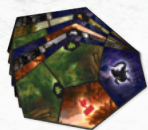


The title 'ALYNTHIA' is rendered in a stylized, metallic, serif font. The letter 'A' is enclosed within a shield-shaped outline. The text is set against a dramatic, painterly background of a sunset or sunrise over a mountain range. A large dragon with dark wings is perched atop a stone castle on a mountain peak to the right. Several smaller dragons are seen flying in the sky. The overall color palette is dominated by warm oranges, yellows, and soft purples, transitioning to cooler blues and greys in the misty valleys below.

ALYNTHIA

Rulebook

Game Components



7 - Board Tiles



1 - Round Tracker & Round Marker



24 - Outpost Upgrades



24 - Outpost Upgrade Ability Tiles



54 - Renown Tokens



1 - Fortune Die



35 - Dragons



7 - Nests & Dragon Markers



3 - Defeated Nest Trackers



1 - Dragon Spawn Die



1 - Dragon Battle Die



36 - Market Cards



42 - Action Cards



85 - Resource Cards



5 - Characters



5 - Battle Dice



5 - Player Boards



5 - Focus Markers



5 - Attack Strength & Defense Strength Markers



25 - Outposts



5 - Research Tracks



80 - Research Ability Tiles



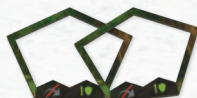
10 - Basic Guild Ability Tiles



5 - Advanced Guild Ability Tiles



3 - Tunnel Entrances & 1 - Tunnel Space



2 - Walls



1 - Labor Die



1 - First Player Marker

Contents

We recommend that you read through the entire rulebook before playing your first game.

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Alynthia is playable as a solo, cooperative, or competitive game. Where the rules differ, you will see call-outs (with their corresponding icons) that explain how to play in each mode. If a mode isn't called out, it's a base rule that applies to every mode.



Cooperative & Solo



Competitive

It is easiest to learn Alynthia by playing the cooperative mode first.



Solo mode plays exactly the same as cooperative mode with the following exceptions:

- Start with the first politics ability unlocked.
- Start with the attack and defense strength markers at 3.

Setup

Board Tiles

1. Shuffle the board tiles and place randomly depending on the number of players. The example shown to the right is with a 5 player setup. Board shapes for other player counts are shown below.
 - 5 Players: Use all board tiles.
 - 4 Players: Randomly remove 1 tile without a worker space (👤).
 - 3 Players: Randomly remove 1 tile with and 1 tile without a worker space (👤).
 - 1-2 Players: Randomly remove 1 tile with and 2 tiles without a worker space (👤).If any resource type (🍷, 🏠, 🌲, 🍷) is missing, reshuffle and try again.

Cards & Buildings

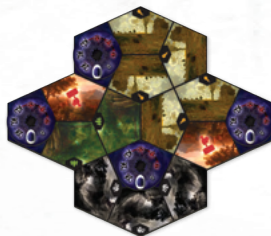
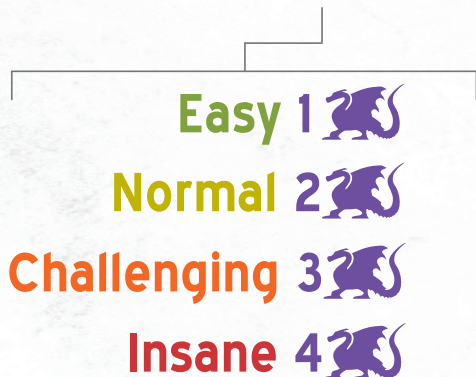
2. Place the 4 resource decks and give each player 1 of each resource (🍷, 🏠, 🌲, 🍷).
3. Place the renown tokens (👑) beside the board.
4. Shuffle the action card deck (⚡) and place it beside the board face down.
5. Shuffle the market card deck (⚖️) and place it beside the board face down. Flip 8 market cards face up, side-by-side.
6. Take outpost upgrades equal to 1 more than the number of players, and place the tokens and their corresponding ability tiles beside the board. **Example:** If you have 2 players, set aside 3 outpost upgrades and 3 ability tiles of each upgrade type.

Dragons & Play Mode

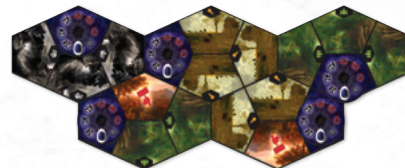
7. Place the dragon tokens next to the board.
8. Flip the round tracker to the side that matches your game mode and place it beside the board.
9. 🐉 vs 🐉 Place the nest tracker with the side that matches your player count below the round tracker.
10. On each dragon space (🐉), place a nest.

🐉 vs 🐉 Set the dragon marker based on your chosen difficulty level.

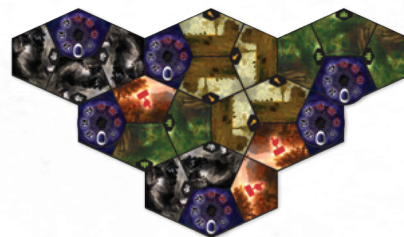
🐉 vs 🐉 Set the dragon marker at 1 on each nest.



