

DAWN of ULOS

A ROLL PLAYER TALE

Rulebook

Overview

For untold eons, the mortal races lived in their separate planes, unaware of each other and ignorant of the many worlds beyond their own.

Now the time has come. Azema the Benevolent, highest god of Dragons, forges the planes together with the rainbow flames of her breath. A new world is born: Ulos, the plane of unity. She hopes sentient beings from across the planarverse will one day live here in harmony.

As she toils, Azema opens rifts to other planes, drawing upon their elemental essence. Armies flood through these rifts to fight over the newly formed lands.

These battles have drawn the attention of other gods. Curious to know which mortals will triumph, they gather over Ulos and place wagers on their favorites, assisting some as they expand their territory and hindering others.

As one of these gods, you join the game. You must hasten to expand your holdings in Ulos, for when Azema has finished with her work, she will surely put an end to these petty wars. Can you prove yourself to be the most savvy deity in the planarverse?

Objective

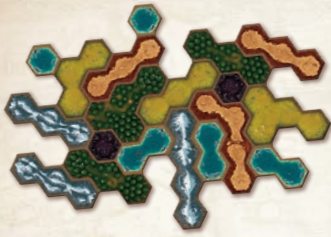
Dawn of Ulos is a competitive game set in the world of Ulos. The players represent gods from all across the planarverse, using their power to shape the landscape and manipulate the factions of mortals who inhabit it.

The gods invest in their favorites, alter the growing territories to suit their fancy, and pit the mortal armies against each other, all in a bid to gain the favor of Azema, the creator of Ulos.

At the end of the game, the god who has the most favor with Azema wins!



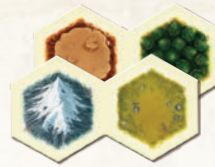
Components



6 Map Sections



1 Power Board



48 Development Tiles



1 Start Player Marker



12 Rift Tiles



10 Camp Markers
(1 per faction)



10 Power Markers
(1 per faction)



160 Faction Cards
(16 per faction)



5 Player Mats



2 Reference Cards



59 Favor Tokens
(25x1s, 20x5s, 10x25s, 4x100s)



12 Pillage Tokens



1 Ulrir Mat
(solo mode)



5 Element Cards
(solo mode)

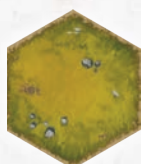


70 Lantern Cards
(solo mode)

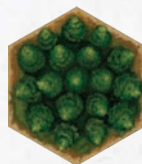
TERRAIN TYPES



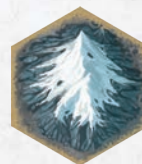
Desert



Field



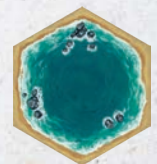
Forest



Mountain



Wasteland



Water

Game Setup

1. Game Map

Place the six interlocking **map sections** in a 2x3 grid in the center of the table to assemble the map.

Note: Each map section can be placed in any of the six possible positions within the grid, allowing for a variety of map configurations.

2. Power Board

Place the **power board** next to the assembled map.

3. Rift Tiles

Shuffle the **rift tiles** together. Place one random rift tile in each wasteland space on the map, face down. Return any remaining rift tiles to the game box. Place the two **reference cards** so that all players have access.

4. Player Mats

Each player selects a **player mat** and places it in front of themselves. This mat shows which god they represent, and it also serves as a player aid.

5. Development Tiles

Shuffle the **development tiles** together. Create a supply near the map, face down. Each player draws three tiles from the supply. Players may look at their own tiles but should conceal them from other players.

6. Favor Tokens

Create a supply of **favor tokens** near the map. Each player takes a total of 25 favor from the supply.

7. Factions

Select five **factions** to include in this game. Do not include more than two factions with conflict abilities (Elves, Flyers, Ogres).

Note: When playing for the first time, it is recommended to select the five basic factions: Goblins, Orcs, Ratfolk, Satyr, and Sheki.

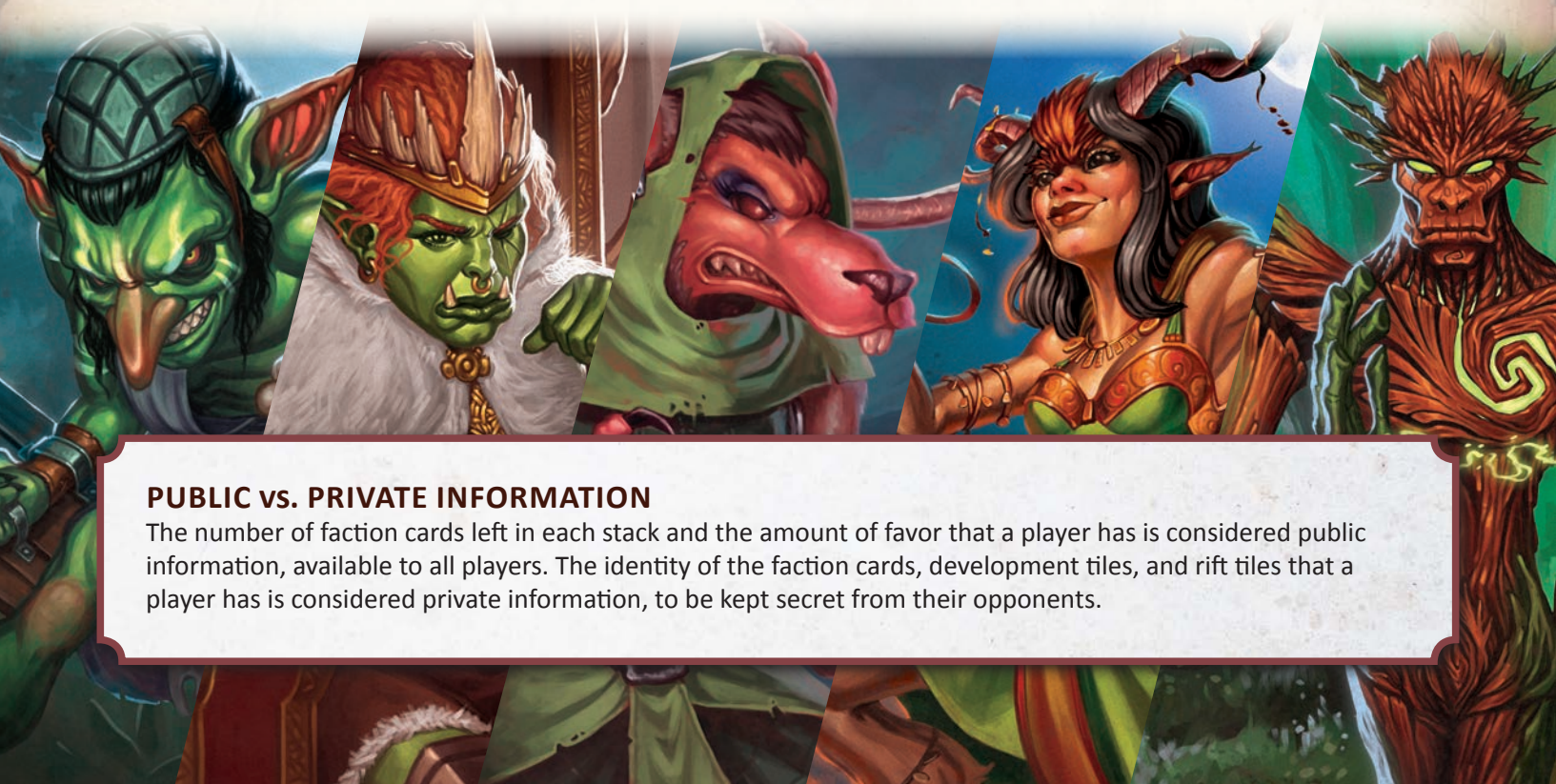
Find and prepare the components for the five selected factions as described below. Return all components for unused factions to the game box.

