

## HOW TO ENJOY THIS SIMULATED DEMO

### NAVIGATION: MOUSE & KEYBOARD



**Zoom** on object. Hover over an object and press spacebar or double-click with **Left Mouse Button (LMB)** to display onscreen.



**Context Menu (Radial Menu): Right Mouse Button (RMB)**. Hover over any component and click **RMB** to reveal your options.



**Camera:**

To pan: Hold down **LMB**. Drag mouse or **W,A,S,D**.

To tilt: Hold down **RMB**. Drag mouse up and down.

To change view: **1-9**

To set: **Shift + 1-9** to set a camera view to a key



**Keyboard shortcuts** reference. Find this icon in the lower-left corner of the screen. Part of the HUD.

### SAVING PROGRESS

Think of this demo as a room that you can return to at any time. The room will **auto-save** itself. So when you return, the game will be in the state that you left it. Nifty!

Just bookmark the URL in your browser to return to it later.

This also means that you'll have to clean up. And set up your next quest.

IRL, most of you would meticulously put the components back into their homes (the box) with the aid of your helpful play group.

In Tabletopia, hold down **Shift + Left Mouse Button (LMB)**. Drag the mouse over the components you wish to clean up. Click on the highlighted group of components with your **Left Mouse Button (LMB)** and drag the components over to an empty Quest Bag (found near the Quest Intro). Watch for the bag open animation and then release **LMB**. Easy!



# RULEBOOK 1

READ THIS FIRST TO SET UP





# GET STARTED

## OVERVIEW

Kinfire Chronicles: Night's Fall is a cooperative game best played with **2 to 4 players**, each controlling 1 hero of their choice. You can play it by yourself by choosing 2 heroes and controlling both of them at the same time, but the experience will be much improved with some trusted companions. Part of the fun is working together as a team, making decisions as a group, and having each others' backs in combat.

The game is played over a series of quests, each of which lasts an average of **45-60 minutes**. You will take on the role of **Seekers**—heroes in the world of Atios.

As Seekers, you will go on adventures, battle terrifying enemies, and explore the great city of Din'Lux.

Unlike many board games, you will be learning this game as you go. The first few quests are designed to introduce you to the rules a little bit at a time, so don't worry if you see some things on the table that don't make sense—they'll be explained by the time you need them.





## CHOOSING SEEKERS

Italic text is story text, and should be read aloud by one of the players when encountered in a quest. For now, read this introductory text aloud.

*You and your companions are members of the Seekers' Guild, a society dedicated to protecting people from one of this world's greatest dangers. On certain nights, the very stars fade and go out as a magical darkness spreads across the land—the Starless Night. Wherever it touches, things are changed, scarred, or destroyed, and thousands have vanished in the night, possibly lost forever. Strange creatures and objects are often left behind in the wake of the Darkness, some dangerous or even deadly.*

*As Seekers, you wield kinfire lanterns that burn with a magical flame able to drive back the Darkness of the Starless Nights. Lanterns are lit from the beacon of the Great Lighthouse in the mighty city-state of Din'Lux. It is the only great city to have maintained its kinfire lighthouse over the millennia as the Starless Nights faded into distant legend. And now, it is believed to be the only great city to have survived the return of the Starless Nights. At the moment, you and your friends are escorting a caravan transporting supplies from Din'Lux to the nearby village of Vinna, which falls within the protective radius of the Great Lighthouse.*





# WELCOME TO THE WORLD OF ATIOS

Now let's take a look at the playable characters. At the bottom of the table, you'll see 6 different Seekers. Each has their own standee, Seeker sheet, Seeker deck (18 cards), lantern card, and health tracker. The health tracker should already be set to that Seeker's starting health (shown in the heart on the Seeker sheet).

**Important:** If a Seeker's health ever falls below zero, the whole group loses the battle, so take care of each other out there; it's dangerous to go alone.

**1- or 2-Player:** If playing with only 2 Seekers, each Seeker starts every battle with 5 extra health.





## YOUR SEEKER DECK & LANTERN CARD

Let's take a quick look at your Seeker deck. Each Seeker deck consists of 18 cards plus a lantern card.

Your **lantern card** shows the unique magical ability of your kinfire lantern. Each lantern is different and comes to suit its owner over time. In battle, you'll have to charge your lantern up before you can use it, but we'll get to that later. For now, your lantern card has been placed facedown near your Seeker sheet.