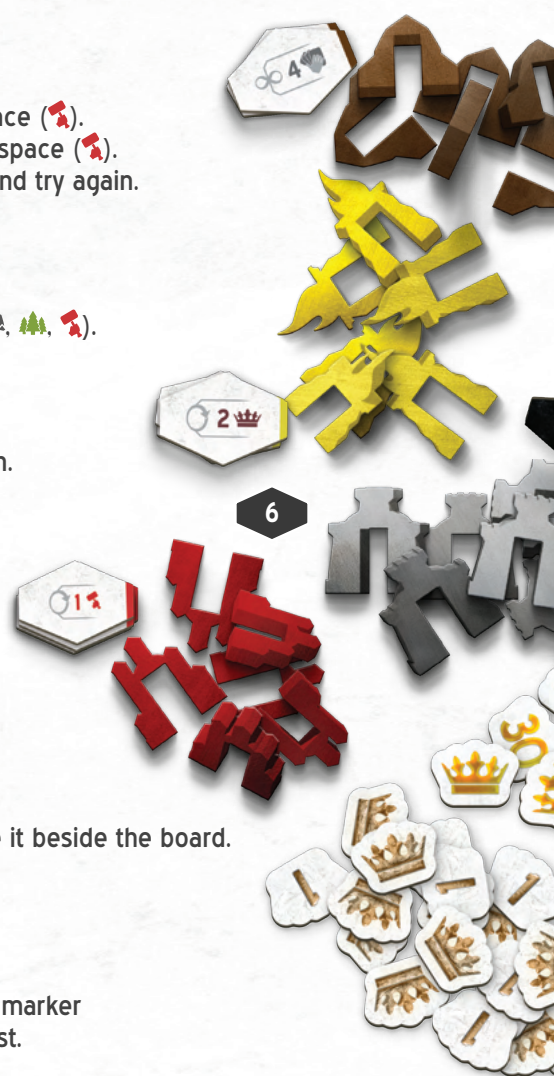
1-2 player board



3 player board

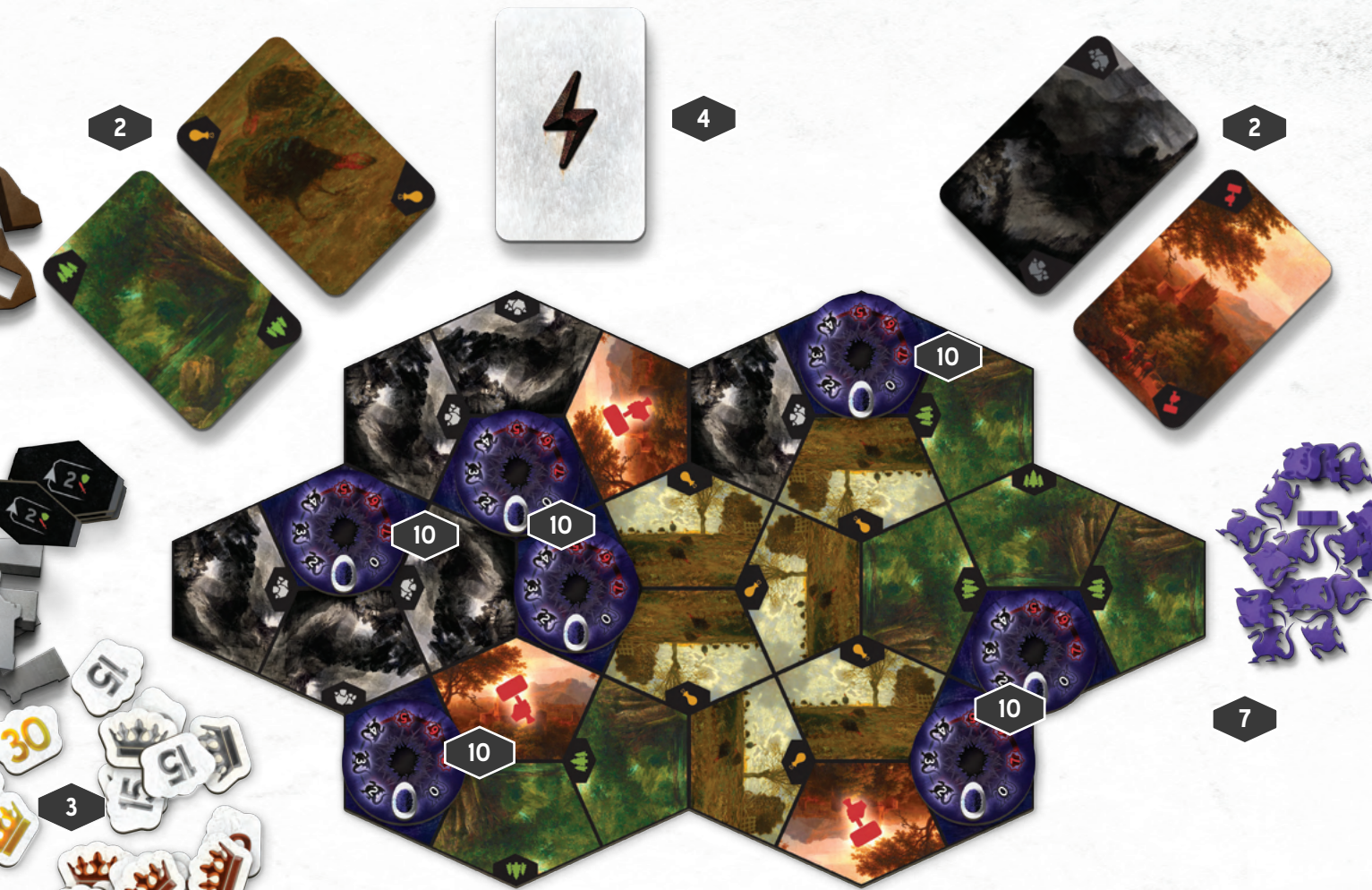


4 player board



Want even more of a challenge?

Each dragon left on the board at the end of the game will cost you 2 renown. If you run out of renown, you lose.



5

| | |
|---------|---------|
| SPEND 3 | SPEND 3 |
| GET 4 | GET 4 |
| SPEND 1 | SPEND 2 |
| GET 1 | GET 1 1 |
| SPEND 3 | SPEND 2 |
| GET 3 | GET 1 1 |
| SPEND 1 | SPEND 1 |
| GET 1 1 | GET 1 |

8

| | | | |
|---|---|---|---|
| 2 | 3 | 4 | 5 |
| 3 | 4 | 4 | 5 |

1 1 2

| | | | | | |
|----|----|----|----|----|----|
| 25 | 25 | 30 | 30 | 35 | 35 |
| 30 | 35 | 35 | 35 | 40 | 45 |
| 40 | 40 | 45 | 45 | 45 | 50 |
| 45 | 50 | 50 | 50 | 55 | 55 |

9



Start of Play

You look across the ravaged landscape of Alynthia as dragons fly through dark clouds overhead. Your fellow guild members look to you for leadership after fleeing the devastation, and you feel the incredible weight of that responsibility.

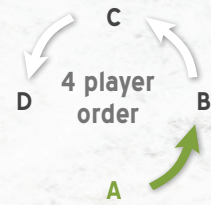
Your beloved guild is a shadow of its former glory, and despair threatens to overwhelm you. But you are determined, and you begin the adventure to reclaim your homeland.

Guild Selection

Randomly choose a player A.
Starting with that player and
going counter-clockwise:

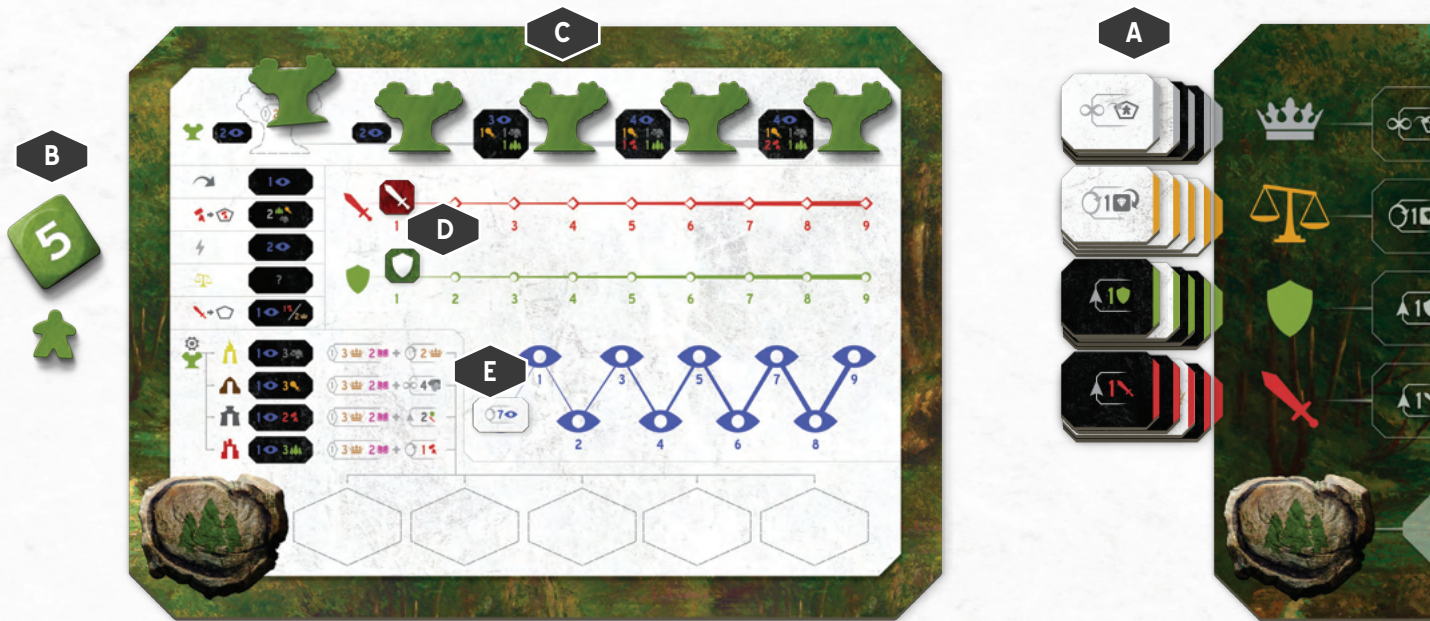


The player who placed their character
last (player D in this example) also
takes the first player marker.



