the *Curse Cards* run out, reshuffle the discard pile and form a new *Curse Card* deck.

Specification of some *Curse Cards*:

Warning Call

Draw 2 *Guardians* and place the strongest when drawing a *Guardian*. Return the unused guardian back into the Bag. If there is only one guardian left in the Bag, this curse has no effect.

Vermin

Rewards for winning a fight are reduced by one.

When fighting multiple guardians the reward for each decreased by one.

Tightening Grip and Rebirth

Both cards refer to distance from the *Citadel*. The distance of the tile from the *Citadel* is measured by minimum number of moves required to reach the given tile from the *Citadel*.

F.10 FLOWERS

Magical flowers growing on the island might help you a lot if you use them wisely. You can have a maximum of 5 *Flower Cards* in your hand, and you have to discard immediately any excess cards you may have accumulated. It is your choice which cards you keep. There are three types of *flowers* in the game:



Yellow Flowers – you can play them during your turn using the *Flower Action*. → C.1 Flower



Red Flowers – can be only used in fights. → F.1 Fight



Green Flowers – are special and their use does not count as an action. They can be played under specific circumstances specified in the card text.

If the flower cards run out, reshuffle the discard pile and form a new flower card deck.

Specification of some flower cards:

Starspark

A: Regain up to 4 energy. B: Regain up to 5 energy.

The player moves up to 5 energy tokens from the *Fatigue Field* to the *Vitality Field* (up to 4 in the Advanced game).

Rapier Lily

Add +100 to your strength against *Guardians*. Nobody gains any reward. Does not apply to *Kingosh*.

When fighting guardians, you gain a +100 strength bonus for that single fight only, and no participating adventurer gets any rewards. Cannot be used against *Kingosh*.

Sacred Lotus

Cancels the effect of *Blue Curse* even if it is not your turn.

The player has to play the *Sacred Lotus* immediately after a *Blue Curse* has been played, he cannot wait until its effect starts to unfold and decide afterwards.

Staring Iris

Look at up to 2 unexplored Tiles. Play this card anytime during your turn.

The player first specifies which unexplored areas he wants to see. Then he draws an *Island Tile*, examines it in a way other players cannot see it and places it face down on the spot he chose before. The second space is explored the same way.

The affected space has to be adjacent to already explored tile. The *Citadel* is not considered an explored tile until someone sets foot on it.

When someone moves on a face down tile, he turns it face up and treats it as an unexplored tile. If you chose to use the *Staring Iris* on a face down tile, just examine the tile, don't draw another one.

Hasteweed

Move up to two tiles according to the rules of *Move Action*.

Movement granted by *Hasteweed* is played according to normal rules of movement. Because you play *Hasteweed* as a *Flower Action*, you can also use *Move Action* in the same turn. Therefore, you can move up to three tiles in one turn this way. *Hasteweed* can be used to move even on unexplored tiles.

Daring Daffodil

Move one tile inlands (even to unexplored tile). You can move through *Guardians*.

When you play this card, you immediately move one space towards the center of the island. If the space is unexplored, draw a new *Island Tile* according to normal rules of exploring. You move even if you are standing on a tile with a guardian. You can ignore the rule that normally forbids you to move towards the center through undefeated guardians.

Vain Violet

→ G.3 More bluffing with flowers

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ADVANCED GAME

Dear adventurers, if you want to try something different and a little more challenging, we advise you to explore this variant of the game. We leave it up to you which one will become your favorite. You will find a list of differences from the basic rules below. Most of them you can find on the summary card.

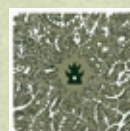
G.1 GAME SETUP

You will need the unmarked components and the components marked with the letter A.

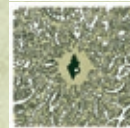
- Turn the *Adventurer Sheet* and *Time Counter* to side A.
- *Flower* and *Curse Cards* marked with B are removed from play.
- Hand out one Vain Violet *Red Flower* card to each player, then remove the rest from the game.
- Prepare two decks of *Island Tiles*. One with the *Shadow Island Tiles*, the other with the *Bright Island Tiles*. Place three bright and two shadow tiles between the *Beach* and the *Citadel* face down.
- Choose one of the variants of the end-game and turn the Kingosh card to the respective side.

G.2 THE SHADOW OF THE CITADEL

The Advanced game features *Shadow of the Citadel* – a grim darkness covering the island on all tiles beyond the *Shadow line* towards the *Citadel*. There are two types of Island Tiles:

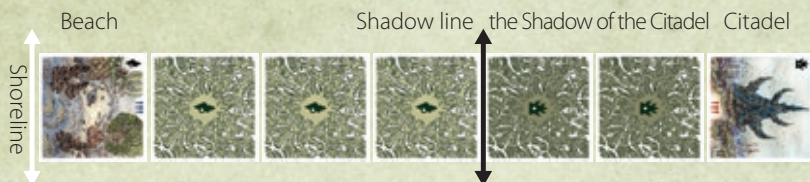


Shadow Island Tiles – darker tiles marked by the symbol of the *Citadel* on the reverse side and with the symbol of a claw  on the face side. They are placed in the *Shadow of the Citadel*. **Add +1 to overall strength of guardians on the shadow tiles.**



Bright Island Tiles – brighter tiles marked on the reverse side with the symbol of the *Beach*. They are placed outside the shadow of the *Citadel*.

