
SUB TERRA VOL. II
ARIMA'S
LIGHT



SUB TERRA II ARIMA'S LIGHT RULEBOOK.
INSIDE THE BOX BOARD GAMES LLP, MMXIX



“...and so, deep in the fires of Arima, the Heart was returned to Typhaon’s breast. No other must rise. No other must shake the world. Such vast power belongs to the Gods, and the Gods alone...”

As the 20th century dawns, you have discovered fragments of a forgotten history, whispers of a mysterious artifact trapped beneath the earth. They have led you to the remote island of Aenaria, in the midst of the Tyrrhenian Sea, where the slumbering Mount Arima towers above the verdant hills.

The locals are wary of outsiders, and claim to know nothing of the lost temple you seek. But a young villager, desperate to impress, offers to guide you to some strange ruins high on the mountain. You follow, and eventually reach a crumbling stone portal set into the cliff. The inscriptions speak of fire, of danger, of blood. You pay them no heed, quickly breaking through with your picks, and open a passage into the depths of the volcano.

You enter.

INTRODUCTION

Sub Terra II: Arima's Light is the first expansion for **Sub Terra II**. Join the mysterious travellers of the Circle and face new dangers as you strive to destroy the evil beneath the mountain.

This expansion has three parts:

- A new temple mode (“Intrepid”)
- A new game mode (“Ark”)
- Five new explorers (“The Circle”)

The **temple mode** changes the hazards you’ll face - it can be used with any game mode.

The **game mode** changes your team’s objective - it can be used with any temple mode.

You can use any combination of **explorers** with any temple mode or game mode.

| | Core Game (Inferno's Edge) | Expansion One (Arima's Light) | Expansion Two (Typhaon Wakes) | Expansions 1+2 |
|------------------------------|-------------------------------|----------------------------------|----------------------------------|-------------------|
| Temple Mode (choose one) | Core Tiles | Intrepid | Legion | Intrepid + Legion |
| Game Mode (choose one) | Core Objective | Ark | Typhaon | Ark + Typhaon |
| Explorers (choose freely) | 10 | 5 | 2 | - |



TEMPLE MODE: INTREPID

SETUP

During set up, remove these twelve core-game tiles from the tile bag:

- 5 x Lava
- 3 x Ruin (1, 2, 3)
- 1 x Dart Trap
- 1 x Spike Trap
- 1 x Guardian (corner)
- 1 x Bridge



Then add these twelve expansion tiles to the tile bag:

- 3 x Explosion
- 3 x Snake
- 2 x Rock Trap
- 2 x Legion
- 2 x Pit



Set the three Transform tiles aside - they belong to the Magician.




(perform the other set-up steps as normal)

TILES

EXPLOSION (X3)






These tiles start with three explosion tokens on them.


Whenever  is rolled on the hazard die, for each Explosion tile in the temple:

- Remove an explosion token from that tile.



- When the last explosion token is removed in this way, the tile explodes: all explorers on that tile or a connected adjacent tile lose  then destroy all enemies on those tiles.



- If there were no explosion tokens on that tile to remove, all explorers on that tile or a connected adjacent tile lose a  instead.




SNAKE (X3)

These tiles start with a single snake token on them.

When an active explorer enters a Snake tile, remove all snake tokens from the tile. That explorer loses a ♥ for each token removed this way.



Whenever  is rolled on the hazard die, and the following die roll is 1, 2 or 3, all Snake tiles activate:

If there is an active explorer on that tile, one such explorer loses a ♥. (the current player chooses if there is more than one)

Otherwise, if there are less than three snake tokens on that tile, put a snake token on that tile.



(There can never be more than three snake tokens on a single tile)



PIT (X2)

Explorers enter pits as normal. However, they cannot Move or Explore out of a pit unless there's another active explorer on the destination tile.

Alternatively, explorers can use the Climb action to move out of a pit, even if no other explorers are nearby.

CLIMB ●●

Perform a Move action, ignoring Pits.



ROCK TRAP (X2)

If an explorer on this tile or a connected adjacent tile rolls on the hazard die, this trap is triggered:

- If there's no warning token or rubble token on this tile, put a warning token on this tile.



- If there was already a warning token on this tile, remove the warning token from this tile, and this tile collapses. Place a rubble token on this tile, then all explorers on this tile lose.



- If there was already a rubble token on this tile, do nothing.

These are normal rubble tokens - they stop explorers from moving onto the tile, and can be removed using the Dig action. Once the rubble token is removed, the Rock Trap can be triggered again.