1 Choose your guild and take its pieces

- Take your guild's research track (guild image background) and 16 research abilities (4 per category).
 - Stack the research abilities to the left of the research track with the smallest on the top and largest on the bottom. Each ability's light side should be face up (if it has one).
- Take your guild's player board (white, outlined with guild image), an attack strength marker, defense strength marker, focus marker, and the pieces of your guild's color (1 character, 1 battle die, and 5 outposts).
 - Place your character and battle die beside your player board.
 - Place the 5 outposts on their spaces at the top of your player board.
 - Place the attack and defense strength markers at 1 on your player board's attack and defense trackers.
 - Place the focus marker light side up at 0 on your player board's focus tracker.



2 Place your character on an unoccupied space allowed by your guild

A space with anything on it (character, building, nest, dragon) is considered occupied.



The Mountain Guild



Start on any
unoccupied
stone space



The Labor Guild



Start on any
unoccupied
space



The Forest Guild



Start on any
unoccupied
wood space



The Nomads



Start on any
unoccupied
space




The Field Guild




Start on any
unoccupied
food space

How to Win




 A horde of dragons has just destroyed the cities of Alynthia and built deadly nests atop their ruins.

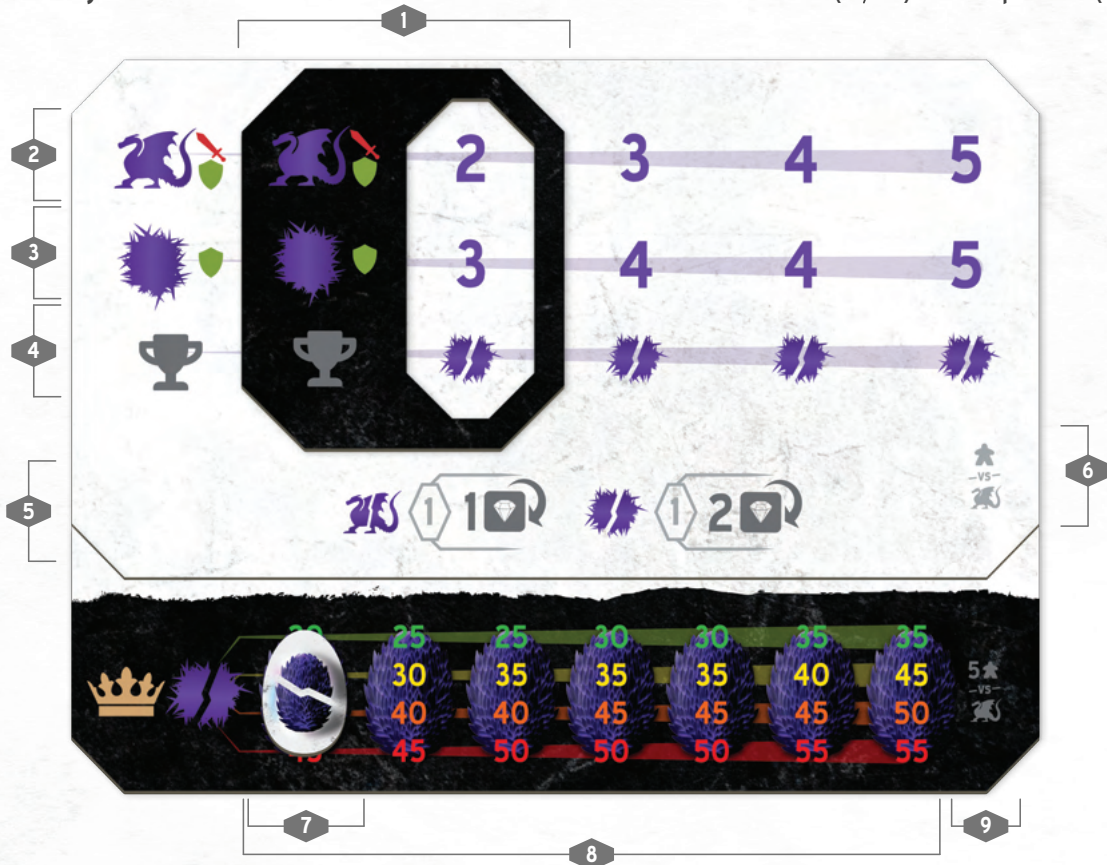
You are among the survivors who have united to free Alynthia from the dragons. You must band together to retake the land by defeating all nests before the end of round 5.

 It has been years since Alynthia was first decimated by the dragons. They still roam the land, but they are fewer in number and much less deadly. The time has come to turn your attention to other matters.

You are competing against your fellow guild leaders to become the new leader of Alynthia. Have the most renown by the end of the last round to ensure that your guild is victorious.

Round Tracker

- 1. Round Marker**
Advance during the Harvest Phase.
- 2. Current Round & Dragon Strength**
- 3. Current Nest Strength**
- 4.  Round Requirement**
Defeat at least 1 nest in rounds 2-5 or lose the game.
- 5. Rewards for Defeating Dragons or Nests**
- 6. Game Mode**
Whether this side is for cooperative () or competitive ()



Nest Tracker

- 7. Defeated Nest Marker**
The nest marker from a previously defeated nest.
- 8. Renown Cost for Nest**
How much renown you need to defeat the next nest in each difficulty level:
easy, **normal**, **challenging**, or **difficult**.
- 9. Player Count & Game Mode**


★ vs 🐉 Dragons & Nests (Cooperative/Solo Modes)

Starting in round 2, you must defeat at least 1 nest per round or you will lose the game. You must defeat all nests by the end of the game in order to win.

In order to attack each nest, you must have the support of the people. Pay renown for each nest you defeat depending on your difficulty level, as shown on the nest tracker. You must have enough renown before you attack a nest, but you only pay the renown if you win the battle.

Place the defeated nest's dragon marker on the nest tracker.

Renown

 Renown gives you the support needed to lead Alynthia. Renown is represented by renown tokens that can be gained by:

- Building outposts
- Upgrading outposts
- Research abilities
- Winning a battle
- Rolling the fortune die
- Purchasing market cards
- Playing certain action cards
- The recurring monument ability



★ vs 🐉 All players contribute to a combined renown pool beside the board. Renown is needed in increasing amounts to defeat nests. The renown cost changes depending on your difficulty level.

★ vs ★ Renown is tracked individually and can be kept hidden. Win by having the most renown at the end of the game.

Round Phases

Alynthia is played in rounds with 3-4 phases in each round. This rulebook is organized by each phase.



*For advanced guild mode only.



The Guild Phase

Under your careful guidance, your guild has grown, and its tradespeople and scholars have rallied behind you.

With newfound skills, use your unique abilities to fight together against the dragon hordes, or use your competitive advantage to crush your enemies.

Choosing a Guild Mode

Each guild has a distinct set of abilities, which can be used to pursue different strategies and approaches each time you play.

We recommend basic guild mode for the first game.

Advanced guild abilities are usually exceptions to a general rule, so it's useful to have a solid grasp of the core gameplay before adding them.

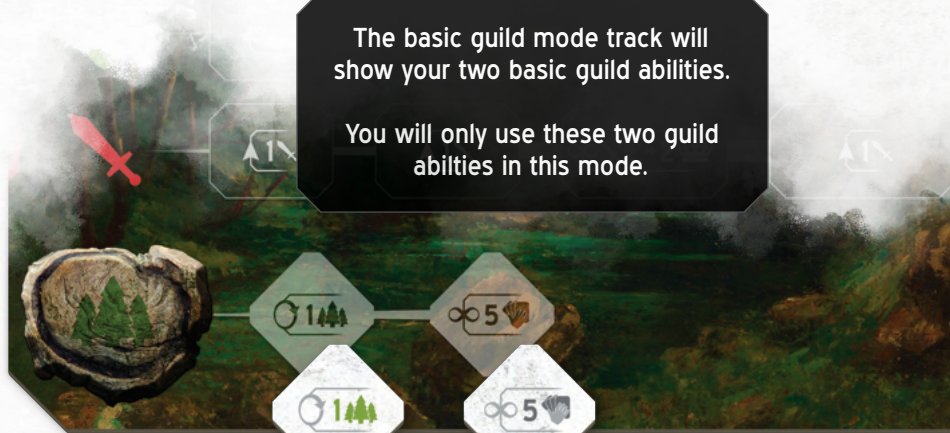
Basic Guild Mode

Use the basic guild mode side of your research track. Place both of your basic guild abilities on your guild track in their allotted spaces. They are immediately unlocked and accessible when appropriate (see Ability Types on page 20).

