

# A MOST DANGEROUS RESCUE

David Goldovsky, Zeke Schab



## A MOST DANGEROUS RESCUE

*A Most Dangerous Rescue is a race between you and the Yovuz Ustalar Gang as you attempt to rescue precious artifacts before the gang can use them for nefarious purposes. As you race across the globe searching for each artifact, you fight against members of the Y. Your travels take you to the ends of the earth and to the Boss of the Yovuz Ustalar. The world won't be safe until you defeat the Boss to ensure that the powerful artifacts are out of the Yovuz Ustalar's reach.*

### BASIC RULES

Game Goal: Stop the Yovuz Ustalar's evil plot by defeating their Boss, while preventing them from gaining enough artifacts. The YU Boss is always the last card in the **YOVUZ USTALAR CARD DECK**. (See **GAME SETUP**)

### GAME COMPONENTS

- 3 X PLAY SECTIONS (PLAYER SECTION, YOVUZ USTALAR SECTION, ACTION SECTION)
- 48 X SCENE CARDS
- 4 X YOVUZ USTALAR CARDS
- 8 X ARTIFACT CARDS
- 30 X LIFE TOKENS (26 tokens numbered "1", 4 tokens numbered "5")
- 4X ACTION MARKER TOKENS
- 1X ARTIFACT MARKER TOKEN
- 1X PAWN
- 1X SPECIAL ARTIFACT SCENE CARD



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## GAME SETUP

- **Board Placement** - Take the 3 **PLAY SECTIONS** and set them up with the **PLAYER SECTION** closest to you, then the **ACTION SECTION**, and finally the **YOVUZ USTALAR SECTION** AFTER it. **The icons on all 3 Sections should be facing you..**
- **Shuffling the SCENE DECK**- Shuffle all 48 **SCENE CARDS** and then draw 15 **SCENE CARDS** face down into the **SCENE DECK SQUARE** in the **ACTION SECTION**. Add the **SPECIAL ARTIFACT SCENE CARD** and reshuffle once more.
- From the rest of the **SCENE CARDS** draw 7 more cards and place 2 in your **ASSETS SQUARE**, and 1 in your **RESOURCE SQUARE**. Then take the final 4 leftover cards and place 2 in **YU's ASSETS SQUARE** and two in his **RESOURCE SQUARE**.
- **Yovuz Ustalar Research Bonus** - Draw 3 **SCENE CARDS** from the rest of the **SCENE CARDS** and place them into the **ONGOING RESEARCH** of the corresponding Colors shown in the **OPPONENT ACTIVITY**. (See **OPPONENT ACTIVITY** and **RESEARCH** for further explanation). **All other SCENE CARDS will not be used in this game.**
- **Shuffling the YOVUZ USTALAR CARD DECK**- Take the 4 **YOVUZ USTALAR CARDS**, Shuffle, and then place the them face up on their designated place in the **ACTION SECTION**. Make sure you place the **YU** cards in a way that you can see all of them. **This is the order of the Yovuz Ustalar members that you will be facing. The one on top being the is your first opponent and the final one is the Yovuz Ustalar Boss.**
- **Shuffling the ARTIFACT CARD DECK**- Simply shuffle the **ARTIFACT CARDS** and place them face up on the side of the **ACTION SECTION**. This is the order that the Artifacts will appear for the duration of the game.
- **Placing LIFE TOKENS**- Place 6 **LIFE TOKENS** besides you and 6 **LIFE TOKENS** near the **YOVUZ USTALAR SECTION**. Every **YU** member has a starting health of 6.
- **Marker Token & PAWN Placement** - There are 5 **Marker Tokens** and 1 **PAWN**. Place the 4 **ACTION MARKER TOKENS** in the 2 **MARKING AREAS** in the center of the **ACTION SECTION**. The **Green/Purple** markers belong in the **LOWER MARKING AREA** and the **Red/Blue** markers in the Lower Marking Area. Place both sets of **Marker Tokens** on their respective number 0. Place the **PAWN** between the two **Marking Areas**. Last, place the **ARTIFACT MARKER TOKEN** at the top of the **ARTIFACT COUNTER**.





