

AZARDIA



FIRST IMPACT

GAME RULES

OBJECTIVE

BE THE FIRST PLAYER TO LAND EXACTLY ON TILE 150 OF THE BOARD. PLAYERS MUST OVERCOME OBSTACLES AND FACE EACH OTHER USING STRATEGY, CARDS, AND THE LUCK OF THE DICE.

COMPONENTS

- 1 BOARD WITH 150 TILES, DIVIDED INTO TWO ZONES: ZONE ZERO AND TYRANT ZONE.
- 2 TEN-SIDED DICE:
 - 1 = MINIMUM VALUE, 0 = 10 = MAXIMUM VALUE.
- 100 ACTION CARDS, 25 PENALTY CARDS, AND 10 EVENT CARDS.
- 4 CHARACTER TOKENS.
- 25 TOKENS WORTH 1,000 COINS EACH.
- 1 INSTRUCTION BOOKLET.
- 1 STORAGE BOX (FOR THE PHYSICAL VERSION).



GAME COMPONENTS

BOARD ZONES

1. **ZONE ZERO:** COVERS TILES 1 THROUGH 80. PLAYERS WHO HAVE NOT REACHED LEVEL 5 MUST REMAIN IN THIS ZONE. UPON REACHING TILE 80, IF YOU ARE NOT LEVEL 5, YOU RETURN TO TILE 1 AND CONTINUE ADVANCING IN ZONE ZERO.

2. **TYRANT ZONE:** COVERS TILES 81 THROUGH 150. ONLY PLAYERS WHO HAVE REACHED LEVEL 5 CAN ADVANCE TO THE TYRANT ZONE. ONCE YOU REACH TILE 80 AND ARE LEVEL 5, YOU CAN CONTINUE ADVANCING TOWARDS TILE 150. IF YOU HAVE REACHED LEVEL 5 AND HAVE PROGRESSED IN THIS ZONE, YOU CANNOT MOVE BACK TO A TILE BELOW 80.

SPECIAL TILES

SPECIAL A TILES:

IF THE FINAL DESTINATION OF YOUR MOVEMENT IS A TILE MARKED WITH AN A (5, 13, 21, 34, 46, 55, 67, OR 75), DRAW AN ACTION CARD.

SPECIAL Z TILES:

IF THE FINAL DESTINATION OF YOUR MOVEMENT IS A TILE MARKED WITH A Z (85, 93, 101, 114, 129, 137, OR 145), DRAW A PENALTY CARD, WHICH TAKES IMMEDIATE EFFECT. THEN PLACE THE CARD IN THE PENALTY DISCARD PILE. IF YOU DRAW THE LAST CARD OF THIS DECK, AFTER APPLYING THE CORRESPONDING PENALTY, SHUFFLE ALL PENALTY CARDS AND RETURN THEM TO THE PENALTY CARD DECK.

CARD DECKS

THERE ARE 6 SPACES ON THE BOARD FOR PLACING CARDS. CARDS ARE DIVIDED INTO THREE TYPES:

- ACTION
- PENALTY
- EVENTS

MAIN DECKS: THESE SPACES ARE FOR DRAW DECKS, WHERE CARDS ARE PLACED FACE DOWN FOR PLAYERS TO DRAW WITHOUT SEEING THEIR CONTENT.

DISCARD PILES: CARDS IN THESE SPACES ARE PLACED FACE UP BUT CANNOT BE REVIEWED BY PLAYERS.



CHARACTERS

LAGARTOON

- ABILITY: DRAW 1 EXTRA CARD DURING THE DRAW PHASE AND DISCARD 1 CARD BEFORE PHASE C OF THEIR TURN.
- DESCRIPTION: A CUNNING REPTILIAN CREATURE THAT ALWAYS STAYS ONE STEP AHEAD OF THE REST.