You won't use your advanced guild ability in this mode. Skip the Guild Phase for the remainder of the game.

The basic guild mode track will show your two basic guild abilities.

You will only use these two guild abilities in this mode.



Basic guild abilities use a single diamond space.

Advanced Guild Mode

Use the advanced guild mode side of your research track.

During each Guild Phase, if there is an open space on your guild track for the current round (1-4), you can unlock another guild ability.

You can equip your guild abilities in any order.

Your basic guild abilities each take up a single space.

Your advanced guild ability takes two spaces, which means after you unlock it, you must wait an extra round before unlocking an additional ability. You can, however, access your advanced guild ability in the first round you unlock it.



The advanced guild mode track will show numbers 1-4.

You will use all ability tiles for your guild in this mode.

Advanced guild abilities use 2 diamond spaces.



Basic guild abilities are still used in advanced guild mode.

GUILDS OF ALYNTHIA

Each guild has a unique set of abilities to choose from.

For more information on abilities, see page 20.



The Mountain Guild

The Mountain Guild is a community of fierce warriors who live in the craggy mountains of Alynthia. Due to their inhospitable environment, they survive by raiding the surrounding countryside and value strength above all else.



1 stone per round



+3 battle strength
Note that this is not +3 to both attack and defense. You choose how to permanently allocate all 3 points.



Tunnel: Immediately place 3 tunnel entrances anywhere on the board and the tunnel next to your player board. The tunnel entrances are adjacent to your tunnel. It cannot be attacked and no one else can access it. Building an outpost on the tunnel allows you to choose 2 of the same, non-worker resource (or renown) to collect each Harvest Phase.



The Forest Guild

The Forest Guild doesn't fight against their surroundings, but rather makes the best use of what Alynthia's wilderness has provided for them. Living in houses atop massive trees, they can store years' worth of supplies in hollowed-out trunks.



1 wood per round



+5 hand limit



Walls: Immediately place a wall on every outpost you've already built (up to 2). Every time you build another outpost, you may place a wall with it (if you have one available).

Walled spaces can't be moved onto by other players without the first politics ability. Walls are always the first thing attacked on your space. If you lose, they're removed without the fortune die rolled against you. Each wall gives you +1 defense on that space and +1 resource from that space once per round.



The Field Guild

The Field Guild has been farming the land of Alynthia for generations and understands that survival depends on their ability to adapt. Using resourcefulness and cunning, they are always ready to take action and seize whatever opportunities they discover.



1 food
per round



1 action card
per round



Trap: Capture dragons you defeat instead of returning them to the supply. Each captured dragon can be spent for a fortune die roll or as a one-time +1 bonus in battle.

There's no limit to the number of dragons you can hold.



The Labor Guild

The Labor Guild roams Alynthia, taking any contract they can find – from building structures to fighting as mercenaries. Fortune seems to favor their actions, often allowing them to overcome insurmountable odds and shape their own destiny.



1 worker
per round



1 die re-roll
per round
*Can be used during any phase on any die



Labor die: Roll the labor die once per round. You can purchase additional labor die rolls for 3 focus. Additional rolls count as an action.



The Nomads

The Nomads have been moving throughout Alynthia for as long as anyone can remember, always in search of a better life. They are a determined people, able to use their intelligence to scratch out an existence anywhere they find themselves.



1 focus
per round



1 non-worker
resource per
round



Caravan: You can move your outposts to an adjacent space by spending 1 focus. You must still build your outposts on an unoccupied space, but you can move onto a space with another player's outpost (max 2 outposts total per space). An upgraded outpost cannot be moved.

The last piece placed on a space defends. Choose your location wisely.

The image shows a close-up of a dragon's head, focusing on its scales and mouth. The scales are a deep purple color with a glowing, iridescent quality. A bright, horizontal line of light emanates from the dragon's mouth, creating a lens flare effect. The background is dark and textured, suggesting a rocky or cavernous environment.

The Dragon Phase

The Alynthians have contained the dragons from spreading beyond the cities you once called home, but not without great cost.

Alynthia lies in ruins, and the dragons have built massive nests atop the rubble. Now as they lick their wounds, they're growing in strength and number.

Nests



On nests the number of dragons is tracked using the dragon marker, but they still act as dragons would otherwise.

Each nest starts on its undefeated side. If it is defeated, flip the nest to its other side.

For example, if the dragon marker is on 4, treat that nest as if it has 4 dragons on it.

Spawning Dragons

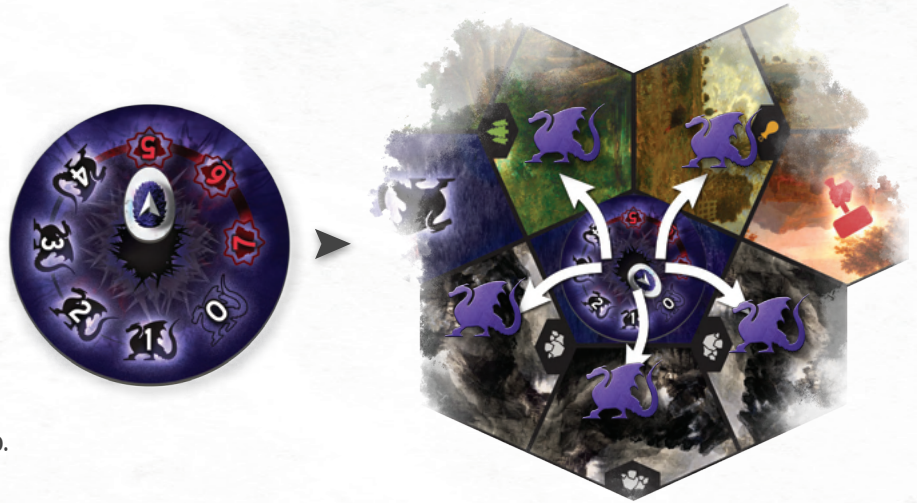
During the Dragon Phase, roll the spawn die for each undefeated nest and move the dragon marker up by that amount. If a nest is defeated, don't roll the spawn die for it. Instead, place 1 dragon on it.



Swarming

If 5 or more dragons are on a single space (regardless of space type), a swarm is triggered. Move 1 dragon from the swarming space to each adjacent space. If a dragon would move off the board, it stays on its original space.

Swarming can cause a chain reaction. If a swarm causes a new space to have 5 or more dragons on it, that space swarms, too.



Defending Against Dragons

If a dragon moves onto a space with any player piece, a battle is triggered. However, you must first complete spawn die rolls and swarming.

Because of this, it's possible to have multiple dragons attacking the same space at the same time. Either all the dragons on a space are collectively defeated, or none of them are. Combine their attack strengths but only roll the dragon die once. Note that the spawn die and dragon die are different.

Example: 2 dragons - each with a strength of 3 - would have a combined strength of 6 + a single dragon die roll.

If there are multiple battles after spawning dragons, resolve them in turn order. You decide the order in which multiple dragon battles against you are resolved.

After all the dragon battles have been resolved, the Dragon Phase ends.



The Action Phase



The guild leaders have resolved that your only chance of survival is to unite against the dragons. Time is running out, and you must use every resource to retake and rebuild the land before Alynthia descends completely into chaos.




The only way Alynthia will survive is if a strong leader unites the guilds, and you know you are that leader. However, the other guild leaders share your ambition. You must do everything you can to show the people that you deserve to lead.