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Completed Research

Ongoing Research



Artifact Counter

Pawn

Action Markers



Artifact deck

Scene deck

Asset Pile

The notorious Yovuz Ustalar



Resource Pile

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## GAMEPLAY

*You are a treasure hunter, a protector of relics from those who would use ancient secrets for terrible purpose. From the centers of civilization to the forgotten edges of the known world the chase is on to put a stop to the Yovuz Ustalar's plans to dominate. Every step of the way you will be fighting the members of the Yovuz Ustalar one by one.. Each YU member has their own speciality and you must use this knowledge to your advantage.. Every new place (**SCENE CARD**) is an opportunity to fight (**Attack**), build your resources (**Money**), fortify yourself physically (**Defence**), or build your possessions (**Research**). You alone are going up against an organization of evil masterminds always one step ahead of you with you trying desperately to work your way against the clock before they complete their evil mission.*

When the player goes up against a member of the Yovuz Ustalar there is a **CONFRONTATION**. These **CONFRONTATIONS** works in **SCENES**, with each **SCENE CARD** representing a new place where the player has to fight a YU member. After a **CONFRONTATION** is resolved, a new one starts until either side wins the game.

The phases of a **CONFRONTATION** are as follows:

- **Draw Scene Phase**
- **ACTION choosing phase**
- **ACTION Resolve phase**

### DRAW SCENE PHASE

The Player draws a new **SCENE CARD** from the **SCENE DECK** and places into the **ACTIVE SCENE SQUARE** (See illustration above)

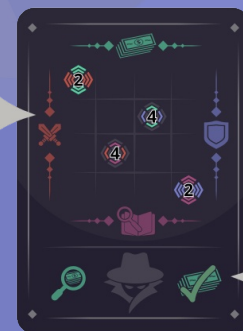
**SCENE CARDS** are divided into two parts – The **AVAILABLE STRATEGIES** grid and the **OPPONENT ACTIVITY**.

#### THE AVAILABLE STRATEGIES GRID

The main part of the scene card has a grid with 16 squares divided into 4 sections. Each one of these 4 sections has a single filled square marked with a number.

While the numbers represent the price and power of the **STRATEGY**, the location of the number represents the type of effect it will have:

### Available Strategies



### Opponent Activity

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- All STRATEGIES on the LEFT HALF of the grid are **offensive actions** (ATTACK)
- All STRATEGIES on the RIGHT HALF of the grid are **defensive actions** (DEFENSE)
- All STRATEGIES on the TOP HALF of the grid are **investment actions** (MONEY)
- All STRATEGIES on the BOTTOM HALF of the grid are **research actions** (RESEARCH)

Therefore, every STRATEGY has two roles – both an **attack/defense** and an **investment/research**. When a STRATEGY is chosen it **performs both its actions**.

The strength of these actions are decided by their cost and their Proximity to the edges of the grid. The STRATEGY COST is the number on the STRATEGY and corresponds to cost worth (i.e how much it will cost the Player/YU to execute said STRATEGY and how much its basic actions are worth when tallying up points)

The proximity works as follows: ACTIONS that are close to the edge of the grid are called **EDGE ACTIONS**, and they are in general of higher quality than the central grid **SIMPLE ACTIONS**. **EDGE ACTIONS** are worth a bonus 2 points to the Player/YU's ACTION SCORE, while the **SIMPLE ACTIONS** have no bonus points attached to them, as will be explained below.



*Example: Strategy 1 is an Edge Investment and Simple deffense, while strategy 3 is both an Edge Deffense and an Edge Research*

## THE OPPONENT ACTIVITY

At the bottom of the SCENE CARD there is information regarding how the Yovuz Ustalar will choose/resolve their costs (see ACTION RESOLVE PHASE). Each SCENE CARD has different conditions for Members/Bosses to follow. *Plan wisely.*

*NOTE- If drawing the special artifact card, see ARTIFACT section below.*

*NOTE- if the SCENE DECK runs out, see SCENE DECK RESHUFFLES below*



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## ACTION CHOOSING PHASE

During your global chase, you find yourself staring down a fedora wearing member of the Yovuz Ustalar. The time for chasing is over and now it is time to square off. In each scene, the YU Member/Boss will take their turn first. They will try to choose the **STRATEGY** best suited to them based on their Color Preference & the **OPPONENT ACTIVITY** on the **SCENE CARD**, as will be explained below.