KUCHURITOK

- ABILITY: TAKE ALL THE CARDS FROM OTHER PLAYERS' HANDS AND REDISTRIBUTE THEM EQUALLY IN TERMS OF NUMBER. THE PLAYER WHO RECEIVES THE MOST CARDS CAN HAVE ONLY 1 MORE THAN THE PLAYER WHO RECEIVES THE FEWEST.
- DESCRIPTION: A GHOSTLY CHARACTER CAPABLE OF MANIPULATING OTHERS' DESTINIES WITH SPECTRAL PERSUASION.



ROBOT-I-KING

- ABILITY: SWAP ONE CARD FROM YOUR HAND WITH ONE FROM A RIVAL'S HAND (WITHOUT LOOKING AT THEIR HAND) DURING YOUR DISCARD PHASE.
- DESCRIPTION: AN ARTIFICIAL BEING THAT UNDERSTANDS THE STRATEGY BEHIND EVERY MOVE.



NONCREDO MANTIS

- ABILITY: CHALLENGE A RIVAL TO A DIRECT LEVEL DUEL.
- DESCRIPTION: A FIERCE ENTOMOPHORE THAT IS NOT AFRAID TO TAKE RISKS, ALWAYS READY TO PROVE ITS WORTH AGAINST OTHERS.



EACH TIME IT IS YOUR TURN, YOU MAY USE YOUR ABILITY ONLY ONCE.

COINS

IN AZARDTIA,
LUCK CAN ALSO BE
BOUGHT.



USES FOR COINS:

1. LEVEL UP: 5,000 COINS.
2. ADVANCE 1 EXTRA TILE: 1,000 COINS.
3. ADD +1 TO A DICE ROLL: 1,000 COINS PER +1 (MAXIMUM +1 PER DIE AND ROLL).

THE LIMIT IS 6,000 COINS, NO ONE CAN CARRY MORE. ONCE THAT LIMIT IS REACHED, THE REMAINING COINS WILL NOT BE ADDED.

DISTINCTIONS:

- COINS: RESOURCES TO PURCHASE STRATEGIC ADVANTAGES.
- WEALTH: INCLUDES COINS AND CARDS IN HAND. LOSING YOUR FORTUNE MEANS LOSING BOTH.

MANAGE YOUR RESOURCES
WITH COURAGE OR PAY THE
PRICE OF DEFEAT.

START PLAYING

1. EACH PLAYER ROLLS BOTH DICE. THE SUM OF THE RESULTS DETERMINES THE ORDER OF CHARACTER SELECTION (THE PLAYER WITH THE HIGHEST SCORE CHOOSES FIRST, AND THE OTHERS FOLLOW IN ORDER OF THEIR ROLLS). IF THERE IS A TIE, THE TIED PLAYERS ROLL AGAIN.

2. CHARACTERS ARE PLACED ON TILES 1 TO 4 AND START AT LEVEL 1, WITH NO CARDS OR COINS. THE FIRST PLAYER TO CHOOSE A CHARACTER STARTS ON TILE 1, AND THE OTHERS OCCUPY SUBSEQUENT TILES BASED ON THEIR SELECTION ORDER.

LEVELS

ALL PLAYERS START AT LEVEL 1, AND THE MAXIMUM LEVEL IS 5. PLAYERS CANNOT LOSE LEVELS 1 OR 5.

INSTEAD OF DROPPING FROM LEVEL 1 OR 5, THEY MOVE BACK 3 TILES. INSTEAD OF LEVELING UP FROM LEVEL 5, THEY ADVANCE 3 TILES.

URNS



THE DIRECTION OF MOVEMENT IS CLOCKWISE.

