

# A MOST DANGEROUS RESCUE

David Goldovsky, Zeke Schab



## TABLETOPIA GAME SETUP

*W*elcome to the most dangerous rescue in all tabletopia! You are almost set to start your race against time and across the globe, just follow those next set and you are good to go.

*NOTE-* In here, we just describe the steps necessary to start the game in tabletopia, and we are **NOT** going over the rules. For more complete rules, please follow the original rulebook, you can just skip the "Game Setup" section there.

When you enter the game the setup is almost automatically complete, you will see the 3 game sections (from bottom to top: **THE PLAYER SECTION**, **ACTIN SECTION** and the **YOVUZ USTALAR SECTION**) already populated in the relevant cards, and the life tokens (left) assigned to each opponent. The only 2 steps you will need to perform before you can start the game are:

1) **YOVUZ USTALAR RESEARCH BONUS-** between the 2 top boards you will see 3 **SCENE CARDS**



face up. Those should go to the **ONGOING RESEARCH SLOTS** of the Yovuz Ustalar Section. to define which card goes where, check the magnifying glass at the top left of each card, and put it in the **ONGOING RESEARCH SLOT** next to the corresponding magnifying glass.

# A MOST DANGEROUS RESCUE

David Goldovsky, Zeke Schab



2) **INSERT THE SPECIAL ARTIFACT SCENE CARD-** at the center of the board you will see the **SPECIAL ARTIFACT SCENE CARD**. Just put it on top of the **SCENE CARD DECK** (to its right) and shuffle the deck (by pressing the "R" when the deck is chosen)



# A MOST DANGEROUS RESCUE

David Goldovsky, Zeke Schab



## CAMERA VIEWES

There are 4 predefined camera shortcuts that can be switched by pressing the numbers during the game (0-4), and will help ease the gameplay:

- **Camera 0 - view of the entire game area.** Clear view to see the status of the game.
- **Camera 1 - Scene focus.** This is the main gameplay view, as it focus on the new active Scene Card, and help you mark the chosen Strategies and the Action Scores.
- **Camera 2 - Player Focus.** This Focus on the player area, and is easy to take and move cards from the main area to the player with a clear view of both.
- **Camera 3 - Enemy Focus.** This is the same as the player view, just for the enemy.