


# JUNGLED

v0.38

## Rulebook

Strategy game by Mantas Minkauskas

2024

 Reading time until the first game: 15-25 minutes

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## What is Jungled?

Jungled is a medium complexity tactical combat game for 1 to 4 players.

Four unique tribes - **Ahi**, **Monama**, **Hadani**, **Seuilok** - hide their warriors and shamans in vast areas of jungle and uncover them at the right time with surprise attacks, defensive ambushes and powerful abilities. You take the role of a warlord who controls the fate of your tribe: make the warriors lurk in ambushes or send them out to meet demise, return dead creatures to life, command spirits and tribe heroes!

The main idea is that all **units** (wooden meeples) have two sides. Tribe mask (standing up unit) indicates that the unit is **hidden** in the jungle from your enemies, while unit picture visible to all players shows that the unit has been **revealed**. Choosing time and place when to reveal and surprise the enemy is a skill to master; it separates surviving tribes from defeated ones.

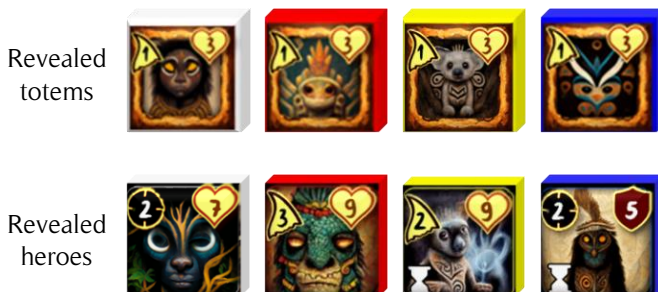


Hidden unit

## How to win?

Two most important units in each tribe are their **totem** and **hero** (one of each).

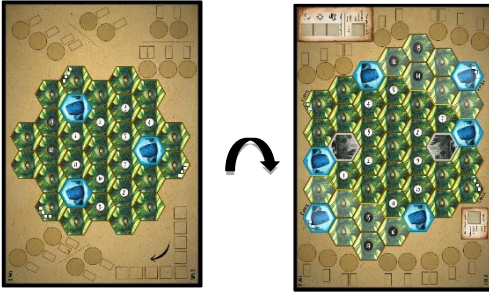
The win condition depends on the number of players playing the game, but in all cases it involves defeating one or more enemy totems and/or heroes.



Rules in grey rectangles like this is where you will most likely find your answer during a confusing situation while playing. If the confusion is component-specific, please look at pages 20-22 (FAQ section).

# Components

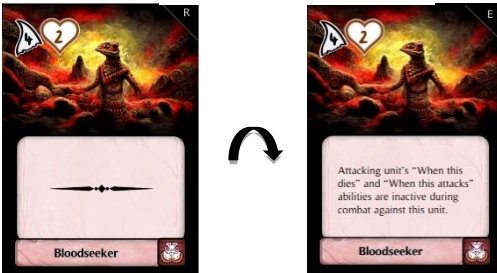
## Game board



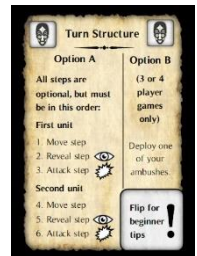
## 45 units



## 24 unit cards



## 4 reference cards



## 23 Quest/Enemy deployment cards

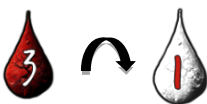
(solo game only)



## 18 thickets



## 15 damage markers



## 2 custom dice




## 16 ambush numbers



## 4 Tribes

Below is a brief description of the four tribes and their backstories are in the next page. You are welcome to have a look. Afterwards, each player should select a tribe.

**Note:** if you play the 4 player game as recommended for beginners, note that Ahi and Monama will play as Alliance A while Seuilok and Hadani will play as Alliance B.

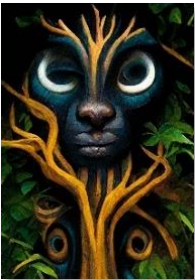
Name	Complexity	Tribe mask	What are they?	Strength	Weakness
Ahi	◆		Crazy aggressive koala warriors	Strong and fast	Creates easy targets
Seuilok	◆		Mystical army of undead lizardmen	Recurring attacks	Must keep attacking
Monama	◆◆		Solemn sentinels of jungle spirits	Defence	Poor attacking power
Hadani	◆◆		Silent birdman rogues	Positioning and explosiveness	Situational

For the first game each player gets all the components from the box section with their selected tribe:

- 1) 5x unit cards (regular units and a hero)
- 2) 10x units (regular units, hero and a totem)
- 3) a reference card

## Backstory of the tribes

**Hadani.** Peace was lasting and prosperous in Hadani land until one early morning a ring belonging to Pua Mica, chief Sua Sua's wife, has been found in the basin of a nearby river. Sua Sua did not take long to realize - staying back in the village was a mistake. A broken leg should not have stopped him from being a part of the journey to find a place for a new settlement. Anger and grief had no limit to the tribe leader. Hadani trackers were quick to provide an answer - upstream Monama and Ahi tribes were adamant they have nothing to do with it. Indeed, there was nothing left to do for Sua Sua, but to gather eight of his best birdmen, find Pua Mica and pay for her suffering in rival blood. Revenge is always the most important reason for Hadani to engage in combat, and because of advanced sneak and harassment skills it is highly likely they will find it...





**Monama.** Jungle is a sacred place for Monama. It is their home, sometimes called "Mother" or "Father". Monama does not attack first and avoids casualties if possible, but the tribe has very good reasons for defence. Short heighted, excellent at using throwing weapons and faithful to forest spirits, Monama are always surrounded by them, even if it is not obvious to a non-believer. No day is spent without a dance, ritual or festival to appease some of the spirits. In return, powerful ethereal dwellers of jungle help Monama to hide, ambush and repel any intruder or uninvited passerby.

**Seuilok.** Few people understand what Seuiloks are - too lifeless and flayed for a human, too cruel for a spirit. Also, it does not help that only a few are blessed to escape from El Draco and tell about the dread. All of the victims succumb days later and envision a lizard-headed figure with eyeless sockets just before leaving. General understanding is that Seuilok is more a myth than a tribe. Only they know their goal, which is very real - make a path from this world to the underworld, and this path needs many bones to pave it and many sacrifices - of either own blood or not. The Ascendant causes chaos on the ground, the Descendant down below and the Scourge is mediator between both worlds.


**Ahi.** War was always the way of life - through war Ahi gain and lose, live and die. It is a stream of resources and a stream of mana - authority, influence, spiritual power. Every casualty and captured village adds mana, every loss in battle takes it away. Mana for a warrior makes him a commander, commander a hero, hero a legend. Indeed, Horu Horu Horu, current chieftain of Ahi takes great care in training his troops advanced tactics and menacing growls. Albeit Ahis are somewhat crazy in combat, the tribe follows strict discipline and hierarchy. Now, the questions remains - is mana not a good enough reason to capture an aristocratic prisoner from another tribe?..


## How to read a unit card

Each unit (meeple) is represented by a unit card. The key elements on a card are:

1. **Power/health**   - the fang icon shows unit power (combat damage that the unit inflicts), the heart – health (how much damage the unit must receive to die). Note that the power and health of heroes and totems are shown in yellow-tinted icons.

You can also notice two unique unit features here:

- **Ranged**  - unit is capable of inflicting ranged damage.

- **Armoured**  - one (the first) point of damage from any source is always prevented.

2. **Graveyard:** unit picture area is called the graveyard – you should place the defeated units of this kind there (face-up).

**Note:** summoned units come back to your reserve instead of the graveyard.

3. **Ability:** unique for each unit. Most units have one. You will learn more on abilities in page 11.
4. **Setup information.** These letters mean that: **R** – this is the regular side of the card, **E** – the enemy alliance uses this side for the solo game.



Regular unit card



Hero unit card

## Turn structure

Most turns in Jungled have **up to 3 steps repeated twice – once with one unit and the second time with another:**

1. Move step
2. Reveal step
3. Attack step

In other words, you **activate a unit** during your turn **once** and then proceed with the 3 steps in **this specific order**. You can only activate two units during your turn.

### Note:

- You can skip any of these three steps.
- Units can only be activated only once per turn.
- **Do not move/reveal/attack with multiple units at the same time**

### 1. Move step

This is when you move the active unit by **one** area. Remember that units can never be placed on two kinds of areas:

- a) Swamps
- b) Areas with enemies



Jungle



Swamp



Waypoint

- You can move over **multiple adjacent** waypoints.
- You cannot use waypoints with **enemy units** on them.
- You may choose not to move again if you move onto a waypoint.
- In case of an enemy ambush you will not be able to enter your chosen area. In this case, it still counts that your active unit has moved and it stays on the adjacent area. You will learn more about ambushes on page 13.