- **Faction Cards:** Create five face-up stacks of faction cards, with one stack per faction, to form a supply beside the map.
- **Camp Markers:** Place the camp markers for all five selected factions next to their corresponding faction card stacks.
- **Power Markers:** Place the power markers for all five selected factions in the "lost" space of the power track, legendary side face down.

Note: If the Orcs are in play, find the pillage tokens and place them near the stack of Orc faction cards.

8. Start Player

Determine who woke up the earliest today. Give the **start player marker** to that player.

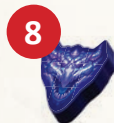
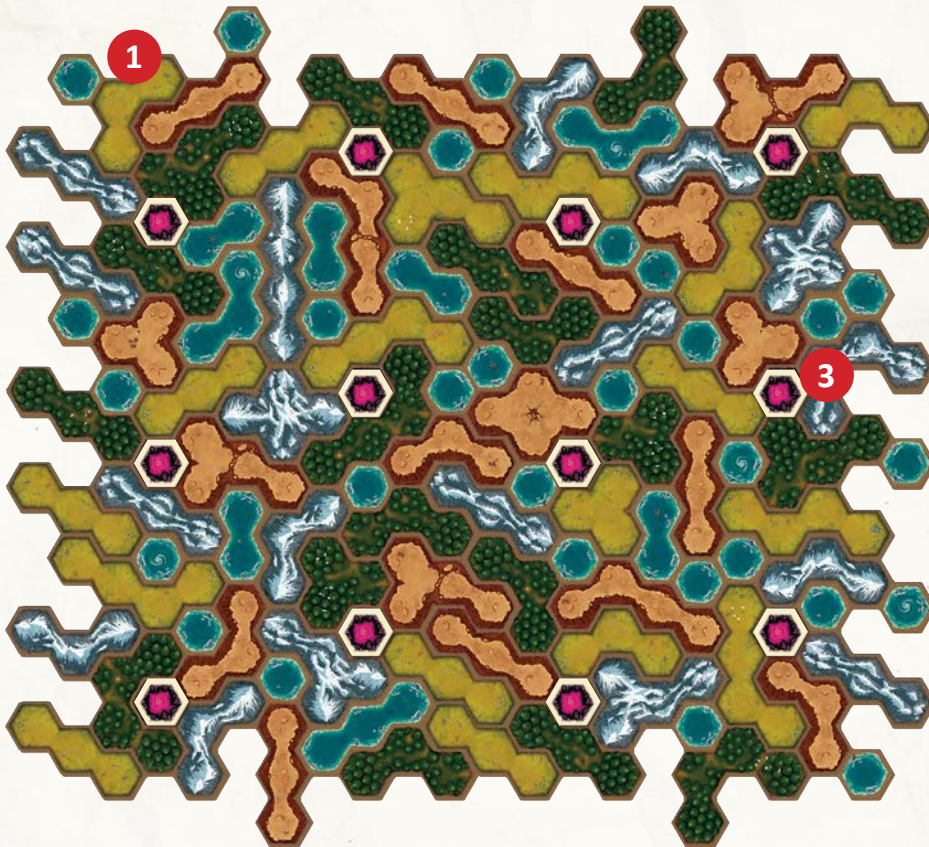


PUBLIC vs. PRIVATE INFORMATION

The number of faction cards left in each stack and the amount of favor that a player has is considered public information, available to all players. The identity of the faction cards, development tiles, and rift tiles that a player has is considered private information, to be kept secret from their opponents.