To Execute a **STRATEGY** you need to be able to pay its cost using the cards in your Resources/ Assets Squares.

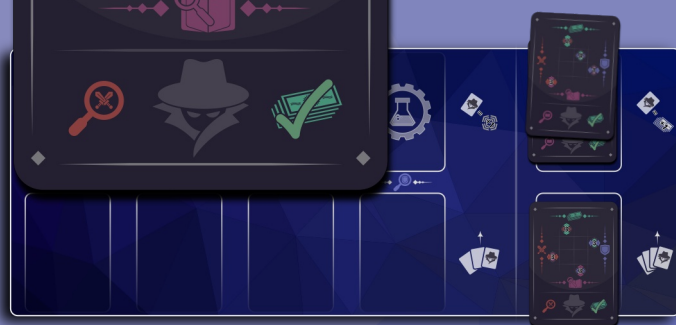
### THE AVAILABLE RESOURCES:

- Number of cards in the **ASSET SQUARE** (do not get discarded after use)
- +  
• Number of cards in the **RESOURCES SQUARE** (the use of those cards is optional and they do get discarded after use)

If the **STRATEGY COST** is less or equal to the available resources, then the YU/Player can execute said **ACTIONS**.



*Example: The Player has 2 cards in his Asset Square and 1 in his Resources Square. He can choose Strategies 1 and 2 for free. The player can, if he wants, execute Strategy 3 at the cost of discarding his Resource card. The player is not able to execute Strategy 4.*



## ACTION SCORES

After a **STRATEGY** is chosen, we score it for both of its two corresponding Actions. The Score consists of the following:

- The **STRATEGY COST**
- +  
• +2 bonus for an **EDGE ACTION**
- +  
• Any applicable research Bonuses (as will be explained later)

Remember that every **STRATEGY** performs two **ACTIONS**, both an offensive/defensive and research/investment.

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*Example: In the card above, assuming no research bonus, Strategy 3 have an **Investment Action** of score 5 (3 for the cost, +2 for the Edge Action) and **Deffensive Action Score** of 3 (Simple Action with a cost of 3)*

## YOVUZ USTALAR ACTION CHOOSING PHASE

Every Member/Boss has a different playstyle, and each will do its best to choose the **STRATEGY** that fits themselves the most regardless of whether it is the most beneficial in the long run (This is due to that wonderful sense of team spirit that most criminal organizations are known for).

The four basic types of YU villain correspond to the four types of actions – **DEFENSIVE**, **OFFENSIVE**, **RESEARCH** and **INVESTMENT**.

Each Member/Boss will always try to choose the **STRATEGY** closest to the the edge with their respective Color. If they can't afford that action, the next best option will do.



*Exanple: The Player's current opponent is Red (Attack). It will execute **Strategy 1**, since it is closer to the red edge of the grid. Since it's **Strategie's Action Scores** are **Attack 3** and **Research 3** (1 for the cost, +2 for **Edge Actions**), The player put's the top enemy **Marker Token** on its red side at slot 3, and the bottom marker on its purple side at slot 3. Note that the YU member will always prefer edge action over a simple one, so even that Strategy 3 would give him same attack and better results he would still avoid it.*

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On the Right Side of the

**OPPONENT ACTIVITY** is a money icon that shows whether the Member/Boss will spend their cards from their **RESOURCE SQUARE** on this confrontation.

choosing an YU's **STRATEGY**, place the **PAWN** on the Active **SCENE CARD** onto the YU's chosen **STRATEGY**. This **STRATEGY** is taken and the player cannot use it in this **CONFRONTATION**. At this stage, the player should calculate the **STRATEGIE'S ACTION SCORES**, and mark place the corresponding **MARKER TOKENS** on the designated trackers.