**Waypoints** show the way through the jungle: they provide an ability to move again if you step on them.



**Example:** all allowed (green) and not allowed (red) movement areas.

## 2. Reveal step

You can reveal the active unit during this step if it has not been revealed yet. There are two reasons to do so:

- Use unit abilities which require it to be revealed
- If you want to attack with the unit, you must reveal it first.

If you want to attack, but the active unit has been already revealed, just skip this step.



### Note:

- The opposite action to revealing is called **hiding**.

**Revealed units stay revealed** as long as they are on the map and nothing causes them to hide.

**Reveal step example:** You (Monama tribe) decide to reveal a Shaman Animist. Unique Shaman Animist ability allows you to move an enemy unit.



2



## 3. Attack step

Every combat happens this way:

- 1) Choose any enemy unit on an adjacent area to declare the defending unit.
- 2) If the defending unit is hidden, reveal it (units become revealed whenever they are about to receive damage).
- 3) Both attacking and defending units deal damage to each other according to their power.
- 4) If damage on a unit equals or is more than its health, move it to the graveyard immediately. Move summoned units to your reserve instead of the graveyard.



*Hero card with damage markers*



**Note:**

- Heroes receive permanent damage. Use damage markers to indicate received damage on hero cards.
- If your unit defeats a unit on an adjacent area and there are no more enemy units there, you may move it onto that area. You cannot use waypoints this way.
- Totems fight (and move) in the same way as regular units.

**Multiple attacks**

- Every unit can be attacked multiple times per turn.
- It will receive from and deal damage to every attacker.

**Ranged attacks**

- If an attacking unit has a ranged attack symbol (☉) under its power then it can perform a ranged attack - that is, attack from a distance of 2 areas. In other words, there can be 1 area gap between the attacking and defending units. It does not matter what is on the area between them.

- During a ranged attack the attacker receives no damage except when attacking another ranged unit.
- If a ranged attack is performed against a unit on an adjacent area, then the attacker receives damage because the attack is considered melee and not ranged.

**Combat Example 1:** You decide that you want to attack a 2/3 Opportunity Hunter with your 2/2 Shaman Animist. Shaman Animist deals 2 damage and Opportunity Hunter deals 2 damage back (both according to their power). Shaman Animist dies because the damage on it now equals its health.



You place the defeated unit (Shaman Animist) on the graveyard face-up.



**Combat Example 2:** You decide you do not want to move your hidden unit, but you want to attack with it. You reveal 1/4 Monama Sentinels and attack the 2/3 Opportunity Hunter. Both units deal damage to each other. Opportunity Hunter has received 2+1 damage this turn and is now defeated (moves to the graveyard). You also decide to move the surviving attacker (Monama Sentinels) onto the lone defeated defender's area.



**Combat Example 3:** It is now Jamie's (Hadani) turn. They decide to move the 2/5 Sua Sua hero and choose which hidden unit to attack using a ranged attack. The chosen unit is revealed – it is Bokasi, the Tree of Life (Monama hero). Bokasi cannot perform a ranged attack back, but it has armour, so it receives 1 damage less. This damage will stay on Bokasi unit card.



**At the end of each turn, all nonhero units heal to full health.**

After you are done with your turn, the player on your left proceeds with their turn (except in 2 vs 2 game – follow the player order indications on the board in that case).



**Note:** at any point of the game (also during the enemy's turn) you may shuffle your hidden units if they are on the same area (if you think that your enemies might have an idea where a specific unit is hiding).

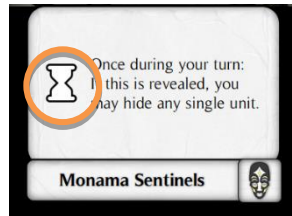
## Unit abilities

### Activated abilities

Activated abilities are specific effects which require a particular condition or activation to occur. **Abilities do activate during your enemy or ally turns too.** All activated abilities have an activation symbol:










on unit











on unit card

There are a few activation symbols:

Once during your turn	When the unit...					
	becomes revealed	attacks	defends	deals damage	dies	Other cases (see card)
						

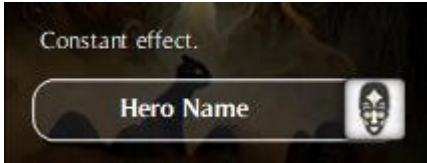
#### Note:

- When the condition is met, you cannot choose not to use an ability (unless there is a word “may” in the text).
- Note the sequence of ability activations:
  - 1) Reveal  (attacker)
  - 2) Reveal  (defender)
  - 3) Attack  / Defend  (both attacker and defender simultaneously)
  - 4) Deal damage  (both attacker and defender simultaneously)
  - 5) Die  (both attacker and defender simultaneously)

For example, attacker’s  activated abilities always work before defender’s  abilities.
- If two abilities are supposed to activate at the same time, one that does not require any decision of any player happens first (if there is one). This rarely matters.
- You can never attack friendly units or sacrifice your units.