	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Territory	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Strength	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
Spoils	2	3	4	4	4	5	5	6	6	6	7	7	7	7	8	8





PLAYER SETUP

- 1 Player Mat
- 3 Development Tiles
- 25 Favor



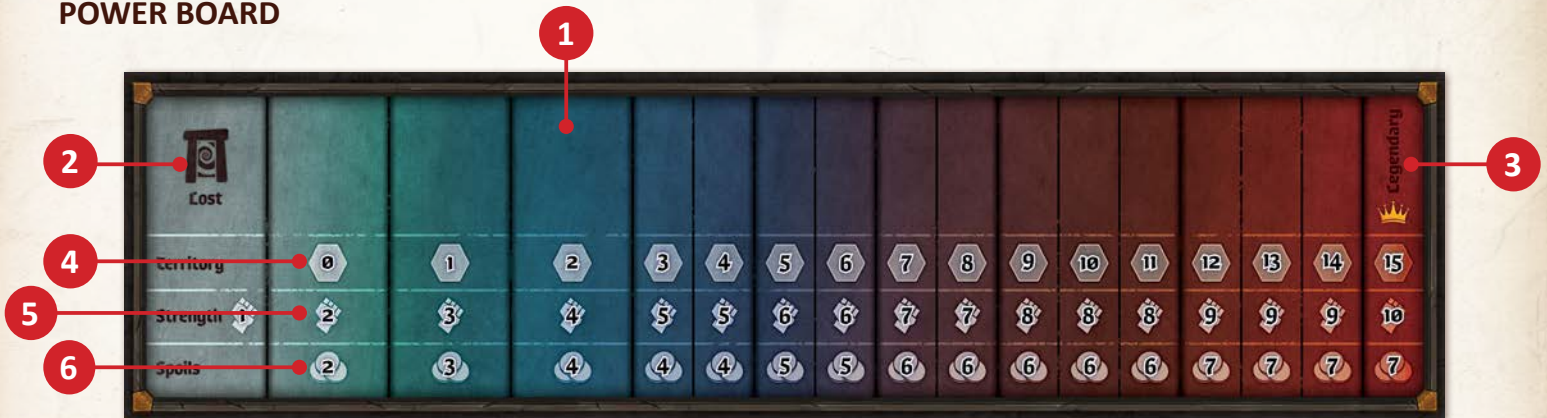
Component Diagrams

FACTION CARD

1. Faction Icon
2. Foundation Terrain Icons
3. Faction Name
4. Ability Type
 -  = Action Ability
 -  = Conflict Ability
5. Ability Name
6. Ability Description



POWER BOARD



1. Power Track
2. Lost Space
3. Legendary Space

4. Territory Value
5. Strength Value
6. Spoils Value

POWER BOARD SUMMARY

- The power board tracks the status of all five factions. A faction's power can increase when it takes territory from another faction in a conflict, or when its territory is expanded with new tiles. A faction's power decreases when it cedes territory to another faction in a conflict.
- A faction's position on the power track is determined by the number of visible spaces within the faction's territory that match its foundation terrains. This territory value, in turn, determines the faction's strength value and spoils value.
- When a faction card is bought from the supply, the player spends favor equal to the faction's strength value. When a faction card is returned to the supply, the player gains favor equal to the faction's spoils value.
- If the power markers of two different factions reach the "legendary" space, at any point during the game, that is one of three possible ways that the end of the game can be triggered.
- During final scoring, each faction card is worth an amount of favor equal to the faction's strength value (and an extra two favor if the faction reached legendary status).

How to Play

Dawn of Ulos is played in a series of turns, beginning with the start player and proceeding clockwise around the table. On a player's turn, they must carry out these three steps in order:

1. **PLACE A TILE** (*mandatory*)
2. **TAKE AN ACTION** (*optional*)
 - Buy Cards
 - Use an Ability
3. **DRAW A TILE** (*mandatory*)

1. PLACE A TILE

The player chooses one of their development tiles and places it onto the map. The following **restrictions** apply to the placement of tiles:

- Development tiles cannot overhang the map's edges and cannot be placed on top of rift tiles or other development tiles.
- The terrain types on both halves of a development tile must match the terrain types that they cover on the spaces beneath the tile.

Exception: Wasteland terrain can be covered by any terrain type.

- Development tiles cannot be placed so that they cover water terrain.

Within these restrictions, development tiles can be placed anywhere. Players are not required to place tiles adjacent to existing tiles on the map.

Placing a tile will often trigger various **events**: establishing a camp (p. 7), adjusting faction power (p. 7), collecting a rift tile (p. 8), or initiating a conflict (p. 8).

Exception: During each player's first turn, if possible, they must place a tile adjacent to a rift tile and positioned in such a way that a camp is established.

KEY CONCEPTS

- **Territory:** A contiguous group of one or more adjacent development tiles and/or rift tiles.
- **Occupied Territory:** A territory with a faction's camp marker in it.
- **Unoccupied Territory:** A territory without a faction's camp marker in it.
- **Active Faction:** A faction whose camp marker is present on the map.
- **Lost Faction:** A faction whose camp marker is not present on the map.

PLACEMENT EXAMPLES



EVENTS

Through the use of various actions, abilities, and effects, one or more events may be triggered. There are four unique events that can occur. See the following sections for how to resolve these events.

ESTABLISH A CAMP

When an **unoccupied** territory is created or expanded, due to the placement of a tile or the separation of a larger occupied territory during a conflict, examine the shape of the territory (including any rift tiles).

If the camp marker of a lost faction can fit in that territory, establish that faction's camp. Place the camp marker so that it covers spaces matching its shape.

- The types of terrain in the unoccupied territory have no effect on establishing a camp.
- If the camp markers of multiple lost factions can fit in the unoccupied territory, the active player chooses which one to place there.
- Camp markers can cover any combination of spaces from development tiles and rift tiles.

When a camp is established, the active player gains one card of the matching faction from the supply at no cost. If the matching supply stack is empty, the active player gains nothing instead.



ADJUST FACTION POWER

When a camp is established on the map, or an **occupied** territory is expanded, adjust the matching faction's position on the power track if necessary.

Each faction's power is determined by the presence of its foundation terrains in its territory. Most factions have two foundation terrains, which are shown along the right edge of their faction cards.

Count the number of visible spaces in the faction's territory that match its foundation terrains. This number is the faction's **territory value**. Move the faction's power marker to the space matching its territory value.

Exception: *The Frogkin faction calculates territory value differently. Frogkin territory value is equal to the number of visible water spaces adjacent to Frogkin territory.*

- Only visible spaces count toward the faction's territory value. The three spaces covered by the camp marker are not included in the count.
- When a camp is established, if the faction has no foundation terrains visible in its territory, move the faction's power marker from the "lost" space to the space for "0" territory value.