### CARD COLORS

Cards in your Seeker deck come in three colors, representing three heroic virtues— power, finesse, and wisdom.



**LANTERN CARD**



**POWER**



**FINESSE**



**WISDOM**



## YOUR SEEKER DECK & LANTERN CARD

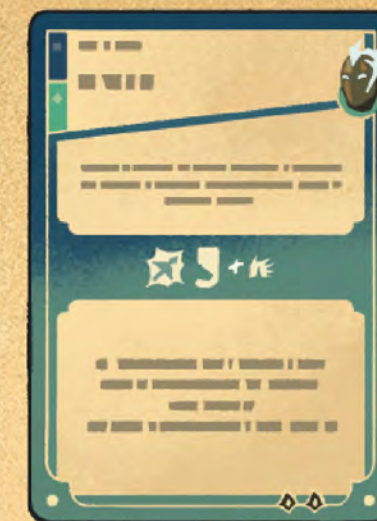
### TWO-COLORED CARDS & WHITE CARDS

Cards that have a two-colored border may be treated as **either color**. Simply choose which color you want the card to be. However, a single card can never count as multiple colors. Similarly, white cards are wild, in that they can be any of the three colors.

### ACTION CARDS & BOOST CARDS

You may notice that each action is linked to a matching boost card, but let's not worry about that just yet. For now, just shuffle your Seeker deck, which you will find near your Seeker sheet.

The cards in your Seeker deck are divided into actions and boosts. **Action cards** are played during your turn in combat to let you do things. **Boost cards** are played outside of your turn in combat, typically to help another Seeker.



**2-COLOR CARD  
(BLUE + GREEN)**



**WHITE CARD  
(WILD CARD)**



**ACTION CARD**



**BOOST CARD**



## THE DESTINY BAG & CHITS

The black bag (located nearby, between "Combat Flow" and the map) is a key element of gameplay called the **Destiny bag**, or just "the bag" for short. You'll need to prepare the bag for play initially, but after that, you won't need to alter it unless you change which Seekers you're playing with.

The chits pictured (right) have already been placed inside the Destiny bag. These are used regardless of player count.



### ADD SEEKER CHITS

Find the Seeker chits stacked to the right of this rulebook, above the Void Bag. If you haven't already, **add 12 total Seeker chits**, evenly divided between the Seekers you and your companions have chosen to play. That is, if you've chosen Khor, Asha, and Feyn to play, then add 4 Khor chits, 4 Asha chits, and 4 Feyn chits.

Once this is done, the bag is ready to go.





## LET'S BEGIN!

Now that you've prepared for what lies ahead, let's get started:

1. Find the Quest 1 materials at the top of the table in Tabletopia.
2. Flip over the quest introduction board and read the text for **Quest 1: Road to Vinna**.
3. Find the story card deck, located below the quest introduction, and take the top card (card 1-1) as instructed in the introduction. Flip over this card and read the text. (Make sure not to read any cards until you're instructed to do so.)
4. That's it for now! Good luck on your quest!





# COMBAT RULEBOOK

READ THIS AFTER CARD 1-1





# COMBAT INTRODUCTION

A Seeker's life is dangerous, and you'll often find yourself in combat with deadly enemies. In Quest 1, your group is faced with an enraged wyvern, so let's set up for that battle.

## SETTING UP A BATTLE

### THE BOARD

The game board has already been set up for you with the battle map for Quest 1. To the right of the map, you will find bags for the coin supply, fate tokens, and kinfire tokens. You will also find the supply for the status cards (Hurt, Weak, Stunned, and Trapped), Armor cards, and Exhausted cards.

### THE BATTLE MAP

The battle map for Quest 1 is already set up in the center of the table.

The Quest 2 battle map is located beneath the map for Quest 1. To reveal it, you must first unlock the Quest 1 map with **RMB** and choosing "unlock." Once it's unlocked, drag the map away by holding down **LMB**, revealing the map for Quest 2. For convenience, store the Quest 1 map in the Quest 1 components bag.


Add a little bit of body text





# COMBAT INTRODUCTION

## FATE TOKENS

If the Seekers have any fate tokens , place them on the spaces indicated on the board's left panel.

For Quest 1, you received 2 fate tokens. If you haven't already, pull them from the fate token supply and place them in the indicated place on the board.