## PLAYER ACTION CHOOSING PHASE

After the Member/Boss chooses their action, You can choose any of the remaining actions in the scene, given you are able and willing to pay its price.

## ACTION RESOLVE PHASE

- **Offensive/Defensive** actions are resolved before **Investment/Research** ACTIONS.
- **Offensive/Defensive** actions determine how many **LIFE TOKENS** are gained/lost every Confrontation.
- **Investment/Research** ACTIONS determine who wins the scene - where the card goes at the end of the confrontation.

They are resolved in the following order:

- 1) **Defensive**
- 2) **Offensive**
- 3) **Investment** against **Research**



## DEFENSIVE RESOLVES

The amount of **LIFE TOKENS** gained by the Player/YU is equal to the Defensive **ACTION SCORE**.

NOTE- As one researches further into Defense, there are added defensive bonuses (as will be explained below).

## OFFENSIVE RESOLVES

Attacks are resolved the same as their defensive counterparts. Attack removes **LIFE TOKENS** from the counterpart. The amount of **LIFE TOKENS** taken away is equal to the Offensive **ACTION SCORE**.

NOTE- As one researches further into Attack, there are added research bonuses (as will be explained



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below).

## INVESTMENTS AGAINST RESEARCH

After resolving the **Defensive/Offensive ACTIONS**, we move on to the Building Phase. At the end of every scene either the Player or the Henchman/Boss will win the **SCENE CARD** via their **Investment/Research ACTION SCORE**.

To determine who will win the **SCENE CARD**, compare the Player's and the gang member's **Investment/Research ACTION SCORE**. The side with the highest score wins the scene and gets to take it to build his power. Where the **SCENE CARD** gets placed depends whether he played a **Research** or an **Investment**.

In case of a **TIE**, neither side gets the **SCENE CARD**, and it is thrown into the **SCENE CARD DISCARD PILE**.

**NOTE-** If the YU Member runs out of **LIFE TOKENS** during the **Confrontation**, you win the **SCENE CARD** regardless of whoever has the higher Score.

*Example: After YU chose **Strategy 1**, The player Choses **Strategy 3** and mark his scores on the board. Both sides loses 3 life tokens (a risky move from our player, since he have 3 more gang members to fight). In addition, since the player's **Incstment Action Score** was higher than the opponent's **Research Action Score** (5 against 3), The player wins the scene and add it to his **Resources Square**.*

*If the oponent would have wind the card,he would have to put it in the red Ongoing Research Slot, as indicated in the **Opponent Activity***



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## RESEARCH

Research is how the player or the Henchmen/Bosses get stronger throughout their fights. When the **SCENE CARD** goes into Research it is placed into one of the the Ongoing Research Slots. This is located below your (and below the YU' s) magnifying glass in one of the 4 research types:

ATTACK

DEFENSE

RESEARCH

MONEY

If either side collects 3 **SCENE CARDS** under the same research slot, the **Ongoing Research is completed** – take the 3 **SCENE CARDS**, shuffle and discard 2 random **SCENE CARDS** into the **SCENE CARDS Discard Pile**, and place the final **SCENE CARD** into the corresponding Completed Research Slot.

For each **SCENE CARD** in the Completed Research Slot, you get a **permanent +1 bonus to the corresponding ACTION**.

## YOVUZ USTALAR RESEARCH

On every bottom left of every **SCENE CARD** is the Research Color that the YU Member/Boss will place the **SCENE CARD** into in case he wins the scene. If they collect 3 **SCENE CARDS** in Ongoing Research then take the 3 **SCENE CARDS**, shuffle and discard 2 random **SCENE CARDS** into the **SCENE CARDS Discard Pile**, and place the final **SCENE CARD** into the corresponding Completed Research Slot.

For each **SCENE CARD** in the Completed Research Slot, the Yovuz Ustalar gets a **permanent +1 bonus to the corresponding ACTION**.

## INVESTMENT

If the **SCENE CARD** gets taken due to an Investment, place the card in the Resource Square of the Your/ YU Section.