If a faction's power marker ever reaches the "legendary" space on the power track, flip the marker over to the legendary side (i.e., with the crown icon).

- Once a faction has reached legendary status, its power marker stays that way for the rest of the game.
- The cards of factions with legendary status are worth two extra favor during final scoring.



ESTABLISH A CAMP – EXAMPLE

Isaac places this mountain/field tile over spaces with the matching terrain on the map, expanding an unoccupied territory.

The camp marker of the lost Ratfolk faction will now fit in the territory, so Isaac places it there, covering mountain (2x) and field (1x).

Isaac gains one Ratfolk card from the supply.



ADJUST FACTION POWER – EXAMPLE

Now that the Ratfolk camp has been established, their power must be adjusted accordingly.

The two foundation terrains for the Ratfolk faction are desert and field. In the new territory, there is one desert and one field visible.

Isaac moves the Ratfolk power marker from the “lost” space to the space for “2” territory value on the power track.



COLLECT A RIFT TILE

When the placement of a development tile connects an **occupied** territory to a visible rift tile, the active player collects the rift tile.

- Rift tiles cannot be collected while covered by camp markers. Only visible rift tiles can be collected.
- Players may look at their own rift tiles, but should not reveal them to their opponents.

If a rift tile is revealed when a camp marker is removed from the map during a conflict, the active player collects it at the end of the conflict.

INITIATE A CONFLICT

When the placement of a development tile causes two or more **occupied** territories to connect, the tile is flipped face down and a conflict occurs (see p. 11).

INITIATE A CONFLICT – EXAMPLE

Isaac places this forest/mountain tile on the map in a way that connects the territories of the Goblin and Ratfolk factions, initiating a conflict.



2. TAKE AN ACTION

The player may take one of two possible actions:
a) **buy cards** or b) **use an ability**. Taking an action is optional and can be skipped.

A) BUY CARDS

The player may buy **up to three cards** of active factions from the supply and add them to their hand. For each card bought, they must spend favor equal to the strength value of that faction.

- The cards of active factions can be bought, in any combination of three cards (or fewer), but the cards of lost factions cannot be bought.
- The supply stacks are limited. If a stack is currently empty, then cards of that faction are temporarily unavailable for purchase.

B) USE AN ABILITY

The player may use the action ability of **one card** from their hand. Each faction has a unique ability. Only action abilities can be used this way; conflict abilities cannot. To use an ability, follow these steps:

1. Reveal the card of an active faction from hand.
2. Gain favor equal to the spoils value of the faction, as indicated by the power track.
3. Resolve the card's ability text.
4. Return the card to the supply.

If resolving the ability triggers one or more events, those events resolve after the ability has been fully resolved (unless indicated otherwise).

Note: All five basic factions have action abilities. Some of the advanced factions have conflict abilities, which are used during conflicts instead.



3. DRAW A TILE

The player draws one random tile from the supply and adds it to their hand. They may look at it, but should not reveal it to their opponents.



Using Rift Tiles

Rift tiles have unique effects. At any time on their turn, except during the resolution of a conflict, the active player may use a rift tile for its effect.

- Only one rift tile can be used per turn.
- Rift tiles are returned to the game box after use.

For a complete list of the rift tiles and descriptions of their unique effects, see the included reference cards (or the back cover of this rulebook).



Game End

The game end is triggered when one of the following three conditions occurs:

- The **supply of tiles** is depleted.
- The power markers of **any two factions** have been flipped to the legendary side.
- The active player **cannot legally place** a tile anywhere on the map when required to.

Once the game end has been triggered, the game continues until the current round has been completed, then final scoring occurs.

Note: This means that, if the game end is triggered by the last player drawing the last tile from the supply, the game ends immediately.

Final Scoring

When final scoring occurs, players gain favor in the following three categories:

1. For each card, gain favor equal to the faction's **strength value**.
2. For each card of a faction whose power marker has been flipped to the **legendary side**, gain two extra favor.
3. For each **unused rift tile**, gain three favor.

The player with the most favor is the winner! If tied, the tied player with the most unused rift tiles is the winner. If still tied, the tied players share the victory.

Example: Isaac ends the game with 12 favor. He has 3 Ratfolk cards, 7 Sheki cards, and 8 Orc cards, plus 1 unused rift tile. The faction strength values are Ratfolk 10 (legendary), Sheki 5, and Orcs 2. Isaac's final score is...
 $12 + (3 \times (10 + 2)) + (7 \times 5) + (8 \times 2) + (1 \times 3) = 102$.

$3 \blacksquare \times (10 \blacksquare + 2 \blacksquare) = 36$
 $7 \blacksquare \times 5 \blacksquare = 35$
 $8 \blacksquare \times 2 \blacksquare = 16$
 $1 \blacksquare \times 3 \blacksquare = 3$
TOTAL: 102

Territory	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Strength	2	3	4	5	5	6	6	7	7	8	8	8	9	9	9	10
Spoils	2	3	4	4	4	5	5	6	6	6	6	6	7	7	7	7

Resolving Conflicts

When a conflict occurs between factions, the winning faction's territory will be expanded, and the losing faction's camp marker will be removed from the map. Follow these steps to resolve a conflict:

1. DECLARE ATTACKER

If there are more than two factions whose territories are connected by the face-down tile, the active player decides which two factions are involved in this conflict, then declares one of them as the **attacker**.

2. COMMIT FACTION CARDS

All players may commit **any number of cards** from their hand to the conflict. Players place their committed cards face down on the table.

- Colluding with other players verbally is allowed, but honesty is not required.
- Players may commit cards for one side, both sides, or neither side of the conflict.
- Cards of factions not involved in the conflict can be committed as a bluff.

Once all players have finalized their decisions, all players simultaneously reveal their committed cards, flipping them face up on the table.

3. USE CONFLICT ABILITIES

All players may use the conflict ability of **one card** from their hand. Only conflict abilities can be used this way; action abilities cannot.