## ENEMY SHEETS

When you reach the battle portion of a quest, you'll come to a battle setup card.

For Quest 1, go to card 1-2 right now and see that this battle setup shows the wyvern's enemy sheet above the map. This was already done for you. For this and future battles, place enemy sheets in the empty space above the battle map.

## ENEMY ABILITY TOKENS

Next to the Wyvern enemy sheet, you'll find 13 enemy ability tokens (square tokens numbered 1-12 and a Darkness token). The battle setup card illustrates where to place these tokens next to the enemy sheet. Quest 1 has already been set up for you.



FATE TOKENS





# COMBAT INTRODUCTION

## ENEMY HEALTH

Near the upper-left corner of the battle map, you'll find enemy health trackers (black hearts). Place one of these next to each enemy sheet. Set each enemy's health tracker to its starting health (shown in the large heart on their enemy sheet). Quest 1 has already been set up for you.

## ENEMY STANDEES

In each quest's bag of components, you should find the enemy standee(s). Place each enemy standee on the map in the spaces indicated by the battle setup card. Quest 1 has already been set up for you.





# COMBAT INTRODUCTION


## STARTING SEEKER HANDS

Shuffle your Seeker deck, located near your Seeker sheet, and draw 7 cards into your hand. To shuffle: hover over a deck, click **RMB**, and select **shuffle**.


In some quests, there will already be cards in your discard pile at the start of a battle. In that case, shuffle them back into your deck before drawing your starting hand.

*You should make sure you've drawn at least 1 action card. In the unlikely event that you do not, draw a new hand of 7 cards and then shuffle the old hand back into your deck.*

## STARTING ARMOR

On your Seeker sheet, find your starting armor, located in the .

Draw this number of armor cards, found in a supply to the right of the battle map, and add them to your hand.

For example, Khor would draw 3 armor cards (  ), while Feyn wouldn't draw any.





# COMBAT INTRODUCTION

## Seeker Standees

For each battle, there will be four **starting spaces** on the map, indicated by sets of **footprints** on the battle setup card. Place your Seeker standee in one of the indicated spaces, making sure that no more than one Seeker is placed on each set of footprints.

## Enemy Focus

Each enemy now determines which Seeker they hate the most, and focuses on that Seeker. Look in the lower left of each enemy sheet to determine who that enemy focuses on. Some enemies focus on the Seeker with the most health or armor. Some enemies focus on the Seeker closest to them on the map. If there's ever a tie, the players get to break the tie however they prefer.

In Quest 1, the wyvern hates the Seeker with the most health, so place the wyvern's **focus token** on the Seeker's Player mat.

## Lantern Card

Your lantern card should already be facedown above your Seeker sheet with the side that reads "Lantern Charging."





## COMBAT EXAMPLE WALK THROUGH

Now that everything's set up, it's time to begin the battle. Normally, you begin by drawing a chit at random from the Destiny bag to see whose turn it is. But for your first battle, the game will walk you through the first two turns.

This example will walk you through your first 2 turns of battle in Quest 1.

### Turn 1

For this first turn only, pull chits from the Destiny bag until a **Seeker chit** (one with a Seeker's portrait on it) is pulled. This will be the first player. Return any other drawn chits to the bag and place the Seeker chit in the "spent chits area" near the lower left corner of the battle map. Whenever one of your chits is drawn from the bag, that chit is spent, and then you get to take a turn.


For the purposes of this example, the first player receives a special one-time attack. Look around the Quest 1 story card deck (located below the introduction) and find the **Beginner's Luck** card. Give this to the first player.




**BEGINNER'S LUCK CARD**



## COMBAT EXAMPLE WALK THROUGH

**Ranged attacks**  can only be made against foes that are exactly **1 space** away from you. Fortunately, you can always move 1 space on your turn either before or after you play a card. So, the first player should move their Seeker 1 space towards the wyvern, and then play the Beginner's Luck card face-up in front of them.

This is the moment when the active player's companions have the opportunity to help out. Each other player should look in their hand to see if they have any **boost cards** that look like the example to the right.

There are other boost cards that could help them out, but for now we're only interested in boosting the damage dealt by the attack. If any players (other than the active player) have a damage  boost in their hand, they should play the biggest one they have, placing it face-up in their discard pile.




This is called **boosting** an action. Each other Seeker may play **1 boost card** on each of the active player's action cards. It's important to note that **you cannot boost your own actions**. Normally, a boost card has to match the color of the action it's being played on, but in this case, Beginner's Luck is white, which is wild, so any color boost can match it.