## Passive abilities

A few hero abilities are passive. They work only as long as that unit is alive. They are displayed in this way (without any activated ability symbols):



## Thickets

In the jungle some areas are so thick that units cannot really see what kind of terrain lies ahead – these areas are called **thickets**.

- If you want to move onto a thicket, during your move step **declare aloud which unit will move there** (which unit is activated).
- Flip the thicket over (explore it) and move your chosen unit there. The thicket is then used like any other area unless it says otherwise.
- Most of the thickets have positive effects (a waypoint, for example), some are slightly negative. In case you find an **Instant Effect**, use the effect immediately and then discard the thicket. Place all discarded thickets next to the board face-up.



Unexplored thicket



**Hills.** Provides each defending unit on it +1 to power.



**Mist.** Units on this area get -1 power.

## Ambushes

### How to set up

During the game setup you set up your ambushes. Ambushes are (one of the few) ways to get new units, surprise the enemies or hide your totem.

When setting up ambushes, put your ambush numbers face down and units that will be deployed with that ambush hidden next to it.

### How to use

During your turn, when you have declared which unit are you moving with and you are moving on an area with a number (ambush area), **ask other players aloud if they have an ambush there** (if their ambush number matches the area).

- **If they do**, they deploy the ambush units to the area (hidden) and cover the number on the area with the ambush number. Your unit remains on the adjacent area now (it cannot enter the area with enemy units) and it cannot move this turn again (it has tried!).
- Similar thing happens when you are about to **enter an area with a number of your own** or your ally ambush – simply cover the number on the area with the ambush number and deploy your units there (in this case, the moving unit proceeds with the movement). Your new units can move (be activated) this turn.
- **If nobody has** any ambushes on the area, your unit enters that area as usual.
- **In 3 and 4 player games** you can also deploy one of your ambushes (hidden units and the ambush number) instead of your whole turn.

Big ambush

Small ambush  
(set up for  
number 8)



Area with a number    Small ambush (deployed)

**Forgetting to ambush** (rule for competitive play). If it is realized that a player has unit(s) in an ambush and they have forgotten to deploy them, such units should be put to the graveyard immediately. If one of those units is a totem, the player which has moved onto that area is considered to have defeated that totem at the moment of this realization. If it's your own totem, simply deploy that totem to this area.

## Hero death

In a two player game, when you defeat an enemy hero, move it to the graveyard next to your starting area. This is how you make your totem stronger.

**Note:** this rule does not work in a three or four player game (simply move defeated heroes to their hero cards).



## Game End

- **Two player game.** You win if you defeat **the enemy totem**.
- **Three player game.** The player who has last defeated a **totem or a hero after nine rounds** (nine turns of each player) end is the winner.
  - As a reminder, keep the last defeated totem or hero in the game in front of you. Put aside previously defeated totems or heroes.
  - If totems or heroes of two players are defeated simultaneously, the active player is considered to be winning.
  - If no player defeats any totem or hero during the game, all players lose.
- **Four player game.** If your alliance defeats at least **1 totem + 1 hero from the enemy alliance** (of any enemy player), you are the winners.

- In all player counts, if you defeat **the last unit on the map** of any enemy player, you (or your alliance) are the winner and the game ends.
- If two opposing players or alliances fulfill their victory conditions at the same time, the active player (or alliance) is the winner.

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**Pages 16-19 describe game setup for a 2, 3 or 4 player game.**

**Custom games** (for more experienced players) – apply to game setups in the next pages:

1. You can select any tribe you want.
2. You can use any of the heroes. You select your hero secretly and reveal it when all players have chosen one (this happens before choosing the starting player).