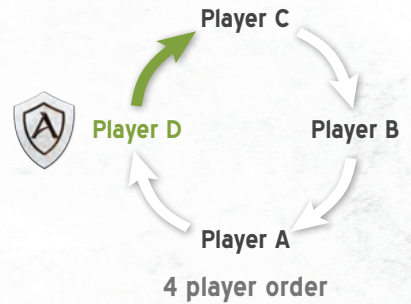
Turns & Actions

An action is anything that costs resources or focus. In most cases, these are shown on your player board along the left side. You must finish an action before taking another action. Playing an action card or using ability tiles is not considered an action.

 During the Action Phase, all players take actions simultaneously.

 During the Action Phase, players take 2 actions at a time in turn order until everyone has passed. You can take 1 action instead of 2, but once you pass, you can't take more actions this round.

The player with the first player marker takes the first turn. Play then continues going clockwise.



Player Board

The diagram shows a player board with the following sections:

- 1. Action List:** A vertical column on the left with five action cards labeled A through E. Each card has a cost in focus (eyes) and a reward.
- 2. Outposts:** A row of four outpost icons at the top, each with a cost and a reward.
- 3. Outpost Upgrades:** A section with four upgrade cards, each showing a cost and a reward.
- 4. Guild Emblem:** A large shield icon in the center.
- 5. Battle Strengths:** Two horizontal progress bars, one red (attack) and one green (defense), with numbered markers from 1 to 9.
- 6. Focus Tracker:** A blue zig-zag line with numbered markers from 1 to 9.
- 7. Outpost Upgrade Abilities:** A row of seven ability tiles at the bottom.

1. Action List

The main Action Phase actions you can do (in white) and their associated costs (in black).

- A. Move your character
- B. Recruit a worker from a worker space
- C. Buy an action card
- D. Buy a market card
- E. Attack

2. Outposts



Each outpost's cost is shown to the left of it. The renown earned for building it is shown underneath.

3. Outpost Upgrades

The four outpost upgrade costs and their rewards.

4. Guild Emblem

5. Battle Strengths

Your base attack () and defense () strengths.

6. Focus Tracker

Your available focus.

7. Outpost Upgrade Abilities

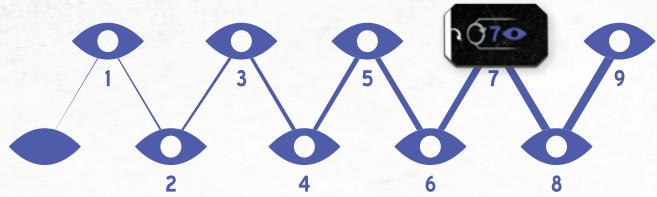
Add built outpost upgrade ability tiles here.

Focus



Focus allows you to move, build, buy action cards, and battle. focus is tracked using your player board focus tracker.

You start with a recurring ability (👁️) that gives you 7 focus. You can also get focus from the second commerce ability on the research track.



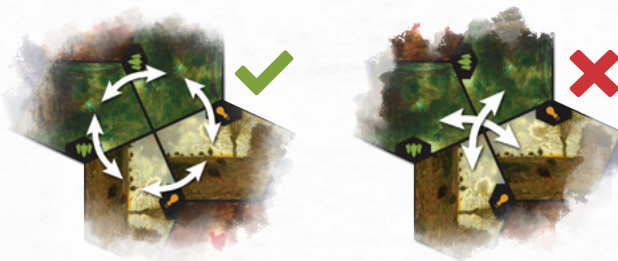
Any unused focus rolls over to your next turn.

You can't have more than what your focus tracker can hold, but you can collect focus at any point during the Action Phase.

Movement



You are represented on the board by your character. You can move from space to adjacent space for 1 focus. Adjacent spaces share a flat side (not diagonal).



Your character can't occupy the same space as another character, dragon, or nest. However, you can occupy the same space as any player's building.

If you have the first politics ability, you can share a space with another character.

If a space is occupied by dragons or a nest, you can clear the space by attacking them.



If a space is occupied by a character, you can clear the space by attacking them.

Resources & Trading

There are 4 resources that correspond to spaces on the board.

Wood, Stone, & Food



Wood, stone, and food are collected during the Harvest Phase based on how many outposts you have on each corresponding type.

Workers



Workers are a special resource that can't be collected from an outpost. They can be recruited in the following ways:

- Moving to a worker space and paying any combination of two resources
- Recurring village ability
- Other cards and abilities

Trading

You can only trade with or give resources and action cards to other players if you have the first politics ability and share a space with their character. This is especially important to have in cooperative mode.



Workers are vital for winning battles. Make sure you find a way to recruit them.

Outposts



You can construct an outpost to gain 2 rewards.

During the Harvest Phase, an outpost produces 1 resource based on its space type.

Example: If you have 2 outposts on 2 different wood spaces, you get 2 wood during the Harvest Phase.

Building outposts also lets you collect renown. Both the cost and the renown reward increase as you build more.

To build an outpost, pay the cost to the left of that outpost's space on the player board.

You can't build on a dragon space (🐉), worker space (👤), or a space with another outpost on it.

Your character must be on the space where you are building.

Each guild has a unique outpost shape, but they all work the same way (unless an ability says otherwise).



Outpost Upgrades



Each outpost can be upgraded with one of 4 outpost upgrades.

Outpost upgrades must be built over an existing outpost. You can build multiple upgrades of the same type, but you may only build 1 upgrade per outpost.

Each upgrade gives 3 renown, 2 research abilities, and an outpost upgrade ability tile.



Storehouse
+4 hand limit



Monument
+2 renown per turn



Stronghold
+2 battle strength
You can add +2 to attack (or defense) or +1 to each.



Village
+1 worker per turn

Outpost Upgrade Ability Tiles

After building an outpost upgrade, take its corresponding ability tile and place it on the bottom of your player board.





If an outpost upgrade is destroyed, return its ability tile to the supply. That ability is lost.

Outpost upgrades are the main way you grow stronger throughout the game.

Don't underestimate them!

Ability Types

Whenever you receive an ability, it will have one of the following 4 brackets around it:

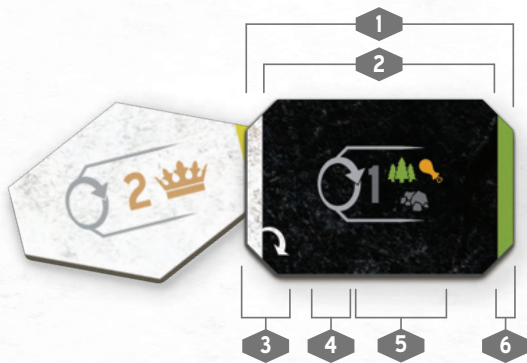
- 
One-Time Single use.
Occurs immediately.
- 
Continuous Ongoing.
Can be used any time.
- 
Recurring Can be used once per round
during the Action Phase.
- 
Strengthen Immediately increases
one of your core stats.

Light ability tiles show active abilities, while dark ones show used abilities.

Ability tiles with recurring abilities (⌚) can be flipped from their light to dark sides to keep track of whether you've used them.

There are several ways to get abilities: research tiles, outpost upgrades, action cards, and market cards.


Abilities are how you grow stronger in Alynthia.
They are vital to ensuring your success.



Example:

- 1. Ability Tile Shape**
Each ability tile type has a unique shape. This example is a research ability.
- 2. Ability Tile Background**
This has a dark background, so it can't be used again this round.
- 3. Harvest Phase Action**
This ability tile can be flipped to reset it during the Harvest Phase.
- 4. Ability Type**
This is a recurring ability (⌚).
- 5. Ability Bonus**
This ability lets you take one wood, food, or stone from the supply.
- 6. Ability Category**
This ability is part of the fortification track.

Research Abilities

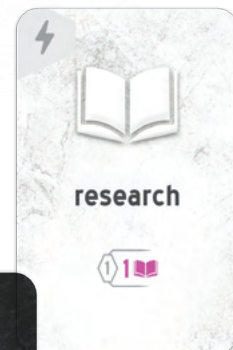
 You can play certain action and market cards to unlock research abilities, but the easiest way is by building outpost upgrades.

