

# Furtherance



30 min/player



Ages 13+



1-4 Players

## INTRO

War or diplomacy? That is the question! As the ruler of one of the four kingdoms in the distant land of Areia, you must ensure that your people will thrive for the generations to come. However, your time is limited. You must outplay the other kingdoms so that yours does not slip through the cracks of history, only to be forgotten! You may do this by force, declaring war on the other kingdoms, or you can civilly use your intellect to procure resources and build a bright future for your people. How will you further your kingdom? Will you be a noble ruler and focus on enhancing yourself or will you be a war monger and take what is rightfully yours? Choose wisely, because every decision you make must benefit your goal for furtherance!

## OBJECTIVE

The player who reaches 6 Victory Points (VP), or is the last player alive, wins the game. To gain VP, you can buy any of the cards below:

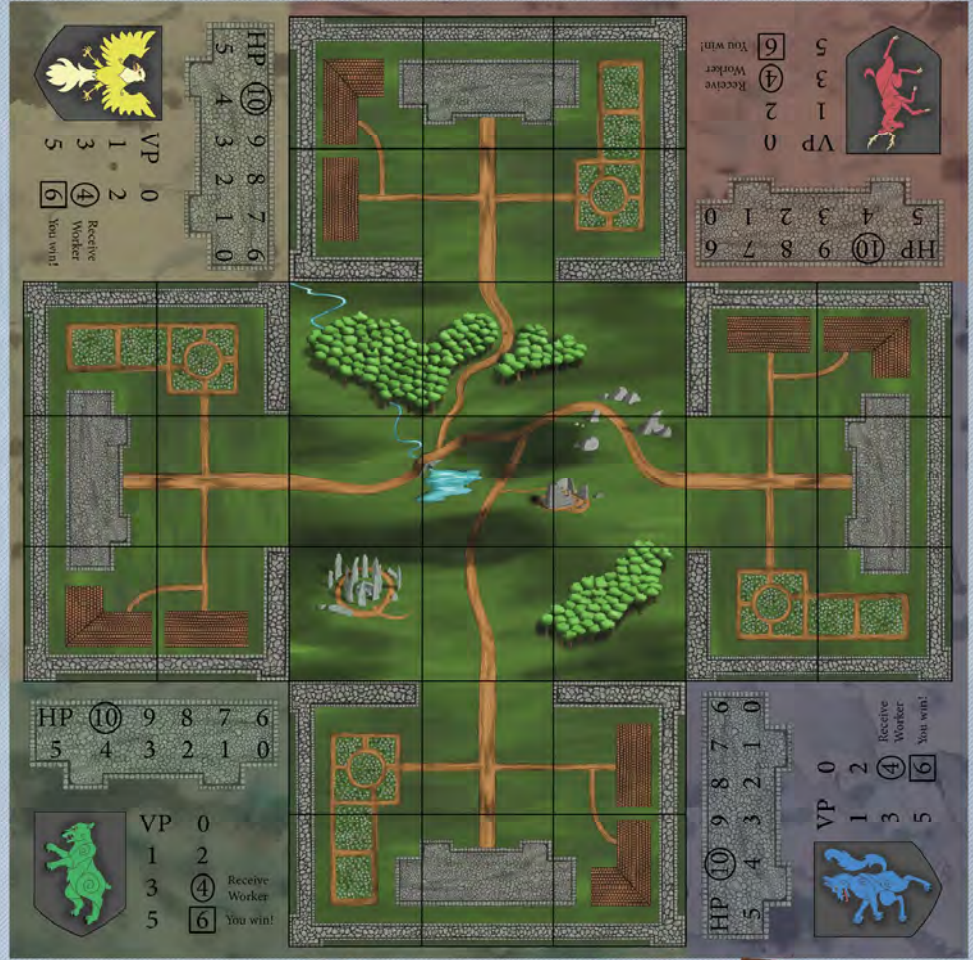


1

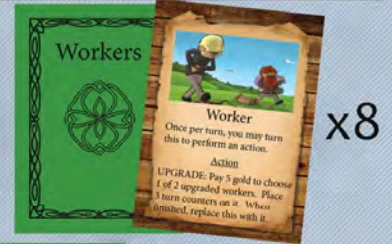
Destroy another castle to receive +2 VP



- 1 Furtherance Game Board
- 28 Building Cards
- 8 Worker Cards
- 24 Item Cards
- 10 Upgraded Worker Cards
- 10 Leader Cards
- 4 Red Health Counters
- 4 Green VP Counters
- 36 Unit Cards
- 9 New Unit Tokens
- 3 Payne the Planner Counters
- 2 Holy Grail Tokens
- 72 "1" Gold Tokens
- 30 "5" Gold Tokens
- 2 Excalibur Item Tokens
- 14 Health Tokens
- 47 Hourglass Counters
- 62 Damage Counters
- 4 Excalibur Point Tokens
- 3 Ring of Invisibility Tokens
- 3 Off-Hand Knife Tokens
- 3 Sharpener Tokens



x1





# SETUP

1. Lay the board flat. Each player should claim a castle/color on the board to be theirs (these do not have strategic impact).
2. If playing with two players, remove a Flag Bearer from the Units deck. Shuffle each deck of cards thoroughly.
3. Shuffle each of the units, items, and buildings decks and place them face-down on the table and flip three cards from the top of each deck face-up. If duplicate cards are flipped, stack those cards on top of each other.
4. Each player takes a worker and places it face up in front of them.\*\*
5. Place the counters and upgrades deck so that everyone has access to them during the game, possibly splitting the counters into two piles (not on the board).
6. Each player takes 4 gold, a green disk, and a red disk. Place the red disk on “10” HP spot and the green on “0” VP.