- This is done in seating order, starting with the player seated to the left of the active player and continuing in clockwise order.
- Cards played for their conflict abilities do not count as committed to the conflict, and they will not affect the factions' conflict values.
- When multiple conflicts are initiated by the placement of a single tile, players may use one conflict ability during each conflict.

To use a conflict ability, follow these steps:

1. Reveal the card of an active faction from hand.
2. Gain favor equal to the spoils value of the faction, as indicated by the power track.
3. Resolve the card's ability text.
4. Return the card to the supply.

4. DETERMINE WINNER

All cards of factions not involved in the conflict, which the players committed merely as bluffs, are returned to their owners' hands.

Determine the **conflict values** of the two factions involved in the conflict. Each faction's conflict value is equal to its strength value, as indicated by the power track, plus one for each committed card of that faction.

The faction with the higher conflict value is the winner. In the case of a tie, the attacker is the winner.

5. RETURN FACTION CARDS

All players must return to the supply **at least half of the cards** (rounded up) that they committed for the faction on each side of the conflict.

- Players may choose to return more than half of the cards they committed for each faction; half is simply the minimum requirement.
- Calculate the minimum number of cards to return separately for each faction.
- All cards not returned to the supply are returned to their owners' hands instead.

For each card a player returns to the supply in this way, they gain favor equal to the spoils value of the faction, as indicated by the power track.

Remove the losing faction's camp marker from the map and move the losing faction's power marker to the "lost" space of the power track.

If there are still two or more factions whose territories are connected by the face-down tile, go back to the first step. Otherwise, continue to the last step.

6. ADJUST FACTION POWER

Once all conflicts have been resolved, flip over the face-down tile that initiated the conflict. Evaluate the expanded territory of the winning faction and adjust its position on the power track accordingly.

- If the camp marker of a losing faction, or another lost faction, could now fit in an unoccupied territory somewhere on the map, the active player establishes that faction's camp, following the usual rules.
- If a rift tile was revealed when a camp marker was removed from the map during a conflict, the active player collects it now.

RESOLVING A CONFLICT – EXAMPLE

Isaac places a tile on the map in a way that connects the territories of the Goblin and Ratfolk factions, initiating a conflict. He flips the tile face down.

The active player, Isaac, declares that the Ratfolk will be the attacker in this conflict.

All three players secretly choose cards from their hand to commit to the conflict. When they are all ready, the committed cards are revealed.

- Isaac committed 1 Goblin card and 3 Ratfolk cards. He hopes that the Ratfolk will win, but he wants to gain favor for his Goblin card before the faction's spoils value plummets.
- Uma committed 4 Orc cards, as a bluff, but no cards for the Goblins or the Ratfolk.
- Claire committed 3 Goblin cards. She wants to ensure that the Goblins will win.

All three players decide to pass on their opportunity to use a conflict ability.

The 4 Orc cards that Uma committed as a bluff are now returned to her hand and the conflict values for the Goblins and the Ratfolk are determined.

- The Goblins have a conflict value of 9 (strength value of 5, with +1 from Isaac's card and +3 from Claire's cards).
- The Ratfolk have a conflict value of 7 (strength value of 4, with +3 from Isaac's cards).

The Goblins have won the conflict!

Now the players must return to the supply at least half of the cards (rounded up) that they committed to the conflict for each faction. The spoils value for both the Goblins and the Ratfolk is 4.

- Isaac must return at least 2 of his 3 Ratfolk cards. He decides to return all 3 before the faction's spoils value plummets (12 favor). He must also return his 1 Goblin card (4 favor).
- Uma has no Goblin or Ratfolk cards to return to the supply because she did not commit any cards to the conflict for either faction.
- Claire must return at least 2 of her 3 Goblin cards. She decides to keep the third card and return only the 2 cards required (8 favor).

Because the Ratfolk lost the conflict, their camp marker is removed from the map, and their power marker is moved to the "lost" space of the power track.


The face-down tile is now flipped over. This expands the Goblin territory, which now includes 6 spaces of desert or forest, the faction's foundation terrains. Their power marker is moved to the space for "6" territory value on the power track.

There is a rift tile now visible in the newly expanded Goblin territory, revealed when the Ratfolk camp marker was removed from the map. Isaac, the active player, collects the rift tile.

Once the conflict has been fully resolved, Isaac continues with the rest of his turn, taking an action and then drawing a tile.



Basic Factions



LURE

For every two Goblin strength, a chosen opponent must reveal one random card from hand. Gain the spoils value of the strongest faction revealed.

Notes & Clarifications


- No matter how many cards must be revealed, only one opponent is affected by this ability.
- The chosen opponent may shuffle their hand face down before revealing any cards.
- Revealed cards are returned to their owner.
- Favor gained with this ability is in addition to the spoils value from this card.


PILLAGE

For every two Orc strength, you may add one pillage token to a visible space in any occupied territory.

Notes & Clarifications

- If there are not enough pillage tokens in the supply, add as many as possible.
- Pillaged spaces are considered to have no terrain type, but they still count as part of the territories they are in.
- Pillage tokens cannot be added to already pillaged spaces.





EXPAND

For every three Ratfolk strength, you may draw one tile from the supply and place one tile onto the map.

Notes & Clarifications


- Draw all tiles first, before placing any tiles.
- If there are not enough tiles in the supply, draw as many as possible.
- The tiles placed with this ability do not have to be the same tiles drawn with this ability.
- If placing a tile initiates a conflict, any tile placements remaining are forfeited.


SUMMON

For every two Satyr strength, you may gain one card of any lost faction from the supply at no cost.

Notes & Clarifications

- Cards gained with this ability can be from any combination of lost factions.
- When there are no lost factions, this ability can be used for the spoils value as usual, but no cards are gained.
- Gaining cards with this ability does not count as buying them.





MARCH

For every two Sheki strength, you may move one visible tile to a different position in the same occupied territory, ignoring terrain rules.

Notes & Clarifications

- This ability cannot divide a territory.
- Moved tiles can cover any combination of terrain types, including water spaces.
- If moving a tile initiates a conflict, any tile movements remaining are forfeited.
- If moving a tile connects a visible rift tile to an occupied territory, collect the rift tile.