When you unlock a research ability, immediately choose and place a tile in any of the 4 categories' available spaces on your research track.

Abilities from any category can be unlocked, but each category must be unlocked from left to right.

New abilities should be placed light side up (if they have one) and can be used immediately after acquiring them (including in the same turn).

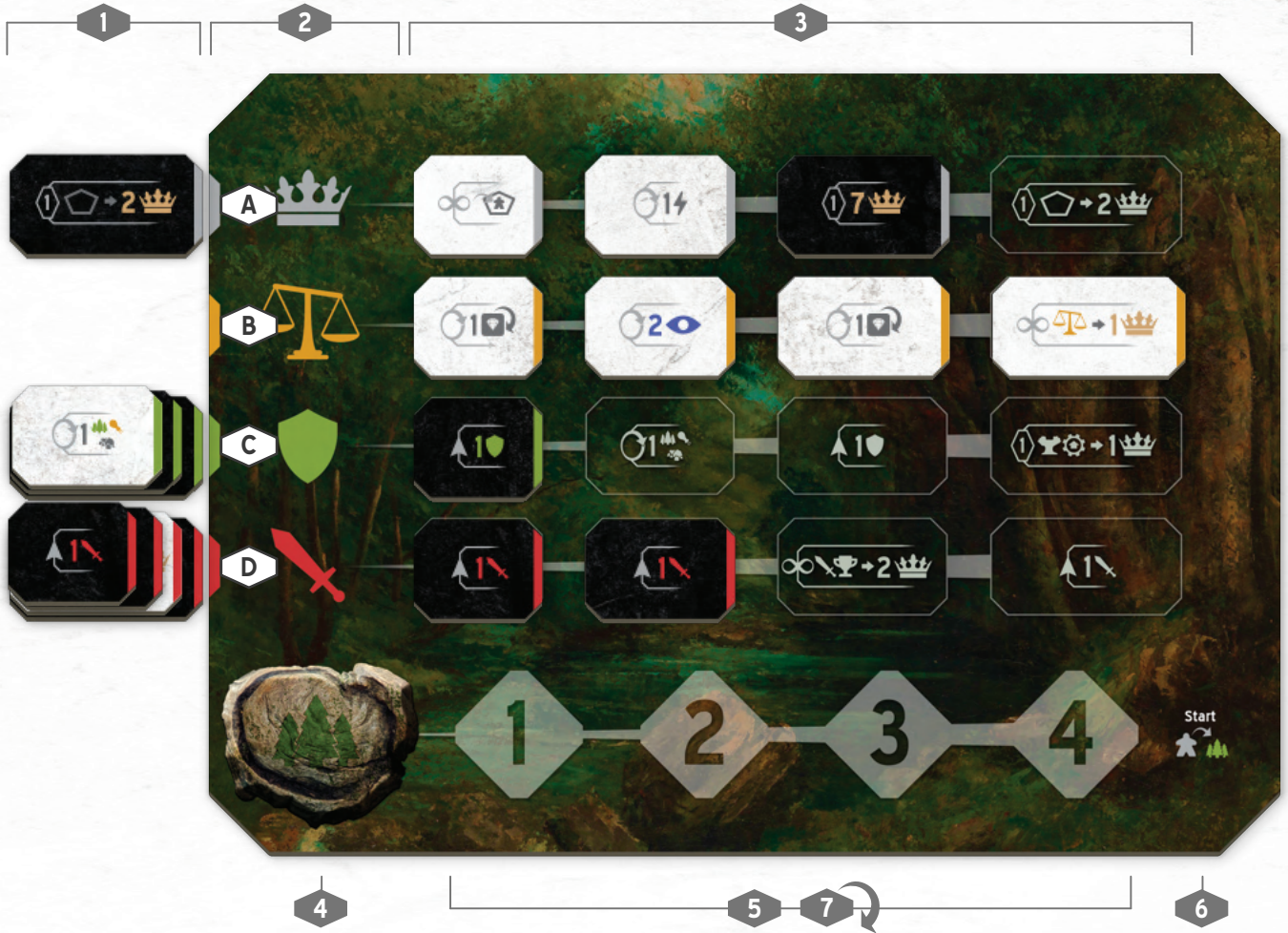
Research abilities can't be lost.



Research Track

1. **Unresearched Abilities**
The top of each stack is the next available ability to research for each track. See page 32 for an explanation of each research ability.
2. **Research Tracks**
 - A. Politics
 - B. Commerce
 - C. Fortification
 - D. Conquest
3. **Researched Abilities**
The abilities are unlocked and available for use.


 It's helpful for players to diversify their abilities so your group has enough attack strength, resources, and renown to win.




Guild Track

4. **Guild Emblem**
5. **Guild Track (advanced guild mode)**
During each Guild Phase, if there is an open space on your guild board for the current round, you can unlock another guild ability. For more information, see The Guild Phase starting on page 10.
6. **Guild Starting Location**
The restrictions for placing your character when you first start the game. For more information, see page 7.
7. **Guild Track (basic guild mode on opposite side)**
In this mode, start the game with both of your basic guild abilities already unlocked. Advanced guild abilities aren't used.

Advanced guild mode: Your guild's abilities often work well together. Deciding which round to gain which ability can be an important part of your strategy.

Market Cards


 Market cards allow you to spend resources to gain renown and other rewards. During the action phase, you can pay the cost, discard the purchased market card, and collect its reward.

Market cards are not refilled until the Harvest Phase. See the appendix for a list of market cards.



The market is a good way to get the renown and resources you need while staying under your hand limit.

Action Cards

 During the Action Phase, action cards can be purchased with focus to give you powerful, one-time abilities (Ⓛ). They can also be gained by certain market cards, research abilities, and the fortune die.

Action cards count towards your hand limit, but they are not resources.


Action cards can be played on any player, dragon, or nest at any time. They can be played immediately or saved for a future turn.



Action cards are powerful and can get you out of tough situations.

Example: This action card can be played to collect any one resource: wood, stone, food, or even a worker.

Reshuffle the action card deck if necessary. See the appendix for a list of action cards.

 Playing an action card doesn't count as an action, but purchasing one does.

Battle: Sequence

Choose a target



Pay to attack



Determine battle strengths



Resolve the aftermath


Declare what you are attacking. Move to the space or play the 'ranged attack' action card.

Pay 1 focus and either 1 worker or 2 renown.

Calculate the attacker and defender battle strengths.


Based on the scenario, determine next steps.

Battle: Attacking


 You can attack dragons and nests for various rewards. Your character must be on the same space as what you are attacking (except with the 'ranged attack' action card).

Before you attack, you must spend 1 focus and either 1 worker or 2 renown. You can't move onto the space if you can't pay the cost needed to attack. A spent worker does not count towards your battle strength.

If you lose an attack and can't occupy the same space as what you were attacking, your character automatically retreats back to the last space it was on. There is no additional penalty for losing an attack.

 You can also attack characters and other players' buildings. If you move onto a space occupied by another character and don't have the first politics ability, you must attack. If you move onto a space with another player's building, you can choose if you want to attack.

Battle: Defending

 The defender always wins ties and pays no battle cost. Note that any piece on the board can be a defender depending on the situation.

If you have multiple pieces on a space you are defending, only one piece is defeated if you lose. If the attacker wants (and is able), they can attack another piece on the same space. For battle aftermath, see pages 24-25.

Defending pieces are attacked/removed in this order:

1. Wall (forest guild advanced ability)
2. Character *
3. Outpost Upgrade *
4. Outpost *

* If more than one piece of the same type is on a space, the last piece added to the space is attacked.

Because a character is attacked before a building, it can be used to block a building from being destroyed.

Battle: Strength

The attacker and defender each calculate their overall battle strength. The higher battle strength wins the battle. The defender wins ties. Remember that attack and defense strengths are different.