7. Amongst yourselves, pick a player to go first. If you can’t decide, the oldest player will go first. Turns then continue clockwise.
8. The player going last will pick leaders at random equal to the number of players

- plus one (3 in 2-player games, 4 in 3-player games, etc.). The player will look at and choose one of those leaders then pass the rest counter-clockwise. This will continue until every player has chosen a leader. Set the remaining leader aside.\*\*
9. If your leader has an ability that happens at the beginning of the game, perform that ability now.
  10. Play the game! (Starting with the first player and continuing clockwise)
- \*\*BEGINNERS:** In games with new players start with 2 workers, play to 3 VP, and avoid using Trosh, Vari, and Ivan as leaders.



# GAMEPLAY

Here is what a turn will look like:

1. Perform an action with each worker.
  2. Move and attack with your units on the board (each unit can move up to 2 spaces per turn and attack up to 2 times per turn).
- Units cannot move after attacking.



# WORKERS

In a regular game you start with one worker, beginner games you get two workers. You can get more workers by destroying a castle or reaching 4 VP. Each worker can perform one action per turn:

**Mine:** Collect 4 gold.



**Buy:** Buy up to 2 items -

Pay the gold listed on the bottom of each item and place the items purchased face-up in front of you. If you buy a face-up item, replace it before choosing the second item to purchase.



**Build:** Start a building -

Pay the gold listed on the bottom left of the building, place the building in front of you and place the turn counters listed on the

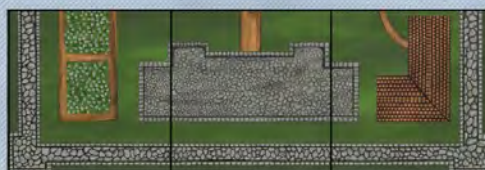


bottom right on it. You cannot use its abilities until these are all removed.

**Develop:** Remove a turn counter from a card you control. If it is the last turn counter, the card is finished and in play.



**Recruit:** Pay the gold listed on the bottom left of the unit and place the unit on one of the three spaces of your castle. You must put it in an open space and may not recruit if your castle is full. When you recruit a unit place a new unit token on it. Units cannot move or attack the turn they are recruited.



**Research:** Select the item, unit, or building deck and look at the top three cards. Place one of the three cards facedown in front of you, place one on the bottom of the deck, and place one on the top of the deck. On later turns, you may buy, build, and recruit from your research.