**EXAMPLE: DAMAGE BOOST**



## COMBAT EXAMPLE WALK THROUGH

Count up the total extra damage  from the boost cards (if any were played) and add it to the 4 damage  already inflicted by Beginner's Luck. Then, subtract that much health  from the wyvern's health tracker, turning the dials to the new total. A solid first attack!

Oh whoops! One last itty-bitty detail...

See how the 4 on the Beginner's Luck card looks like it has Darkness around it? Well, that means that the attack enrages any enemy hit with it. So, if the player who played Beginner's Luck doesn't already have the wyvern's focus token, give it to them now. It'll be fine...probably.

After you finish resolving an action card, place it face-up in your discard pile.

However, Beginner's Luck is a one-time attack and has the **Disposable** trait on it. That means, instead of discarding it, it should be returned from whence it came. In this case, place it next to the story card deck. It was nice while it lasted.

After moving and acting, the active player should check their hand of cards to make sure they have at least 1 action card left (they do), and if so, that ends their turn.







## COMBAT EXAMPLE WALK THROUGH

### Turn 2

After a turn ends, draw a new chit from the Destiny bag to see who goes next. For the purposes of this example, draw from the bag until a chit showing a number between 1 and 5 is drawn. Return the other chits to the bag and place the numbered chit in the spent chits area. It's time for the wyvern to get its revenge.

Whenever an **enemy chit numbered 1-12** is drawn from the bag, that means an enemy gets a turn. Look next to the enemy sheet and find the ability token that matches the number of the chit you drew. It should be next to the wyvern's upper ability, which means this ability now triggers.

That ability says that the wyvern makes a **melee attack**  for 8 damage . Melee attacks  can only be made against a foe in the same space but, like Seekers, enemies can move **1 space** before attacking.





However, how do you know who an enemy wants to attack? Well, whoever has that enemy's focus token is that enemy's focus. The enemy wants to kill that Seeker specifically and will ignore any other Seekers in order to pursue only them. The wyvern moves 1 space into the same space as the Seeker they are focused on, then attacks them for 8 damage .



## COMBAT EXAMPLE WALK THROUGH

Here is another opportunity for the attacked player's companions to help them out. They should look in their hands to see if they have any **boost cards** that look like the example to the right.

Each Seeker (except for the Seeker being attacked) may play one of these block boosts to reduce the damage the wyvern is about to inflict. They should play their biggest block boost face-up into their discard pile. As before, the attacked player cannot play a block boost for themselves.

When playing a block boost , it must match the color of the enemy's attack. In this case, though, the wyvern's attack is white, so block boosts of any color will match it. Count up any blocks played and reduce the wyvern's 8 damage  by that much. They won't be able to block all of it, however, so some damage is going to get through. Here's where **armor** , if the attacked player has any, will come in handy. For each armor card in their hand (remember, you each drew armor cards as shown on your Seeker sheet at the start of the battle), reduce the **damage**  they're taking by 1.



EXAMPLE: BLOCK BOOST



## COMBAT EXAMPLE WALK THROUGH

Using armor is mandatory if you have any. You cannot skip using it in order to save it for later.

After the attacked player's companions have blocked what damage they could and their armor has reduced the damage further, any remaining damage is now their own problem. Reduce their health on their tracker by that amount.

After the wyvern attacks, its ability says that it "**refocuses.**" This means that the wyvern resets its focus to the default condition. That is, it focuses on the Seeker who currently has the most health, moving its focus token to that Seeker. If the attacked player took any serious damage from that attack, there's a good chance the wyvern is no longer focused on them (whew!).

Note that if the wyvern hadn't been able to move close enough to attack the player with its focus token, its attack wouldn't have triggered, even if it could have moved to another Seeker instead. After all, it only cared about attacking the Seeker with its focus token.

Now that the wyvern's upper ability has been fully resolved, its turn is over and this example is finished. Good luck in the rest of the battle!

**Using armor is mandatory if you have any. You cannot skip using it in order to save it for later.**



## READING ABILITIES - ATTACKS





A **melee attack** may only hit a foe in the same space as the attacker. If there are no available targets, the attack is wasted and any effect that triggers “after attacking” does not trigger.