LEGION (X2)

These tiles start with three guardians on them. *(If there are less than three guardians left in the supply, place as many as you can)*



Unlike "normal" Guardian tiles, Legion tiles do not spawn any more guardians for the rest of the game - after it's placed, this tile has no special attributes.

GAME MODE: ARK

SETUP

At the start of the game, place the Ark on the entrance tile crossroads. Put three health point tokens on the Ark card.



The Ark is not counted as an explorer when setting up the volcano track.

(perform the other set-up steps as normal)

NEW OBJECTIVE

In this mode, you're no longer trying to steal the Artifact - instead, you're trying to destroy the evil inside this temple once and for all. To do this, you must deliver the Ark to the Sanctum before the volcano erupts.

- If all three keys have been placed on the Sanctum tile, and the Ark is on the ledge half of the Sanctum, the explorers WIN.



- If the volcano erupts, or all explorers are downed, the explorers LOSE.

HOW TO PLAY

The Ark is considered to be an explorer, except:

- It doesn't take a turn, perform normal actions, or belong to a player.
- It cannot be moved off its current tile except by using the Push or Pull actions (see below).

When an explorer is on the same tile as the Ark, they can take the following special action:

PUSH ●

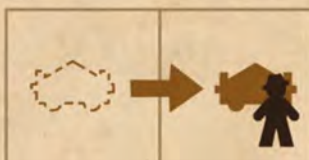
If the Ark isn't downed, it performs a Move action. (You choose where it goes, but you don't move with it)



When an explorer is on a connected adjacent tile to the Ark, they can also:

PULL ●●

If the Ark isn't downed, it performs a Move action to your current tile (if able).



NOTES:

- The Aristocrat cannot Command the Ark to move by itself.
- The Magician cannot use Transpose to switch places with the Ark.
- The Fortune Teller cannot use tarot cards to move the Ark or give it action points to spend.
- The Ark cannot be pushed out of a Pit tile unless there's an active explorer on the destination tile.
- The Ark cannot enter a Bridge tile occupied by another explorer, and it will block Bridge tiles for other explorers (a Pull action will be needed to keep it moving)

- Guardians will chase and attack the Ark as if it were a normal explorer.
- Tiles, hazards, and abilities will cause the Ark to lose ♥ as if it were a normal explorer.
- The Ark can be Healed ("repaired") by other explorers on the same tile, as well as through certain character abilities (e.g. Healer, Priest).

EXPLORERS: THE CIRCLE

This expansion contains five new explorers for you to play with. The Circle are a secret organisation of magical individuals - they are humanity's last line of defense against supernatural threats.

These characters work well as a team, but you can also mix and match them with explorers from the base game or other expansions.

THE MAGICIAN

Transpose ●

Switch location with another explorer, unless either of you are holding the Artifact.



Transform (x3) ●●

Remove all tokens from your current tile, then return that tile to the bag. Put a Transformed tile in its place.



Transpose

- You immediately move to that explorer's tile, and they immediately move to where you used to be.
- This doesn't count as a Move action: it won't trigger Spike Traps, and guardians on either tile won't hit either of you.
- You cannot use this ability to swap places with the Ark, because of the Ark's rule about movement.
- However, you can use this ability to swap places with The Dog.

Transform

- You cannot use this ability when standing on the Entrance, Sanctum or either of the Wings.
- All tokens are removed, but items (key, artifact), guardians, and explorers remain where they are.
- If this ability is used after the Sanctum has been placed, the Sanctum remains where it is, even though the bag is no longer empty.
- The Transformed tile has no special abilities - once placed, it's just a normal tile.

THE BEASTMASTER

Call ●●

Place The Dog on your current location with full health.



Direct ●●

The Dog performs a Dog Action (if able).



THE DOG

The Dog may perform one Dog Action for free on the Beastmaster's turn, before the hazard roll.

When the Dog loses all health points, he runs away - remove him from the temple. (Call brings him back)



Dog Actions

- Perform up to three Move actions
- Perform a Climb action
- Perform a Dig action
- Destroy an enemy on your tile
- Regain one health point

The Dog

The Dog counts as an explorer, except he doesn't take a turn, and can't perform normal actions. (Most notably, he cannot Reveal, Explore or Heal others)

- The Dog starts the game in the supply, not on the Entrance tile.
- Guardians will chase and attack him, and tiles/abilities can cause him to lose ♥.
- If The Dog would run out of ♥ and become downed, return him to the supply instead.
- The Dog can take one free Dog Action at any point in the Beastmaster's turn before the hazard die roll, even if the Beastmaster is downed.
- The Beastmaster makes all decisions The Dog would have to make.
- The Dog is not counted when deciding the starting position on the volcano track, or when determining your final score (he always survives).