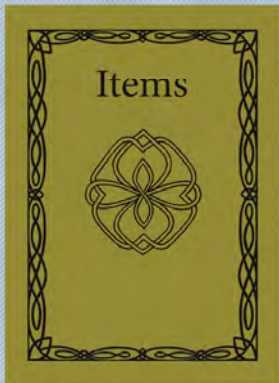
**Upgrade:** Pay 5 gold. Draw 2 cards from the upgraded workers deck (if they are the same, place one on the bottom and draw another). Choose 1 of the upgraded workers and place 3 turn counters on it. When the last counter is removed, replace 1 of your workers with the upgraded worker.





# CARD TYPES

You may acquire buildings, units, and items. There are always three face-up cards next to each deck available to purchase. Whenever a building, unit, or item spot is empty, flip over the top card of that respective deck, and put it in that spot. If you flip a card that is already available to buy, stack them and flip another card. Keep in mind there are four copies of every unit without abilities (Knight, Fighter, etc.), one copy of Holy Grail and Excalibur, and two copies of every other card. For more details about specific cards, see the Index.



# BUILDINGS

These cards give different benefits to your kingdom over time. To start construction, pay the cost (listed on the coin at the bottom of the card). Then, place it in front of you and place turn counters on it equal to the number of turns listed on the building. When the last counter is removed the building will be put into play in front of you (not on the board). Once it is in play, you may use its benefits. You may construct a *maximum of 2 buildings* at a time and may have a *maximum of 7 buildings* total (including those under construction). If you already have 7 buildings, you must discard 1 before constructing another.



*Description of this building's benefits:*

Turn Counter



*Cost to construct*

*Hits needed to destroy*

*Turns to develop*



# UNITS

Units can be used to defend your castle or to attack other players' castles. When buying a unit, pay however much it costs (listed on the coin at the bottom of the card). Then place the unit on one of the three spaces in front of you (where your castle is). You may not place the unit on a space already containing another unit. You may have a *maximum of 6 units* in play at a time. If there are no open spaces in your castle or you already have 6 units in play, you may not buy a unit. Each unit may move up to two spaces and attack up to two times per turn, unless the unit states otherwise. Units may not move or attack the turn they are recruited and may not move after they attack.



# ITEMS

Items are one-time use. When an item is used, perform what is stated on the item and then discard it. When buying items, you may buy up to 2 items. After buying the first, if an item slot is empty, flip out a new item before making your second purchase. You may play items at any time, but items cannot interrupt. For example, if a unit dies you cannot use a potion to remove the counters from it (it is too late). However, if an opponent takes one attack and your unit survives, you may immediately use the potion before more attacks are declared. You may have a *maximum of 5 items* in front of you (if you get 6, you must use 1 immediately).

Description of what this item does





# UPGRADES

Upgrades allow you to improve one aspect of your worker (researching, mining, etc.). When upgrading, pay five gold. Then, draw the top two cards from the upgrades deck. If you draw two of the same upgraded worker, place one on the bottom of the deck and draw another one. Choose one upgraded worker to place face-up in front of you and put the other one on the bottom of the upgrades-deck. Place three turn counters on the upgrade card. When the last turn counter is removed from the upgrade, place one of your workers in the starting worker pile and replace it with the upgraded worker.



card to your research while you already have two cards researched, place one of your researched cards on the top of its respective deck.



1. View the top 3 cards of a deck
2. Add 1 card to your research
3. Place 1 card on the bottom of the deck
4. Place 1 card back on the top of the deck

# LEADERS

If you do not like the cards that you can acquire, you may research. When you add a card to your research, keep it face down in front of you. You may purchase from your research in place of purchasing from the face-up market. You may have a maximum of two cards in your research. If you add a

Each leader gives the player a unique advantage. Leaders are chosen at the beginning of the game. The initial leaders are pulled randomly (# of players plus 1) with the last player choosing first and passing the remainder counter-clockwise. The index has details regarding individual leader abilities.





## COMBAT

After using workers, you may move and attack with all of your units. Each unit may move up to two spaces per turn and may attack adjacent units or castles up to twice per turn. Units can't move after attacking:

**Attacking Units:** Every unit has Attack (Atk) and Health (HP). When attacking another unit, place damage counters on the other unit equal to your unit's attack. Then, the player who controls that unit may have that unit counter-attack. If they do, place counters on your unit equal to that unit's attack. This counter-attack happens even if the unit attacked dies.