Your overall battle strength is:



* Don't be afraid to use your workers in battle. Only the worker (or renown) spent to attack is lost.

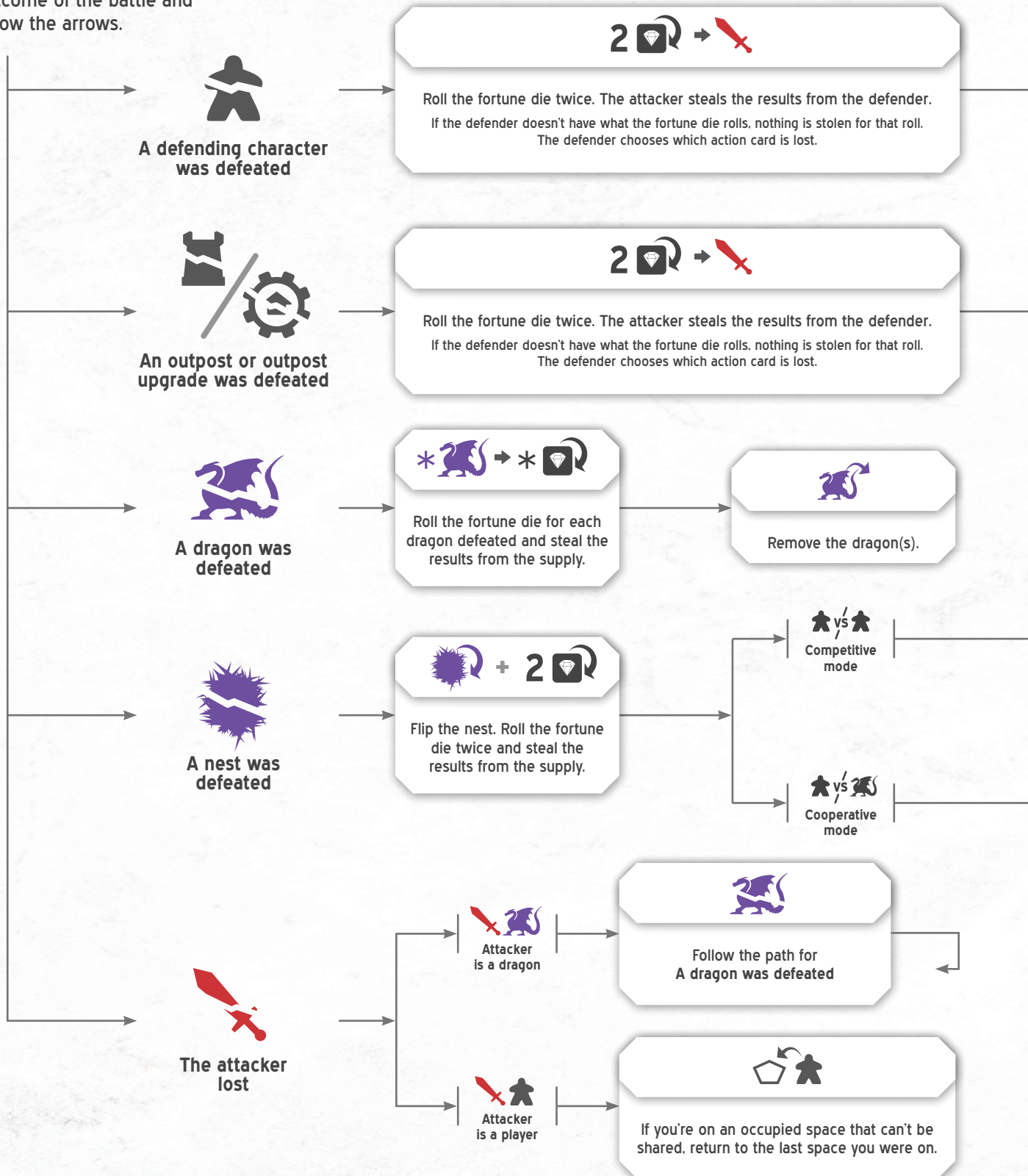
Remember: action cards can be played on any player (or dragon, or nest) at any time.

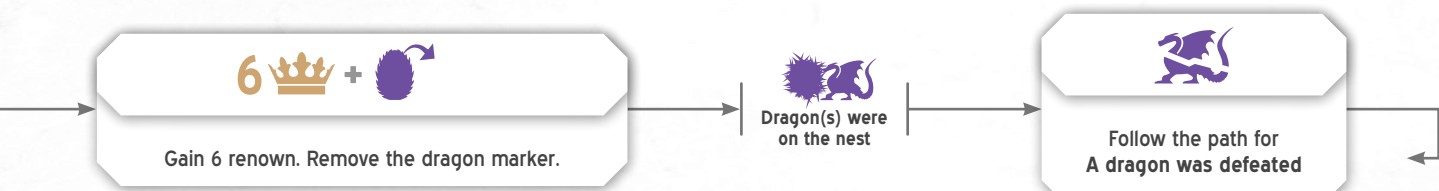
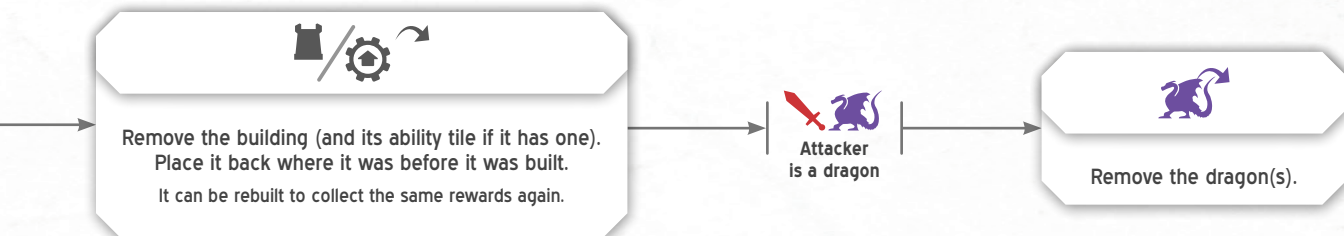
Dragon and nest battle strength is:



Battle: Aftermath & Rewards

To find out what happens after a battle, start at the left of the diagram with the outcome of the battle and follow the arrows.





If you attack and lose, the fortune die isn't rolled against you. Your only loss is the cost paid to attack.

Be careful: The cost of multiple attacks can add up quickly.



The Harvest Phase

After a long season of toil and struggle, it's time to gather the harvest from your outposts throughout the land.

However, your rest is short-lived – the threats to Alynthia are still growing. Use this time to prepare for the challenges ahead.

Harvesting & Resolving End of Round

1 Harvest from your outposts

Harvest 1 resource of the corresponding type from each space where you have an outpost.

If an outpost has an outpost upgrade, you can still harvest from the outpost. Outpost upgrades do not produce anything in the Harvest Phase.

2 Resolve your hand limit



You start with a hand limit of 7. This can be increased by building storehouses.

During the Harvest Phase, you must discard any resource and/or action cards above your hand limit. focus and renown don't count towards your hand limit.

Your hand limit can only be resolved by discarding back to the supply or by playing action cards.

Your hand limit is resolved after you have harvested from your outposts. You can have more than your hand limit at any point except during the Harvest Phase.

3 Reset your ability tiles

Flip over any spent ability tiles so that they are white-side up (if they have a white side).



If the ability tile can be reset, it will have a white border with an arrow along its left side.

4 Refill the market



If the Market has fewer than 8 cards, draw and add new cards until it is full again.

5 Move the round tracker to the next round

Competitive games last 4 rounds and cooperative games last 5 rounds. Note that dragons and nests get stronger in each new round.