Spaces in front of the *Shadow line* are filled up with bright tiles while spaces behind the *Shadow line* are filled with shadow tiles. When one of the decks runs out, use the remaining one for all spaces.



G.3 ADVANCED FIGHT

Victory: Rewards for victory are dependent on number of players participating in the fight. For example: If three adventurers fight against a guardian with a strength of 5, the big reward is 3 and the small reward 1.

	3	4	5	6	7
1	3	4	5	6	7
2	3/1	4/2	5/3		
3	2/0	3/1	4/2		
4+		2/0			
	2	3	4		

Draw: A draw can only take place by rolling the *Shield Symbol* on the die. It is enough to even up the overall strength of guardians to defeat them.

If the overall strength of the adventurers equals overall strength of the guardians, adventures **win** and get a reward.

Defeat: Adventurers that lose a fight are always first *pushed back* (→ F.2) one tile towards the *Shoreline*, and only after that they suffer *drawbacks*. If effect of some *drawback* can not be applied, nothing more happens (player is not pushed back again).

More bluffing with flowers

In fights with more adventurers, more bluffing is possible thanks to the Vain Violet flower card. It has no effect, but you always have it throughout the course of the game.

Investing energy and playing a *Red Flower* takes place simultaneously, every player **must** place in front of him one flower card face down and secretly invest energy. When everyone is ready, both the invested energy and *flowers* are revealed.

Vain Violet returns to hand after each fight. You can't drop it from your hand, not even by curse effects. Vain Violet does not count towards the flower cards limit – you can have 5 more flower cards on your hand.

If you fight alone, you don't have to cover up the invested energy and you can play the *Red Flower* face up or not at all.

G.4 OTHER RULES

Scorching sun - The effect of the symbol  is twice as strong, move the *Time Marker* two spaces towards the *Sun Symbol*.



New action - Ease – another action that has no *Curse Slot* and therefore cannot be *blocked*. While using this action, the player can choose from two options: either to move one tile on an already explored tile or to rest and restore 2 energy. This option can only be played on a tile with no guardian.

Shorter rest – Player restores only 2 energy, 3 on a *Pond*. On a tile with a guardian, it's just one energy as always.

Sharper thorns – While moving against *thorns*, the adventurer suffers 3 drawbacks.

Stronger curses – If a player plays a curse that would have no effect, he immediately draws another one and resolves its effect. In case the second one has no effect either, no further cards are drawn.

G.5 ENDING THE ADVANCED GAME

Adventurers can enter the *Citadel* only after they have gained at **least one extra energy token** (after getting through the first round on the *Reward Circle*).

Purple Citadel

Kingosh has a strength of 5, but every adventurer on the *Citadel* has a negative bonus -2 to his strength.



There is only one winner – the one with the greatest strength in the final battle. In case there are more such players, the winner is the one who got to the *Citadel* first. It is good to place adventurers in a row to mark the order in which they arrived to the *Citadel*. The remaining players in the *Citadel* are awarded subsequent places according to the same rules (strength first, than sequence of arrival). They receive fewer fruits of fulfilled wishes.

Blue Citadel

Only player with 3 points of energy in his *Vitality Field* can enter the *Citadel* (counted after paying the cost of the second action, if used).



At the beginning of the game, place any unused token to the space with number 7 on the Kingosh card. That is the initial strength of the dark lord. But as more adventurers enter the *Citadel*, Kingosh gets more angry and his strength grows.

Citadel entry prerequisites

Before the fight begins, every adventurer who got to the *Citadel* after the first one rolls a die for Kingosh. If the result is a *Moon Symbol*, move the token on the Kingosh card one space. If the result is a *Shield Symbol*, move the token to the highest value (100), and the others don't have to roll anymore.

If the winner of the fight is Kingosh or if a shield is rolled during the fight and draw occurs, return his strength back to 7. However, Kingosh's rage will start growing again after he joins a fight again

If the adventurers win, all the players who helped in the last fight are considered winners.

COMPONENTS

5 Double-sided Adventurer Sheets

5 Adventurer Tokens

5 Reward Markers

5 Drawback Markers

Time Counter

Time Marker

36 Island Tiles

(the Beach, the Citadel, 16 Bright Tiles, 18 Shadow Tiles)

41 Flower Cards

(34 common, 9 for A game, 3 for B game)

37 Curse Cards

(26 common, 4 for A game, 7 for B game)

10 Rule Summary Cards

Fight Card

Kingosh Card

50 Energy Tokens

13 Guardian Tokens and 1 Kingosh Token

Bag

Die of Destiny

Rulebook