**Killing Units:** At any time, if a unit has more damage on it than health, it dies. When a player's unit dies, that player may pay 2 gold to add it to their research. If the player does not pay, the unit is discarded.

**Attacking Castles:** When attacking a castle, if the player who owns the castle has a unit inside of the castle, they may defend with that unit. If they do, your unit will attack their unit instead. This can happen even if

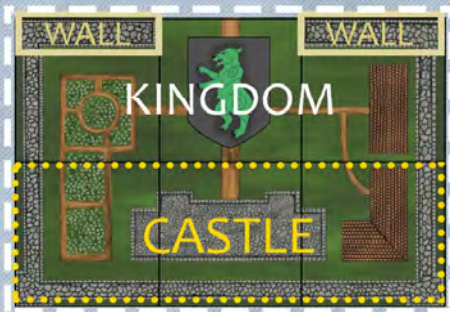
the units are diagonal to each other. If the player chooses not to or cannot defend their castle, you may choose to deal one damage to the player that owns the castle (move the red translucent HP counter down one space) or deal one damage to one of the buildings that player controls (place a damage counter on the building). If a building's damage counters are equal to or more than that building's HP, the building is destroyed. The player who owns the building may then pay 2 gold to add the building to their research. If they do not, the building is discarded. After a castle or building is attacked, the owner of that castle or building may choose to deal one damage to that unit. This counter attack will happen even if the castle is destroyed by the attack.

**Eliminating Players:** After a unit attacks a castle, if the castle drops below 1 HP, that castle is destroyed. The player that destroyed the castle (whoever made the last attack) gets 2 VPs and another starting worker for the rest of the game. The player whose castle was destroyed is out of the game and all of their cards are discarded.



# CASTLES

Your castle is the first 3 squares on the board in front of you (where the picture of the castle is located). When you buy a unit you may place it on a square of your castle. Other players' units may not enter the squares of your castle. Units cannot go through the walls of the kingdom.



**Fortifying your Castle:** Your castle starts with 10 HP. When your castle drops below 1 HP, you are out of the game. You may build certain buildings to defend your castle such as the walls or fortification. There are also certain buildings, such as the catapult and guard tower, which will help you deal damage to opposing units who are attacking your castle.

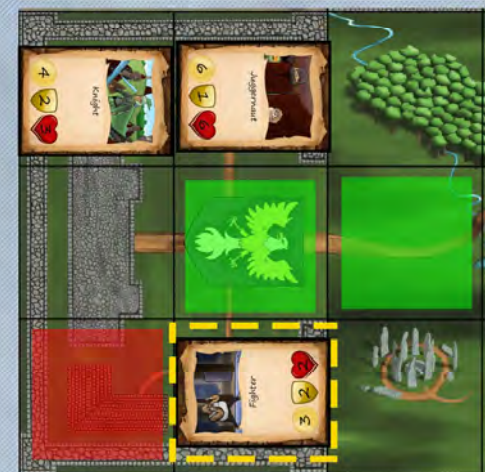
**Defending your castle:** If your castle is attacked while you have a unit in it, you may defend your castle with that unit. The unit will then battle in place of your castle. Also, whenever your castle is attacked, if you do not defend with a unit, your castle will counter-attack for one damage.

The following are examples of movement and attack scenarios you may come across:

The juggernaut can move to the green spaces. It cannot go through walls or other units.



The fighter can move or attack the castle. The fighter may not move into an enemy castle.



If the fighter attacks the castle, the knight can defend it. If the knight does defend, the fighter would deal 2 damage to the knight and the knight would deal 2 damage to the fighter. The fighter would die (since it only has 2 HP). The player who has the fighter can pay 2 gold to add the fighter to their research. If they don't, the fighter is discarded. If the knight does not defend then the fighter will deal one damage to the castle or a building in the castle and the fighter will take one damage.





## ENDING

As soon as a player reaches 6 victory points (VP) or every other player's castle is eliminated, that player immediately wins the game.

## INDEX

This index contains detailed information regarding specific cards and abilities. If you have any questions as you are playing Furtherance, use this index as a reference to quickly get clarification.