## How to teach Jungled?

<b>Theme</b>	“Players are warlords of six distinct tribes. You set up ambushes and hide your warriors, shamans and heroes in the jungle. The warlord who uses the available information in the smartest way, wins.”
<b>Reveal mechanic</b>	Explain that units have two sides – one visible to all players and one only to the owner. Timing when to reveal units is key.
<b>How to win?</b>	Defeat any enemy totem and/or hero (depending on the player count).
<b>6 tribes</b>	Describe tribes: <ul style="list-style-type: none"> <li>• <u>Ahi</u> – crazy aggressive koala warriors</li> <li>• <u>Monama</u> – solemn sentinels of jungle spirits</li> <li>• <u>Seuilok</u> – mystical army of undead lizardmen</li> <li>• <u>Hadani</u> – silent birdmen rogues</li> </ul> Ask players to select their tribes and alliances.
<b>Unit cards</b>	Explain key parts on unit cards: <ol style="list-style-type: none"> <li>1) Where are the graveyards</li> <li>2) Where to find unit power/health</li> <li>3) Where to find if unit is ranged/has armour</li> </ol>
<b>Turn structure</b>	Explain the turn structure: <p>“You may activate up to two of your units during your turn and do up to three steps in this order with an active unit”:</p> <ol style="list-style-type: none"> <li>1. Move step – where you can and cannot go, waypoints.</li> <li>2. Reveal step – why would you want to reveal.</li> <li>3. Combat step – explain in detail, covering 1) ranged attacks 2) hero damage 3) multiple attacks, 4) armour.</li> </ol> <p>Make sure players understand that you activate units one by one and that you can also deploy an ambush instead of your turn (in 3-4 player games).</p>
<b>Unit abilities</b>	Briefly mention what types of abilities there are in the game (activated, passive), what can activate activated abilities and that abilities also work during the enemy’s turn.
<b>Thickets and ambushes</b>	Tell players about the thickets and ambushes: how you enter these areas and what happens when you do. Explain how to set up and deploy ambushes.
<b>Game setup</b>	Tell players about the player count specific rules (map size, victory conditions and benefits of defeating a hero). Remind players to protect their totem and set up the game together. It also really helps if the players understand how their unit abilities work (at least of their own).

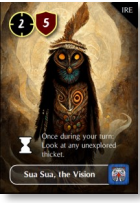
# 2 or 4 player standard game setups



(setup shows introductory heroes suggested for beginners)



Reserve



1. Place the board A side up.
2. Shuffle ambush numbers, then deal 1 to each player. The player with the highest number is Player 1. Return the numbers back, then for a 2 player game, remove all numbers in dark background (keep all for a 4 player game).
3. Each player sits at the specific position of the board as indicated in the illustration. For a 4 player game: Alliance A is on one side and Alliance B on another.
4. Shuffle all thicket(s) and put 1 on each area with a yellow eye that is not a starting area. For a 2 player game: put Barricades to two special areas, as indicated, before shuffling and placing other thicket(s).
5. Put unused thicket(s) aside.
6. Keep damage markers, reference and unit cards near the players. All units cards must have letters "R" or "RE" on the



ALLIANCE B

ALLIANCE A



Reserve

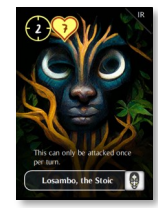
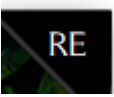


- top right corner (flip the card otherwise).
7. Shuffle ambush numbers, then deal 4 to each player. Each player chooses 3 and returns the remaining one back to form a stack (7).
  8. Players set up 1 big and 2 small ambushes. A totem of each player must be placed in one of their ambushes.
  9. The first player secretly deploys 3 hidden units and all other players 4 hidden units to their starting positions (9). A hero of each player must be placed in their starting position.
- Note for a 2 player game:** faded areas on the other side of the yellow lines are not used for your game (thickets on them are not needed too).
- Note for a 4 player game:** Turns do not proceed clockwise in a 4 player game – follow indications on the game board for the turn order instead. Allies do share all the information.



# 3 player standard game setup








1. Place the board B side up.
2. Each player sits at the specific position of the board as indicated in the illustration.
3. Shuffle ambush numbers, then deal 1 to each player. The player with the highest number is the starting player. Return the numbers back, then remove numbers 15 to 17 from the game.
4. Shuffle all thicketes and put 1 on each area with a yellow eye that is not a starting area. Put unused thicketes aside.
5. Keep damage markers, reference and unit cards near the players. All units cards must have letters "R" or "RE" on the top right corner (flip the card otherwise).






(setup shows introductory heroes suggested for beginners)


6. Take an unused hero unit token of the starting player from the game box and place it on the first square of the 9 round counter (6). When each round (one turn from each player) ends, move it one square forward.
  7. Shuffle ambush numbers, then deal 4 to each player. Each player chooses 3 and returns the remaining one back to form a stack (7).
  8. Players set up 1 big and 2 small ambushes. The totem must be placed in one of the ambushes.
  9. All players deploy 4 hidden units to their starting positions (9) (tribe masks must be facing the opponents). A hero of each tribe must be placed in their starting position.
- Note:** it is recommended that each player sits next to each other at a 90-120° angle during a 3 player game.