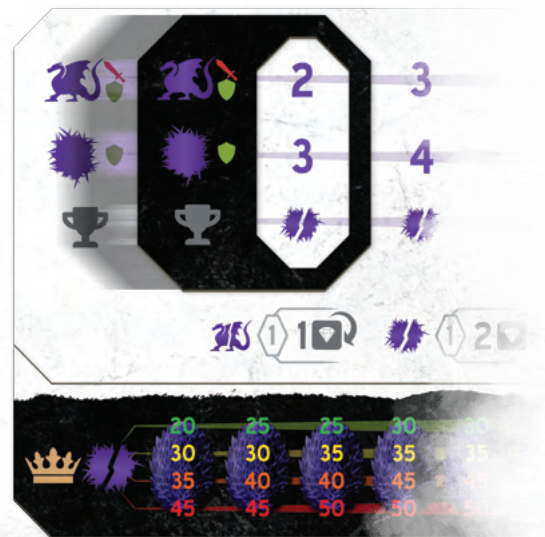
6 Start the next round (or end the game)

★ vs ★ Pass the first player marker

Pass the first player marker to the left.

★ vs 🐉 Check win and loss conditions

Starting in round 2, if you haven't defeated at least 1 nest in this round, you have lost. If you have defeated all nests, you've won!





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Our playtesters, who sat through countless games and questions

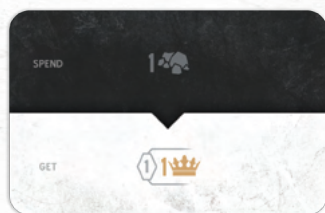
Caffeine, the primary source of our energy

The gaming community, where we have been incredibly entertained, inspired, and encouraged while learning so much

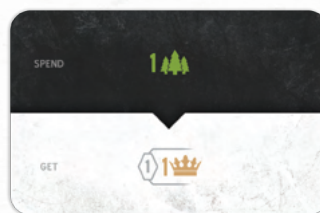


Appendix

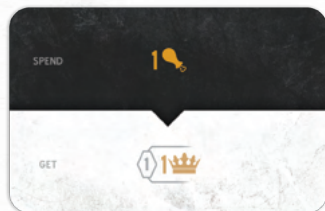
Market Cards



cost: 1 stone
 reward: 1 renown
 qty: 3



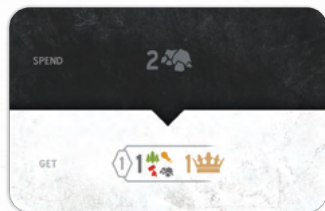
cost: 1 wood
 reward: 1 renown
 qty: 3



cost: 1 food
 reward: 1 renown
 qty: 3



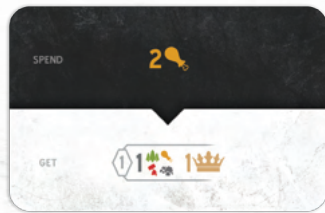
cost: 1 worker
 reward: 1 research ability
 1 renown
 qty: 4



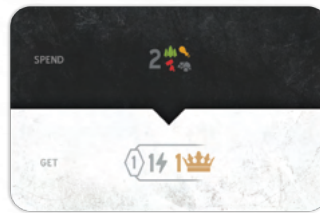
cost: 2 stone
 reward: 1 resource
 1 renown
 qty: 3



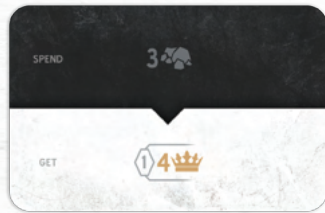
cost: 2 wood
 reward: 1 resource
 1 renown
 qty: 3



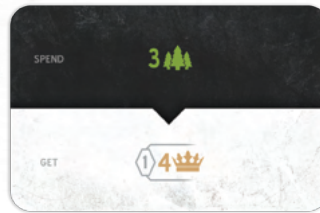
cost: 2 food
 reward: 1 resource
 1 renown
 qty: 3



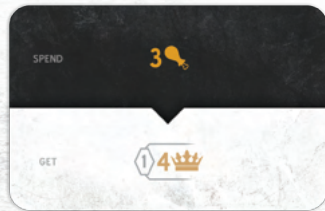
cost: 2 resources
 reward: 1 action card
 1 renown
 qty: 4



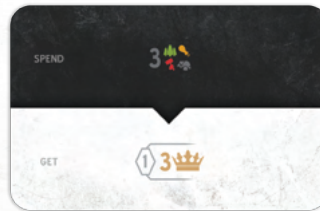
cost: 3 stone
 reward: 4 renown
 qty: 2



cost: 3 wood
 reward: 4 renown
 qty: 2

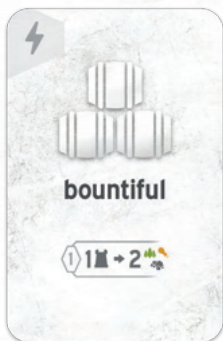


cost: 3 food
 reward: 4 renown
 qty: 2



cost: 3 resources
 reward: 3 renown
 qty: 4

Action Cards



Collect 2 resources from a space where you have an outpost.

qty: 5



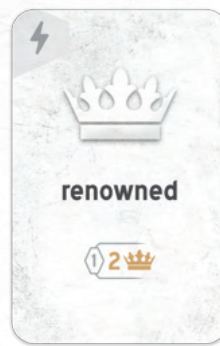
Temporarily add 3 attack or defense strength to either side in any battle.

qty: 6



Attack from anywhere on the board. You still need to pay the normal cost to attack.

qty: 4



Collect 2 renown.

qty: 5



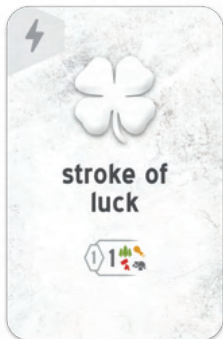
Unlock 1 research ability.

qty: 5



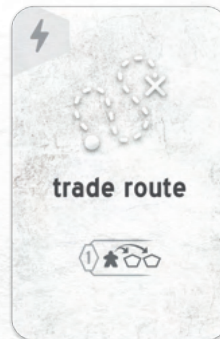
Re-roll one die. Usable immediately after any roll including the fortune, dragon, & spawn dice.

qty: 6



Collect 1 free resource. Can be a worker.





















qty: 6































Move up to 2 spaces for 0 focus. Can move through an occupied space without triggering a battle.

qty: 5

Research Track Abilities

| | | | | |
|---|---|---|---|---|
|  Politics |  You may share a space with another character |  Collect 1 action card per round |  Collect 7 renown |  Collect 2 renown per space where you have an outpost or character when you unlock this |
|  Commerce |  Roll the fortune die once per round |  Collect 2 focus per round |  Roll the fortune die once per round (twice total) |  Collect 1 additional renown for each future market card you purchase |
|  Fortification |  +1 defense strength (move your defense strength tracker up by 1) |  Collect 1 wood, food, or stone per round |  +1 defense strength (move your defense strength tracker up by 1) |  Collect 1 renown for each building you own when you unlock this (outposts and outpost upgrades count separately) |
|  Conquest |  +1 attack strength (move your attack strength tracker up by 1) |  +1 attack strength (move your attack strength tracker up by 1) |  Collect 2 renown for each attack that you win |  +1 attack strength (move your attack strength tracker up by 1) |

Icons

| | | | | | |
|---|-------------------------------------|---|--|---|------------------------------------|
|  | Ability Type: Continuous |  | Defense / Defense Strength / Fortification |  | Outpost |
|  | Ability Type: One-Time |  | Dragon |  | Outpost Upgrade |
|  | Ability Type: Recurring |  | Focus |  | Renown / Politics |
|  | Ability Type: Strengthen |  | Fortune Die |  | Research Ability |
|  | Action Card |  | Game Mode: Competitive |  | Roll the Indicated Die |
|  | Attack / Attack Strength / Conquest |  | Game Mode: Cooperative |  | Resource: Food |
|  | Battle Won / Round Requirement |  | Hand Limit |  | Resource: Stone |
|  | Board Space |  | Market / Commerce |  | Resource: Wood |
|  | Character |  | Movement |  | Special Resource: Worker |
| | |  | Nest | | |