PHASES OF EACH PLAYER'S TURN:

- A) ROLLS AND MOVEMENT: ROLL THE TWO DICE (UNLESS A CARD MODIFIES THIS RULE). YOU CAN ADD OR SUBTRACT THE RESULTS (ALWAYS ≥ 0). IF THE RESULT IS 0, RE-ROLL (ONLY ONCE PER TURN). IF YOU LAND ON A SPECIAL TILE (A OR Z), DRAW A CARD ACCORDINGLY. YOU CANNOT EXCEED TILE 150; IF YOU DO, MOVE BACK THE DIFFERENCE.
- B) DRAWING: DRAW 2 ACTION CARDS. IF THE DECK RUNS OUT, SHUFFLE THE DISCARD PILE AND USE IT AS THE NEW DECK.
- C) PLAY YOUR CARDS: YOU MAY PLAY AS MANY CARDS AS YOU LIKE DURING YOUR TURN.
- CI) RESPONSE PHASE: ONLY IF A CARD OR ABILITY AFFECTS A RIVAL, THEY MAY USE CARDS TO MODIFY OR AVOID THE EFFECT. THIS PHASE CAN REPEAT AS LONG AS THERE ARE CARDS AVAILABLE TO RESPOND. ONCE RESOLVED, THE PLAYER RESUMES THEIR TURN.
- D) DISCARD: BEFORE ENDING YOUR TURN, KEEP A MAXIMUM OF 4 CARDS IN YOUR HAND. DISCARD THE REST INTO THE APPROPRIATE PILE.

ROUNDS

THE PLAYER WHO ROLLED THE HIGHEST SCORE DURING THE INITIAL ROLL FOR CHARACTER SELECTION MUST DRAW THE TOP CARD FROM THE EVENT DECK BEFORE STARTING THEIR TURN. THIS CARD AFFECTS ALL PLAYERS IMMEDIATELY.

EVEN IF THE PLAYER HAS BEEN PENALIZED BY MISSING THEIR TURN, THEY MUST STILL DRAW AN EVENT CARD. ONCE THE EFFECT IS RESOLVED, THE CARD IS PLACED IN THE EVENT DISCARD PILE.

IF THE EVENT DECK RUNS OUT OF CARDS, SHUFFLE ALL DISCARDED EVENT CARDS AND RETURN THEM TO THE DECK SPACE ON THE BOARD.

LEVEL CHALLENGES

WHEN TWO PLAYERS LAND ON THE SAME TILE, A LEVEL CHALLENGE TAKES PLACE: BOTH PLAYERS ROLL BOTH DICE, AND THE WINNER LEVELS UP (UNLESS THEY ARE ALREADY AT LEVEL 5). THE LOSER LOSES ONE LEVEL (IF THEY ARE BETWEEN LEVELS 2 AND 4, INCLUSIVE) AND MOVES TO THE IMMEDIATELY PREVIOUS TILE. HOWEVER, IF THEY ARE AT LEVEL 1 OR 5 (AS THEY WOULDN'T LOSE A LEVEL IN THESE CASES), THEY MOVE BACK THREE TILES INSTEAD.

EXCEPTION TO THIS RULE: IF THE PLAYERS ARE ON TILE 80 (OR ON 81 IF THERE ARE 3 PLAYERS, OR 82 IF THERE ARE 4 PLAYERS), AND AT LEAST ONE OF THEM HAS REACHED LEVEL 5, THE WINNER WILL ADVANCE THREE TILES INSTEAD OF THE LOSER MOVING BACK, TO AVOID REDUNDANT CONFLICTS.

GRACE TURN

WHEN A PLAYER LANDS EXACTLY ON TILE 150, THE GRACE TURN IS ACTIVATED. WHILE THIS PLAYER STAYS ON TILE 150, UNAFFECTED BY EFFECTS FORCING MOVEMENT, OTHER PLAYERS HAVE ONE FINAL TURN TO TRY AND LAND EXACTLY ON TILE 150.

IF ANOTHER PLAYER LANDS ON TILE 150 DURING THIS TURN, BOTH MUST FACE OFF IN A LEVEL CHALLENGE TO DETERMINE THE WINNER. IN CASE OF A TIE, THE FIRST PLAYER TO REACH TILE 150 WINS.



CLARIFICATIONS:

PENALTY CARDS, EVENT EFFECTS, OR CHARACTER ABILITIES WITH NEGATIVE OUTCOMES CANNOT BE COUNTERED BY ACTION CARDS PLAYED FROM A PLAYER'S HAND.