If at any time there are 4 cards in either Your/the YU's Resource Square, take them all, shuffle and discard 3 random **SCENE CARDS** into the **SCENE CARDS Discard Pile**, and place the final **SCENE CARD** into the Assets Square

Resources represent Your/The YU's liquid cash. These cards will be discarded when the cost is pricier than your/The YU's Assets.

Assets represent the recurring monies that you gained through Investment.

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## DEFEATING A YOVUZ USTALAR MEMBER

When the Member has no more **LIFE TOKENS**, he has been defeated. Now you have to go find the next Yovuz Ustalar Member. This isn't easy since they are a global gang and you are only a single person. In order to uncover their whereabouts you need to sacrifice some of your time or resources in one of the following ways:

**Research** – discard 2 **SCENE CARDS** in the Ongoing Research Slot or 1 **SCENE CARD** in the Completed Research Slot

**Using Connections** – discard 2 **SCENE CARDS** in your **RESOURCES SQUARE** or 1 **SCENE CARD** in the Assets Square

**Investigation**– Discard the top 2 **SCENE CARDS** in the Active **SCENE DECK**. (See Deck Reshuffles before choosing this option)

Once one of the above options is chosen, you can draw a new **SCENE CARD** and begin a Confrontation with the next Yovuz Ustalar Member/Boss. Do the following:

- Remove the villain card from the game.
- Take 5 health tokens to the new YU member.
- Draw a scene card, check the research color of the card, and put it in the BG's corresponding ongoing research pile. Besides that, the board remains the same (all of the cards remains at their

## ARTIFACTS

*You are searching the world for the 8 great Artifacts of the Ancient World. These vestiges of power contain within them great power and that is why the Yovuz Ustalar are after them. You alone can save the world.*



### THE ARTIFACT SCENE CARD

*During your travels spanning the globe, you catch a member of the Yovuz Ustalar red-handed, just a few feet away from one of the Ancient Artifacts. It's now or never.*

The Artifact **SCENE CARD** looks like a regular **SCENE CARD**, except there is no **AVAILABLE STRATEGIES GRID** or **OPPONENT ACTIVITY** on it.

When the Artifact **SCENE CARD** is drawn, put it immediately in the **SCENE CARD DISCARD PILE**.

Draw the next **SCENE CARD** and put it into play. Then take the top most card from the Artifact Deck and



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place it next to the Active  
**SCENE CARD**

**This is a special Confrontation since whoever wins the SCENE CARD also wins the Artifact!**

## GAINING AN ARTIFACT

If The Yovuz Ustalar member wins the scene card, remove the card from the game, get the YU one more life token and **advance the Artifact Marker Token one slot on the Artifact Tracker**. If at any stage the token reaches the final slot, **YOU LOSE THE GAME**.

In case the Player wins the artifact, remove the card from the game, and get one more life token. The artifact is secure and the race continuous.

*NOTE- In the case that no one wins the scene card, remove the artifact from the game.*

## SCENE DECK RESHUFFLES

Over time, your travels take you everywhere and it is time to start anew. This means that you have traveled the world and the Yovuz Ustalar have successfully eluded your grasp. You must redouble your efforts on your next go around because time is becoming terribly short.

When the current **SCENE DECK** is exhausted, you need to take the **SCENE CARD DISCARD PILE** and shuffle all the discarded **SCENE CARDS**. Once shuffled place them into the **SCENE DECK Square**.

Before you draw a new **SCENE CARD**, **The Yovuz Ustalar gains another artifact**. Follow the same procedure described in **GAINING AN ARTIFACT**.

Once the Artifact Card is placed in the YU Treasury then you can draw a new **SCENE CARD** & continue.



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## END OF GAME

You win when you have defeated all the members of the Yovuz Ustalar Gang including the boss before the Artifact Marker Token gets to the end of the Artifact Tracker.

The Yovuz Ustalar win when you run out of **LIFE TOKENS** or they gain 4 Artifacts.



*Game Design: David Goldovsky and the amazing Zeke Schab*

*Writing: Zeke Schwab*

*Graphics: David Goldovsky*

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