Buildings

**Fortification/Walls** - When a unit attacks while you have a fortification or walls they must deal damage to that building. If the walls has 5 or more damage, it is destroyed. If the fortification has more damage than the number of buildings you have, it is destroyed.

**Marketplace** - Whenever you buy an item, construct a building, or recruit a unit you will receive one gold immediately after paying. This can happen more than once per turn.

Items

**Holy Grail** - The field is the center 9 squares of the board. The unit holding this must be in the centermost square to get 2 VP. If that unit moves or dies, you lose the 2 VP.

**Invincibility Cloak** - You may use this immediately when one of your units is attacked (or counter-attacked) by another unit. For this attack, your unit will take no damage counters.

**Off-Hand Knife** - If the unit who has the off-hand knife counter dies before using it, the counter is discarded. The counter must be removed on your turn.

**Potion** - As soon as a unit's damage counters is greater than its HP, that unit dies; the potion cannot interrupt this.

Units

All abilities are listed below alphabetically:

**Can attack 2 spaces away** - This unit can attack any unit in a space that it could go to in two moves. For example, it can attack a unit diagonally but not over a wall.

**One attack per turn** - This unit can only attack once per turn (instead of twice).

**No counter attacks** - This unit cannot counter-attack or be counter-attacked by units or castles.



**Sacrifice to destroy any building in an**

**adjacent castle** - You may use this ability as soon as this unit is adjacent to an enemy castle. However, you may not use it if the unit dies while moving to that space (for example, with a Bear Trap).

**No attacking new units** - This unit cannot attack any units with a new unit token.

**When attacked adjacent units may battle instead** - When this unit is attacked you may select one of your units adjacent to it and have that unit battle in its place. You may not do this on counter-attacks.

**On field, +1 VP for every 2 units you have on field** - The field is the center 9 squares on the board. While this unit is on the field, you get +1 VP for every 2 units you have on the field, including this unit, rounded down. For example, if you have this unit with 3 other units on the field you get +2 VP (while this unit is alive and the other units are on the field).

**When an adjacent unit you control takes**

**damage you may put the counters on this unit instead** - You may use this whenever an adjacent unit you control would take damage. Put ALL of the damage counters on this unit instead.

**Leaders**

**Audric the Augmenter** - When you use this ability on a unit, place a +1 HP counter on it. The unit is considered to have HP equal to its HP + the number of +1 HP counters it has. When the unit is damaged, put damage counters on it as usual. Do not remove +1 HP counters.

**Dedric the Discerning** - When acquiring items, buildings, and units the same rules apply as usual; you must immediately use an item if you get 6, for buildings you must destroy a building if you already have 7, and you may not acquire a unit if you already have 6 or if your castle is full.

**Payne the Planner** - When you remove a counter you get a complete second turn. You may use ALL workers and units again.



## SOLO MODE

When playing Furtherance solo you are trying to defend your castle from an onslaught of units coming in from the three other castles who oppose you. You must continue to fend them off while you attempt to improve your kingdom and reach 4 victory points.

## SOLO SETUP

Follow the setup listed on page 3, but give yourself 2 workers and choose your leader randomly. Then place turn counters on the castle across from you based on the difficulty level you would like to play with:

**Learner** - 16 turn counters

**Normal** - 10 turn counters

**Hard** - 5 turn counters

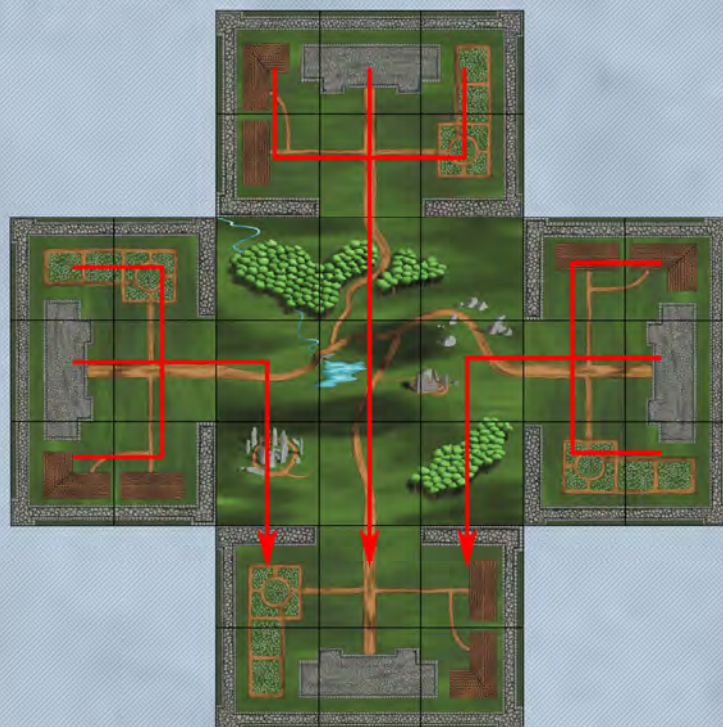
## SOLO RULES

The only rule changes are as follows:

1. Units can move through your castle's walls (as if they did not exist).
2. Your units must counter-attack, if able.
3. If using Trosh as a leader, his ability may only be used on 1 of your 2 workers.

## SOLO AI

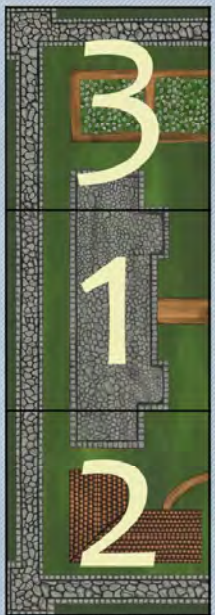
After you take your turns, your enemies will take their turns. At the beginning of the game only the castle to your left will spawn units, but as the game progresses the other two castles will begin to spawn units as well. After your turn, the castle on your left will move and attack with all of their units. Units will always move according to the following arrows:



The unit closest to your castle moves first, the next closest unit moves second, and so on. If there is a tie, you chose which one to move first. While their unit is moving, if it is adjacent to 1 of your units at any time it must immediately stop moving and attack the other unit as many times as possible.



If an enemy unit is adjacent to your castle (and not adjacent to 1 of your units) it will attack your castle as many times as possible (your castle must counter-attack). Each unit moves and attacks before the next unit moves. If an enemy unit dies that unit is put into their research to be respawned later on. After all of their units have moved and attacked, they can then spawn more units. If they have a unit in their research, they will spawn the most expensive unit. If it is a tie, they spawn the unit with highest attack. If they have no units in their research, draw the top unit from the units deck, if that unit has 1 or more attack,



that unit will be placed in the center of their castle. If not, it will be placed on the bottom of the units deck and more will be drawn until a unit with 1 or more attack is revealed and placed. If that space on their castle is full, it will be placed according to

the image above. If all spaces are full, no units will be placed that turn.

After all units for an enemy have moved and attacked, turns will continue clockwise. If the next castle has turn counters on it, move 1 of them to the next castle. After that, immediately take your turn (skip the turns of enemies with hourglass counters).

## ATTACKING

Just like in regular Furtherance you can attack enemy castles. When you attack a castle that has no turn counters on it, attacks occur as usual. If you destroy a castle you get +2 VP and that enemy no longer spawns units (you do NOT get another worker as you would in a multiplayer game). If you attack a castle with turn counters on it, move 1 counter from it to the next castle (if applicable) for each damage you deal to it. If a castle drops down to 5 HP or lower, move ALL turn counters from it to the next castle (if applicable).

## ENDING

**Losing** - If your castle drops to 0 HP, you immediately lose.

**Winning** - If you reach 4 VP you immediately win.



# CREDITS

A special thanks to everyone who helped  
make Furtherance possible!

**Inventor:** Brent Keath

**Project Team:** Vince Bruno  
Andrew Meneses

**Artists:** Michael Logsdon  
Elizabeth Gasse

**Testers:** Justin Mallozzi, Ricky Haynes,  
Jillian Keath, Lincoln Hoffman, Emiley  
Dionne, Charles Haeckel, Madelyn Snyder,  
Mike Warren, Matthew Krause, Matt  
Thiensen, Bryan Schwartz, Taylor Lindsey,  
and Scott Smith.

**Backers:** <Insert Kickstarter Backers Here>