Advanced Factions

EXTRACT

For every two Dwarf strength, gain one favor. You must remove one visible tile from any occupied territory.

Notes & Clarifications

- No matter the current Dwarf strength value, only one tile gets removed with this ability. Return the removed tile to the game box.
- This ability cannot divide a territory or remove a tile from an unoccupied territory.
- Favor gained with this ability is in addition to the spoils value from this card.



ENDURE

For every two Elf strength, you may keep one card that you would otherwise have to return to the supply after the conflict.

Notes & Clarifications

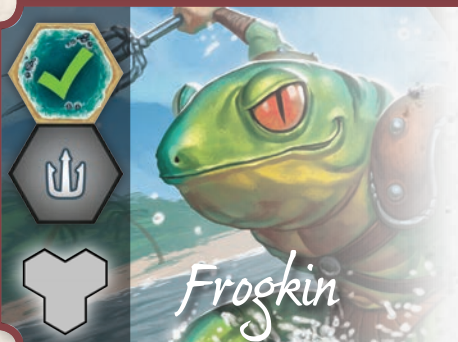
- This ability can be used to keep cards of any factions involved in the conflict.
- This ability cannot be used to keep this card or other cards played as bluffs.
- Do not gain the spoils value for cards that are kept with this ability.

CONTROL

For every two Flayer strength, you may treat one card that you committed to the conflict as if it were a different faction.

Notes & Clarifications

- When this ability is used, announce which cards will be affected by it.
- This ability can be used on the cards of factions not involved in the conflict.
- Cards affected by this ability revert to their original factions before cards are returned to the supply after the conflict.



PERSUADE

For every two Frogkin strength, you may buy one card of another active faction from the supply for one less favor than usual.

Notes & Clarifications

- Cards bought with this ability can be from any combination of active factions (except Frogkin).
- Frogkin territory value is equal to the total number of visible water spaces adjacent to Frogkin territory.
- Water spaces do not count if they are only adjacent to pillaged spaces.

DEVOUR

For every two Ogre strength, you may return one card from the conflict to the supply. The card's owner gains its spoils value.

Notes & Clarifications

- When this ability is used, announce which cards will be affected by it.
- Cards returned to the supply with this ability do not affect conflict values.
- This ability can be used on Ogre cards committed to the conflict.



Solo Mode

In solo mode, the player competes against an automated opponent named Ulrir, the Warden of Wayward Souls. Turns alternate between the automated opponent and the player throughout the game. The player must gain more favor than Ulrir does to win!

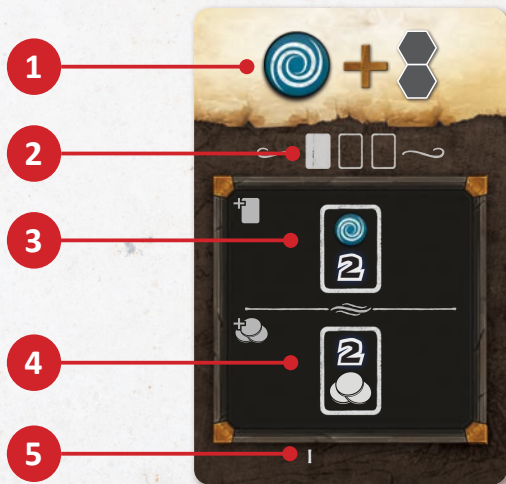
SOLO MODE – COMPONENTS

In addition to the components for the multiplayer game, solo mode uses these additional components:

- 1 Ulrir Mat
- 5 Element Cards
- 70 Lantern Cards

LANTERN CARDS – DIAGRAM

Lantern cards are tucked under the top or bottom edge of Ulrir's mat, which dictates their usage.



- 1. Develop Icon** – Shows how many tiles Ulrir places and for which faction. Visible when the card is tucked under the top edge of Ulrir's mat.
- 2. Slot Icon** – Shows which slot the card occupies when tucked under the bottom edge of Ulrir's mat: left, center, or right.
- 3. Buy Icon** – Shows how many cards Ulrir buys and of which factions. Visible when the card is tucked under the bottom edge of Ulrir's mat.
- 4. Spoils Icon** – Shows how Ulrir gains spoils if he cannot buy cards. Visible when the card is tucked under the bottom edge of Ulrir's mat.
- 5. Difficulty Icon** – Used to construct the lantern deck during setup based on difficulty.

SOLO MODE – GAME SETUP

Follow the multiplayer setup with these additions:

1. Place Ulrir's mat next to the map.
2. Give Ulrir a total of 25 favor from the supply, placing it next to Ulrir's mat.
3. Assign one element card at random to each one of the five supply stacks.
4. Choose one of three difficulty levels:
 - I – Sly (Easy)
 - II – Shrewd (Moderate)
 - III – Corrupt (Hard)
5. Find the 30 lantern cards with the difficulty icon matching that difficulty level. Shuffle these cards into a face-down deck, then place it next to Ulrir's mat. Return the other cards to the game box.
6. Draw three cards from Ulrir's lantern deck. Add them to the upper slots, tucking them under the top edge of Ulrir's mat so that only the upper portion is visible.
7. Give Ulrir the start player marker. Ulrir always takes the first turn of the game.

Note: Some lantern cards have two difficulty icons, because they are included in Ulrir's lantern deck at two different difficulty levels.



SOLO MODE – OPPONENT TURNS

When it is Ulrir's turn, follow these steps in order:

1. PREPARE

Draw the top card of Ulrir's lantern deck.

Examine the **slot icon** on the card. Add the card to the indicated lower slot, tucking it under the bottom edge of Ulrir's mat so that only the lower portion is visible.

The lower slot with the new card has a corresponding upper slot at the top edge of Ulrir's mat. These two slots are known as the active column.

2. DEVELOP

Examine the **develop icon** on the card in the active column's upper slot. The develop icon has two parts, which determine how Ulrir places tiles:

- The element symbol matches the element card next to one supply stack. This indicates which faction Ulrir will benefit this turn.
- The tile symbol indicates how many tiles Ulrir will place on the map this turn.