A **ranged attack** may only hit a foe exactly **1 space** away from the attacker, no more or less. If there are no available targets, the attack is wasted and any effect that triggers “after attacking” does not trigger.



A **ranged or melee blast** attack hits all foes in the targeted space. Friends are not affected. So, for instance, if you make a  3 attack, then all enemies in the same space as you will take 3 damage .



Similarly, an enemy that makes a  3 attack targets all Seekers in the same space as them, but not any other enemies.

2

**Damage** that does not draw an enemy’s focus to you.

2

**Damage** that draws an enemy’s **focus** to you. Each enemy targeted by this attack moves their focus token to you.




This attack inflicts a **Hurt**  status to its target in addition to damage . See Statuses. This works the same for **Weak** , **Stunned** , and **Trapped** .




## OTHER USEFUL ICONS




“Gain 2  ” means to increase your current **health** by 2. **Seekers may not exceed their starting health.** Enemies, however, may exceed their starting health unless their abilities state otherwise.



“Suffer 2  ” means to **reduce** the target’s health by 2.




“Gain 1  ” means to draw 1 **armor card** and add it to your hand. When you suffer damage, that damage is reduced by 1 for each armor card in your hand, and then you discard 1 (and only 1) armor card. The use of armor is mandatory each time you suffer damage.





A **ward action** stays in play once it has been played, and its effect continues as described on the card. You may only have 1 ward in play at a time, so if you play a new ward, discard the old one.



“Gain 1  ” means to add 1 **Exhausted card** to your discard pile. This usually occurs between battles, meaning that the Exhausted cards get shuffled into your deck at the start of the next battle, but sometimes you may be instructed to draw an Exhausted card and add it to your hand during combat.



“Gain 1  ” means to gain 1 **kinfire token**. These are normally found in your current quest folio, but if you somehow run short, take them from an earlier quest instead. Place the  token next to your Seeker sheet. What it actually does will be explained later, once you sleep at an inn.



## ORDER OF PLAY

Each turn, a player draws a chit from the bag to see what happens next:



When an **enemy chit** is drawn, place it in the spent chits area and look for the matching ability token next to an enemy sheet.



Trigger the ability next to that token.



When a **Seeker chit** is drawn, place it in the spent chits area. The Seeker shown on the chit takes a turn.



When a **heart chit** is drawn, place it in one of the empty spaces on the time track on the board. The players then choose a Seeker, and that Seeker takes a turn.



When a **Darkness chit** is drawn, place it in one of the empty spaces on the time track. Then, look for the matching Darkness ability token next to an enemy sheet. Trigger the ability next to that token.



## TIME TRACK & FATE TOKENS

### FATE TOKENS

Sometimes, you may find yourselves in a life-or-death situation. At these moments, fate tokens [fate] can turn the tide of battle for you.

If you have any fate tokens, you may spend 1 **before** drawing from the Destiny bag. Take that fate token and drop it into the **Void bag**, found to the left of the Destiny bag. Don't worry about that token any more. It will be fine.

Spent fate tokens remain in the void. Once you've spent the token, draw **4 chits instead of 1** from the Destiny bag. Choose the chit from among them that you'd like, and return the other 3 to the bag. If there aren't 4 chits left in the bag, just draw however many are left, pick 1, and return the others.

### TIME TRACK

When all 4 spaces on the time track are full of heart and/or Darkness chits, it's time to **reset the Destiny bag**. At the end of the turn, return all spent chits and chits on the time track to the Destiny bag. This ensures that you never see every single chit in the bag, and therefore can't determine exactly which chit will come out next. What's the point of a Destiny bag that can't surprise you, after all?

*A maximum of 3 fate tokens may be spent per battle, though you may save any you have left for future battles.*



## A SEEKER'S TURN



During your turn, you may do the following things in any order:

### MOVE

You **may** move your Seeker standee 1 space either before or after you act.

### ACT

You **must** either:

- play 1 action card from your hand and do what it says, or
- pass and either draw or discard 1 card  .

### Wards



Wards are action cards that stay in play face-up in front of you after you've played them, and may have lingering effects. You cannot have more than one in play at a time, so if you play a second ward, you must discard your first ward.



# BOOSTS

Boost cards are played outside your turn. They may never be played on your own turn, nor can you play a boost to defend against an attack targeting you. **Each player may only play 1 boost per action or attack.**



**BLOCK BOOST.** Reduce damage on an ally by the indicated amount. A block boost must match the color of the attack it's played on, and only reduces damage for one ally when blocking  or  attacks.