## FAQ

Regular Units		
Ahi Thunder		<ul style="list-style-type: none"> <li>Ahi Thunder must be revealed after the game setup if it is on the map already.</li> </ul>
Ahi Shouter		<ul style="list-style-type: none"> <li>The unit enters the map hidden (as usual).</li> <li>You do not have to deploy the unit (there is a word “may”).</li> </ul>
Monama Sentinels		<ul style="list-style-type: none"> <li>Monama Sentinels can hide themselves, heroes, totems and enemy units (no rule stops it from doing this).</li> </ul>
Firemane Dancer		<ul style="list-style-type: none"> <li>You cannot summon a Lion Spirit if it is already on the map.</li> <li>This Lion Spirit can move and attack this turn (no rule stops it from doing this).</li> <li>You cannot sacrifice this unit for no reason or make it attack friendly units (you can never sacrifice units for no reason).</li> </ul>
Shaman Animist		<ul style="list-style-type: none"> <li>You can move the attacker if Shaman Animist becomes revealed by an enemy attack. If after the movement the attacker is too far for an attack, no combat damage is dealt (that unit cannot attack this turn).</li> <li>You can move enemy totems (no rule stops you from doing this).</li> </ul>
El Draco		<ul style="list-style-type: none"> <li>You cannot make the hero have more health than in the beginning.</li> <li>You cannot sacrifice this unit for no reason or make it attack friendly units (you never can).</li> </ul>
Dracomancer		<ul style="list-style-type: none"> <li>The unit enters the map hidden (as usual).</li> <li>This El Draco can move and attack this turn (no rule stops it from doing this).</li> <li>If the attack is unsuccessful or Dracomancer deals 0 damage, its ability has no effect.</li> <li>If this deals damage to Strix Patriarch on an adjacent area and Strix Patriarch dies as a result, returned El Draco is defeated (“when this deals damage” triggers before “when this dies”).</li> </ul>

Hadani Tracker		<ul style="list-style-type: none"> <li>• Unit which defeats or forces Hadani Tracker to move cannot enter its area.</li> <li>• You cannot avoid movement when this ability is triggered (there is no word “may”).</li> <li>• You cannot move onto the area of Firemane Dancer before it summons a Lion Spirit (the ability that does not require a decision of a player triggers first – the Lion Spirit is summoned first).</li> <li>• You cannot activate (move, reveal and attack) Hadani Tracker after it attacks and its ability triggers (it is not considered a new unit).</li> <li>• In solo game, the only ways for you to “unlock” new areas are exploring thickets and your own ambushes.</li> </ul>
Strix Patriarch		<ul style="list-style-type: none"> <li>• Friendly units receive this damage as well (no reason they should not).</li> <li>• You cannot sacrifice this unit for no reason or make it attack friendly units (you never can).</li> <li>• Indirect damage is not considered an attack, so no units are defending against it.</li> <li>• If this receives damage from Dracomancer or the Ascendant and defeats it as a result, the returned unit (El Coco or Dracomancer, respectively) is defeated (“when this deals damage” triggers before “when this dies”) if it’s on an area adjacent to Strix Patriarch.</li> </ul>
<b>Hero Units</b>		
Horu		
Mahu Mahu		<ul style="list-style-type: none"> <li>• Mahu Mahu does not have to be revealed to use this ability (no reason why it should be).</li> </ul>
Alima		

The Ascendant		<ul style="list-style-type: none"> <li>• Dracomancer enters the map hidden (as usual).</li> <li>• This Dracomancer can move and attack this turn (no rule stops it from doing this).</li> <li>• If the attack is unsuccessful or the Descendant deals 0 damage, its ability has no effect.</li> <li>• If this deals damage to Strix Patriarch on an adjacent area and Strix Patriarch dies as a result, the returned Dracomancer is defeated (“when this deals damage” triggers before “when this dies”).</li> </ul>
Sua Sua		
Lalapika		
<b>Summoned Units</b>		
Lion Spirit		<ul style="list-style-type: none"> <li>• Lion Spirit can move and attack like any other unit. It has no abilities.</li> <li>• It can be deployed in ambushes or as a starting unit (no reason why not).</li> <li>• Lion Spirit is never placed to the graveyard, only to your reserve.</li> </ul>

<b>Thickets</b>		
More Unrest		<p>You may set up a small (one unit) ambush like you did during the setup.</p> <p>Place the drawn ambush number on an empty circle next to the board face-down, then choose the unit from the reserve and put it next to the circle.</p> <p>If the number you have drawn is occupied by an enemy unit, you must return that number from the stack. You cannot setup an ambush in this case.</p> <p>Also return the number back to the stack should you choose not to set up the ambush.</p>