Draw the indicated number of tiles from the supply and place them onto the map in a way that benefits the indicated faction. When multiple tiles must be drawn and placed, do so one tile at a time.

- If the indicated faction is lost, Ulrir tries to establish their camp (see p. 17).
- If the indicated faction is active, Ulrir tries to expand their territory (see p. 17).

When the placement of a tile initiates a conflict, any tile placements Ulrir had remaining for the turn are forfeited. The tile is flipped face down and the conflict is resolved immediately (see p. 18).

3A. BUY

Examine the **buy icon** on the card in the active column's lower slot. The buy icon has one or more card outlines, which determine how Ulrir buys cards:

- The element symbol within each card outline matches the element card next to one supply stack. This indicates which cards Ulrir buys.
- The number within each card outline determines how many cards of the indicated faction Ulrir buys.

Check to see if Ulrir can buy all of the indicated faction cards from the supply, spending favor for each card as in the multiplayer game.

- If Ulrir can buy them all, take those faction cards from the supply and add them to his faction deck, which should be next to his mat.
- If Ulrir cannot buy them all, either because he does not have enough favor to spend or because there are not enough faction cards remaining in the supply, he takes the spoils action instead.

Unlike the player, Ulrir is not limited to buying cards of active factions only. He can buy cards of active factions and/or lost factions.

Note: *The player is allowed to look through Ulrir's faction deck at any time.*

3B. SPOILS

Ulrir only takes this action if he cannot take the buy action. Examine the **spoils icon** on the card in the active column's lower slot. The spoils icon has one or more card outlines, which determine how Ulrir gains spoils:

- Each card outline represents one card that Ulrir draws from his faction deck.
- Each card outline has a number, which indicates how many times Ulrir gains the spoils value of the card he draws.

Shuffle Ulrir's faction deck. Draw and resolve as many cards as indicated by the spoils icon. If multiple cards must be drawn and resolved, do so one card at a time.

Once all cards have been drawn and resolved, return them to Ulrir's faction deck.

4. CLEANUP

Remove the card from the active column's upper slot and place it in a face-up discard pile, which should be next to Ulrir's lantern deck.

Move the card from the active column's lower slot to the newly vacated upper slot, tucking it under the top edge of Ulrir's mat so that only the upper portion is visible.

This marks the end of Ulrir's turn.

Note: *The player is not allowed to look through Ulrir's lantern discard pile.*

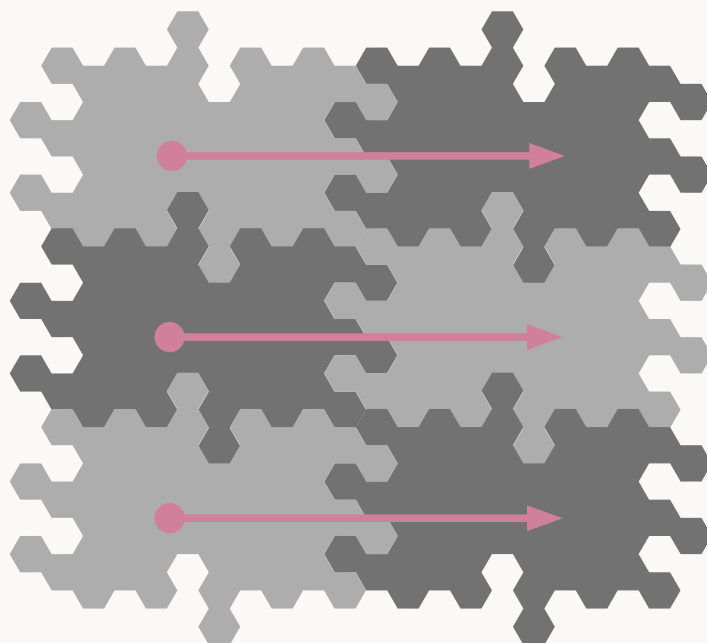
SOLO MODE – ESTABLISHING A CAMP

When Ulrir places a tile for a lost faction, he tries to establish that faction's camp.

- Find the first legal position for the tile that will allow the lost faction's camp to be established. Start in the top-left corner of the map and check one row at a time, going left to right through each row.
- Place the camp marker on the map and give Ulrir one card of the lost faction from the supply at no cost (if available).
- Adjust the lost faction's position on the power track to match its new territory value.

If the camp cannot be established, the tile is instead placed in the first legal position, starting in the top-left corner of the map and checking one row at a time, that meets both of the following criteria:

- Does not expand an existing territory.
- Is not on the edge of the map.



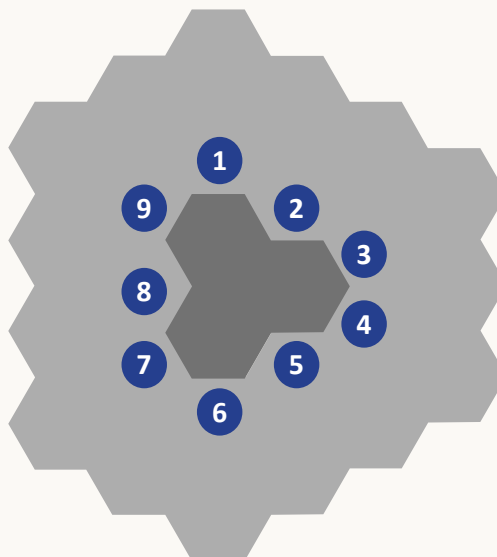
SOLO MODE – EXPANDING A TERRITORY

When Ulrir places a tile for an active faction, he tries to expand that faction's territory.

- Find a legal position for the tile that is adjacent to the faction's territory.
- If there are multiple legal positions adjacent to the faction's territory, start from the northernmost position around the faction's territory and continue clockwise to find the first one.
- Adjust the active faction's position on the power track to match its new territory value.

If the faction's territory cannot be expanded, the tile is instead placed in the first legal position, spiraling outward from the territory in a clockwise direction, that meets both of the following criteria:

- Does not expand an existing territory.
- Is not on the edge of the map.