## DAMAGE BOOST

Increase all of an ally's attacks during this action by the indicated amount of damage. A damage boost must match the color of the action it's played on.



**HEALTH BOOST.** Allows an ally to regain the indicated amount of health after the action it's played on. Seekers cannot exceed their starting health. A health boost must match the color of the action it's played on.



**MOVE BOOST.** Allows an ally to move 1 extra space before or after their action. They don't have to use all of their movement at the same time. A move boost must match the color of the action it's played on.



**CARD BOOST.** Allows an ally to draw or discard 1 card after the action. Any card can be discarded. A card boost must match the color of the action it's played on.



**REDRAW BOOST.** After a chit is drawn, play this boost to return that chit to the bag and draw again. (Of course, there's no guarantee that the same chit won't be drawn again.) Redraw boosts aren't played on actions or attacks, so they don't have to match the color of anything to be played.




## BOOSTS (CONT) & REFILLING YOUR HAND



### PLAYING BOOSTS ON WHITE OR TWO-COLORED CARDS

When a player plays a two-colored action, another player can play a boost on it that matches **either color**. Similarly, if a player plays a white action, another player can play a boost on it of **any color**. Multiple boosts don't have to be the same color as each other, as long as each boost matches one of the possible colors of the action. E.g., if a red/green action is played, both a red and a green boost can be played on it at the same time.

### REFILLING YOUR HAND

If you ever find yourself without any action cards in your hand, immediately discard your hand, returning any status or armor cards to the supply. After you draw a new hand, draw **armor cards** equal to the number shown on your Seeker sheet.

If you play your last action card and a card  boost is played on it, refill your hand before resolving the card boost. If your last played action card grants you another action this turn, refill your hand and charge your lantern before taking that action.

*When you discard your hand, suffer 1  for each Exhausted card  you discard, as described in *Statuses*, later on.*



## OTHER ACTIONS ON SEEKER'S TURN

### CHARGING & USING YOUR LANTERN CARD

Each time you draw a new hand, you charge your lantern. If your lantern card has its “Lantern Charging” side up, flip it over.

Once charged, you may use your lantern card as if you’re playing it as an action card from your hand. (Lanterns, like action cards, each have a color and can be boosted.) After using it, turn it back to its “Lantern Charging” side.

Note that it is possible to charge your lantern more than once per battle if you’re able to time things right and go through multiple hands of cards.

### RUNNING OUT OF CARDS

When drawing a card, if your Seeker deck has no more cards to draw, turn your discard pile over and shuffle it to make a new Seeker deck. In the unlikely event that both your Seeker deck and your discard pile are empty, you cannot draw any further cards for now.

### A SEEKER'S SPECIAL ABILITY

Each Seeker has a special ability described in the upper left corner of their sheet. It’s unique to them and shouldn’t be forgotten in the heat of battle. A Seeker’s special ability can be the difference between success and failure.



## AN ENEMY'S TURN

When a **Darkness** or **enemy chit** is drawn from the bag, it triggers the ability next to the matching token. For example, if the #3 chit is drawn, look to see what ability the #3 token is sitting next to and trigger it. Unless the enemy's sheet says otherwise, **an attacking enemy may move 1 space** before attacking.

### ACTIVE & PASSIVE ENEMY ABILITIES

Enemy abilities may be active or passive. **Active abilities** have a black arrow to the right of them and ability tokens are placed next to them. An active ability only triggers when a chit is drawn from the bag that matches a token next to it. **Passive abilities** lack the black arrow and do not have ability tokens placed next to them. Passive abilities trigger whenever they say they do, and may even be in effect at all times.

### ENEMY FOCUS & MOVEMENT

An attacking enemy moves in the direction of and tries to attack the Seeker that has that enemy's focus token. When making a melee attack, the enemy attempts to move into the Seeker's space to attack. When making a ranged attack, the enemy attempts to move into a space that is 1 space away from that Seeker to attack. If the enemy has more than one equally good option for movement, the players decide where they move.

### REFOCUSING

When an enemy refocuses, move its focus token according to the default rule on its enemy sheet. However, abilities may tell you to refocus an enemy on a specific Seeker or to follow a different rule when refocusing. If there is a tie when an enemy is refocusing, the players choose how to break the tie.