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## Credits

*Graphic design support:* Augustė Greičiūtė, Rokas Juozulynas, Vitalijus Avchimovičius, *Social media consulting and photography:* Gabrielė Vilčiauskaitė; *Proofreading:* Martynas Kulakauskas, Robert Elliott, Giannis Amindas; *Most devoted testers:* Vytautas Simanaitis, Daniel Naumovas, Lukas Galkus, Martynas Kulakauskas, Lukas Rutkauskas, Povilas Barasa, Irek Uzialo, Andrejus Achvimovičius, Andrius Ruzdenskas; *Other testers:* Aistė Minkauskienė, Hari Carerras Perez, Lukas Alijošius, Lynna Salamandic, Ausma Minkauskaitė, Laurynas Ūsas, Ainis Minkauskas, Raimundas Banevičius, Valerij Selivanov, Tadas Kastanauskas, Gediminas Dabrilka., Donatas Kalpokas, Lukas Simkus, Eglė Kareivaitė, Edvinas Varanauskas, Laurynas Žižiūnas, Vytautas Stankus, Domantas Kulakauskas, Saulius Kulakauskas, Egidijus Santaras, Zav Inga, Lukas Valančauskas, Viktorija Urbonė, Ieva Čepaitė, Feliksas, Gabrielė Nekrašė, Urtis Šulinskas, Lukas Ptakauskas, Aivaras Klimas, Aleksas Klimas, Dmitrij, Mark Thompson, Antanas Mišeikis, Ignas Orlovas, Gedas Liaudanskis, Ivan Green, Gytis Miliauskas, Kashif Ahmed, Artūras Žukovskij, Tomas Jakučionis, Gabrielė Vilčiauskaitė, Tomas Miliauskas, Rokas Diržys, Vytautas Kandrotas, Egils Grasmanis, Juozas Kazlauskas, Daumilas, Tomas, Saulius Saulenas, Tomas Kairys, Vaidas Vai, Dmitrijus Babičius, Gabija Augaitytė, Renata Rutkauskienė, Deividas Balinskis, Roman, Eglė, Aivaras, Gerta Lekešytė-Klimavičienė, Ramunė, Grantas, Vidmantas, Edmundas, Gotautas, Marius, Rytis, Vitalijus Avchimovičius, Tadas Krivickas, Rokas Juozulynas and a few anonymous testers; *Blind testers:* Dovilė Ežerskytė, Paulius Rapševičius, Faustas Samoilovas, Justas Pleskys, Povilas Simkus, Vincas Lat, Danielius Vargonas, Tadas Žutautas, Edvinas Staišiūnas, Žilvinas Krivka, Jan Kraško, Vidmantas Rimkus, Mindaugas Janušas, Francesco Rugerfred Sedda and their friends; *Illustrations:* generated using AI by Mantas Minkauskas (except for Guihun and Peerivesh pictures which are found online and temporary).

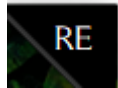
# Solo Game Setup

1. Place the board A side up and make sure you are sitting at the side of the first player.

2. Choose any of the tribes – take all of its regular units and one hero of your choice. Your chosen tribe and hero determines the difficulty of the game.

Tribes	Hero	Difficulty
Ahi	Horu	Easy
	Mahu	Easy
Monama	Losambo	Hard
	Bokasi	Easy
Seuilok	Descendant	Hard
	Ascendant	Medium
Hadani	Sua Sua	Medium
	Lalapika	Medium

3. Other three tribes are your enemies. Make sure all their unit card top right corners have letters “E” or “RE” on them (flip the cards over/select other heroes if not)



4. Put a totem of each enemy tribe next to the areas marked with wind, sun and rain symbols on the solo game interface.

5. Put regular enemy unit (5a) and hero (5b) cards next to the board.

6. If Monama is your enemy, put Lion Spirit token on Firemane Dancer unit card (6).

7. Put down all the remaining enemy unit tokens face-down on the table (a hero and eight regular units from each enemy tribe) and shuffle them (7).



Your reserve

8. Roll a silver die, draw three ambush numbers and then deploy one unit of that tribe to those areas (8).

Keep other enemy units nearby in stock (you should not know which unit is where).