SOLO MODE – RESOLVING A CONFLICT

Resolve conflicts as in the multiplayer game, but with the following changes:

Declaring Attacker and Defender

When Ulrir initiates a conflict, the faction indicated by the develop icon on the card in the active column's upper slot is the attacker.

When three or more factions are involved in a conflict that Ulrir initiates, the attacker and defender for each conflict are determined as follows:

- For the first conflict, the faction indicated by the develop icon on the card in the active column's upper slot is the attacker, and the strongest of the other involved factions is the defender. If tied for strongest, the tied faction whose name comes earliest in the alphabet is the defender.
- If the attacker wins, they remain the attacker for the next conflict, and the next strongest of the involved factions is the new defender.
- If the defender wins, they become the attacker for the next conflict, and the next strongest of the involved factions is the new defender.

Committing Faction Cards

The player must choose which cards to commit before seeing which cards Ulrir commits.

To determine which cards Ulrir commits, shuffle Ulrir's faction deck, then draw and reveal half of the cards from the deck (rounded up).

- All cards of the two involved factions are committed to the conflict.
- All cards of other factions are returned to Ulrir's faction deck.

Using Conflict Abilities

The player may use one conflict ability per conflict, as in the multiplayer game, but Ulrir never uses conflict abilities.

Returning Faction Cards

Once the winner of the conflict has been determined, Ulrir's committed cards are returned as follows:

- All cards of the losing faction and half of the cards (rounded up) of the winning faction are returned to the supply. Ulrir gains their spoils values.
- All other cards of the winning faction are returned to Ulrir's faction deck.

SOLO MODE – GAME END

The game end is triggered, as in the multiplayer game, when one of the following three conditions occurs:

- The **supply of tiles** is depleted.
- The power markers of **any two factions** have been flipped to the legendary side.
- The player or Ulrir **cannot legally place** a tile anywhere on the map when required to.

Once the game end has been triggered, the game continues until the current round has been completed, then final scoring occurs.

SOLO MODE – FINAL SCORING

Both the player and Ulrir gain favor in three categories, as in the multiplayer game:

1. For each card, gain favor equal to the faction's **strength value**.
2. For each card of a faction whose power marker has been flipped to the **legendary side**, gain two extra favor.
3. For each **unused rift tile**, the player gains three favor and Ulrir gains five favor.

If the player has more favor than Ulrir, they win! Otherwise, Ulrir wins (including ties).



Rift Tile Effects



ACTIVATE: Reveal the card of an active faction from your hand. Gain its spoils value, use its ability, and return it to the supply. This is in addition to your normal action.



REVIVE: Gain up to two cards of lost factions from the supply at no cost.



PILFER: Take one random card from the hand of any opponent. That opponent gains favor equal to the card's strength value.



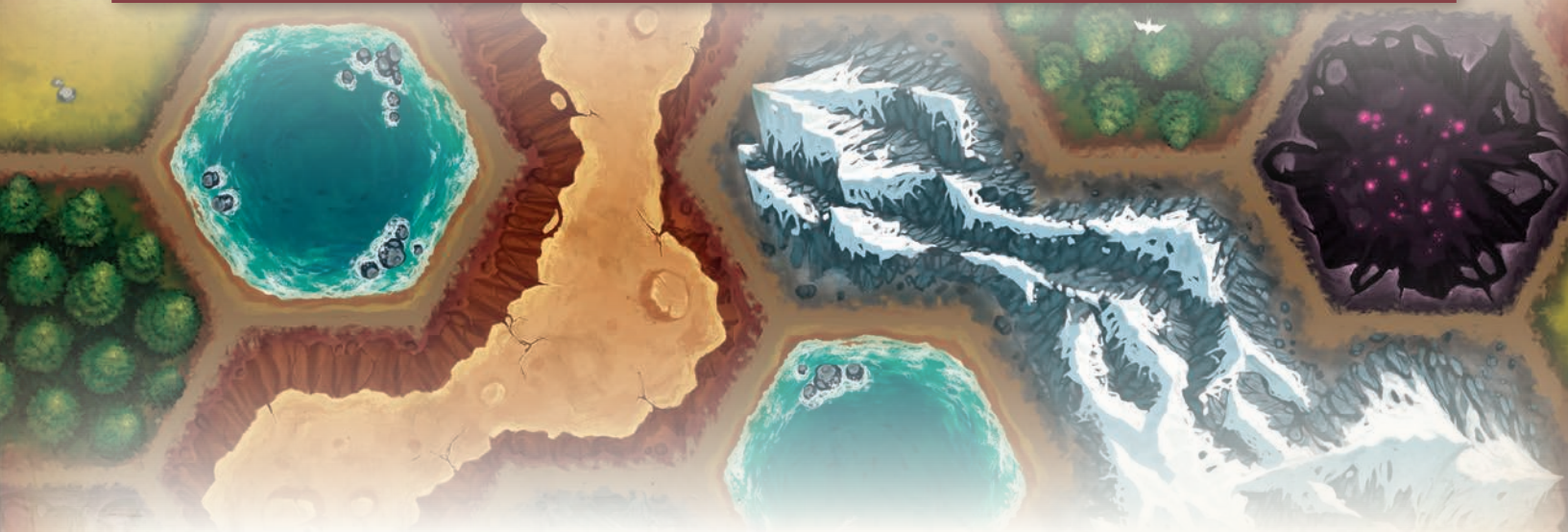
SCOUT: Draw one tile from the supply, then place one tile from your hand onto the map, following all placement rules.



RECRUIT: Buy up to three cards from the supply at their usual costs. This is in addition to your normal action.



TERRAFORM: Use this when placing a tile onto the map to ignore terrain rules for that placement.



Credits

Game Design: Jason Lentz

Game Development: Keith Matejka

Illustration: Diego Sá

Graphic Design: Stephen Kerr and Luis Francisco

Miniature Sculpting: Limelight Miniatures

Narrative: James Ryan

Editing: Dustin Schwartz and Jon Healey

Production Design: Dan Cunningham

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7182 US Hwy 14 Suite #402 Middleton, WI 53562 USA