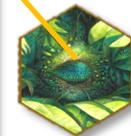
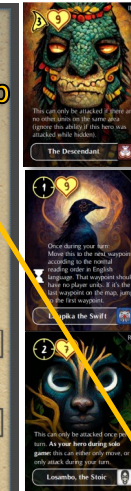
9. Select and deploy two regular units and one hero to Player 1 starting area (9). Keep your other units nearby (letters “R” or “RE” should be on the top right corner).

10. Shuffle Quest and Enemy Deployment cards to form a Quest deck, then discard two cards face-down. Draw the cards to your hand until you have 4 Quests. Shuffle Enemy Deployment cards back into the Quest deck.

11. Keep damage markers near the board.

12. Shuffle all thickets and put one on each area with a yellow eye that is not a starting area (one thicket will not be needed).

13. Keep the orange and silver dice nearby.



## Solo game rules (changes from multiplayer rules)

### Gameplay changes

#### Enemy tribe alliance control

- Enemy tribes do not have their turns. They only use “Once during your turn” abilities after your turn.
- They cannot move, set up ambushes or attack.
- They deploy units from the stock using one of 3 ways: 1) Starting game setup, 2) Enemy Deployment (black Quest) cards, 3) Thickets.



Silver and orange dice

#### Silver and orange dice

When enemy units have to be deployed, you may be asked to roll an orange and/or a silver dice. Orange dice shows you how many units have to be deployed, silver dice – of which tribe (see setup for how to match tribe to the symbol). Units are deployed to areas on the map in normal reading order in English language (left to right, top to bottom).

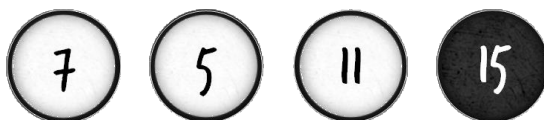
If there are not enough units of the needed tribe (for any area):

- a) Only units of two tribes remain in the stock – reroll the silver die
- b) Only units of a single tribe remain in the stock – silver die does not have to be rolled.



Enemy Deployment card

**Enemy deployment example.** You draw „They Spawn“, which instructs you to draw four ambush numbers. You draw:



In normal reading order of English language (according to areas on the map) that is:



You deploy the enemy tribe units as instructed by the silver die, for example, Hadani units. If you run out of Hadani units after any of the numbers you would follow a) and b) described above (either reroll the die or deploy the units of the last remaining tribe).

## Quests

In addition to your victory condition, the solo game uses Quest cards, which provide you with additional goals. After completion, you recruit more units, reveal enemy units or make your hero stronger.

### Turn structure changes

Quest  
card

#### 1. Quest selection phase (new additional phase)

- Draw a card from the Quest card deck.
- If you drew an Enemy Deployment card, you must choose and perform actions written on it. After you complete these actions, discard that card. During such turns, you do not attempt to complete a Quest.
- If you did not draw an Enemy Deployment card, you must choose a Quest that you will attempt to complete this turn and put it in front of you.



#### 2. Main phase. The same as in multiplayer except that:

- Your units cannot perform ranged attacks.
- When you attempt to enter a thicket without enemy units on it, roll an orange and a silver dice, then deploy these enemy units to that area. The thicket is only explored (turned face-up) when you defeat those units (you may enter it) or if the orange dice shows zero.
- If at any point during your turn you complete the Quest chosen during the Quest selection phase, you should immediately receive the reward and put that Quest in front of you face-up.
- In solo game, all revealed ambush numbers are discarded (and not placed on the map).
- When you attack an area with multiple enemy units from the same tribe and you have seen any of them, the enemy chooses to shuffle them (so that you do not know what you are attacking).
- "More Unrest" thickets are active in single player game (no rule says they should not be).

#### 3. Cleanup phase (new additional phase)

- If the Quest card in your hand is not completed, discard it to Discard pile face-up.

### Game end

You win if all three enemy heroes are defeated. You lose when you have to and cannot draw a card from the Quest card deck.





## Turn Structure



### Option A

All steps are optional, but must be in this order:

#### First unit

1. Move step
2. Reveal step 
3. Attack step 

#### Second unit

4. Move step
5. Reveal step 
6. Attack step 

### Option B

*(3 or 4 player games only)*

*Deploy one of your ambushes.*

## Rules often forgotten

- Remember your “Once per turn” abilities!
- Damage is removed from all regular units at the end of each turn.
- Do not move/reveal/attack with multiple units at the same time. Activate (choose) a unit and then do everything with it, then choose another unit.
- Units can stand on waypoints *(but they can only move an extra area when they step on a waypoint)*.
- Unit abilities also work during other players’ turns.
- You can move onto defending unit’s area if you attack the only unit there.

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