Transform

- Call moves The Dog around - it doesn't create a new Dog, so you still only get one free Dog Action in total that turn.
- You can Call The Dog even if he's already in the temple. He immediately jumps to your location, no matter the distance, and is restored to full health. This does not count as a Move action.

Direct

- Direct allows The Dog to perform a second Dog Action that turn.

THE STRONGMAN

Staunch ●●●●

Regain all your lost .

Smash ●●

Destroy all enemies on your current tile.

Support

Your current tile cannot collapse for any reason.



Support

- This applies to both Ruin tiles and Rock Trap tiles. In the latter case, the warning token remains on the tile.

ESCAPE ARTIST

Fade

Enemies ignore you.
You ignore walls when moving.

Strike ●

Destroy an enemy on your current tile. Until the start of your next turn, you no longer have Fade.



Fade

- Enemies will activate as if you weren't there - they'll move past you and attack others. You won't get hurt by guardians while moving. However, Guardians will still appear if you roll Wake Guardian.
- You can move between adjacent disconnected tiles as if walls weren't there. This also applies to actions that involve moving, such as Run or Climb. However, you still cannot Reveal or Explore through a wall.

Strike

- Using this ability removes Fade until the start of your next turn, no matter how many times you Strike this turn. During this time, enemies are now able to chase and attack you, and you can't move through walls.

FORTUNE TELLER

Scry ●

Draw a tile from the bag. You may reveal it next to another active explorer. If you don't, return it to the bag.



Meditate ●●

Draw a random Tarot card from the deck.



Scry

- You don't have to choose where to place the tile - or even if you want to place it at all - until you've drawn it and know what it is.
- If you choose to place the tile, it must connect to a tile occupied by another active explorer.
- Everything that would normally happen when that tile is placed still happens (e.g. tokens are placed, guardians appear)
- If you decide not to place it, it's returned to the bag with no further effect.

Meditate

- At the start of the game, shuffle the tarot deck.
- Tarot cards grant you additional one-use abilities. You keep hold of the card until you want to use it.
- To use one, pay the action point cost printed on the card and discard it. Then resolve the following effect:

THE TAROT

| | Name | Cost | Effect |
|-------|--------------------|------|---|
| I. | The Quest | ●● | All other active explorers may perform an action that costs |
| II. | The Mountain | ●● | Remove all rubble tokens from all tiles. |
| III. | The Tower | ●● | Place a safety token on any tile. For the rest of the game, ignore all symbols printed on that tile. (It is considered "normal", and has no special properties) |
| IV. | The Heart | ●● | All other explorers regain a |
| V. | The Betrayer | ● | Choose another active explorer. They may perform up to three Move actions. |
| VI. | The Inferno | ●● | Choose a tile. Destroy all enemies on that tile and on all connected adjacent tiles. |
| VII. | The Fall | ● | Choose a tile. Destroy all enemies on that tile. |
| VIII. | The Darkness | ● | Until the start of your next turn, enemies cannot activate. |
| IX. | The Survivor | ● | Choose another explorer. Until the start of your next turn, they cannot lose any |
| X. | The Return | ●● | Choose another explorer. They regain |
| XI. | The Void | ● | Destroy any wall. |
| XII. | The King in Chains | ●●●● | Destroy all enemies on all tiles. |
| XIII. | The Nexus | ● | Draw three tarot cards, then discard two tarot cards. |

ACKNOWLEDGEMENTS

Tim Pinder: Game Designer, Creative Director

Rose Atkinson: Game Development, Narrative Development

Leigh Murphy & Heather McDade: Assistant Development

Diana Franco Campos: Illustrator

Marco Luna Villela: Graphic Designer

Peter Blenkharn: Project Manager

INSIDE THE BOX BOARD GAMES LLP

Inside the Box Board Games LLP is an indie tabletop publishing and design company based in London, UK. We're focused on designing innovative and engaging games across a range of themes that communicate powerful stories and ideas.

If you want to join us as an enthusiastic game designer, or as an illustrator, graphic designer, videographer, or want to connect with us as a reviewer, game store or otherwise, then hit us up on our website!

We're going to make amazing games, will you join us?



Tap the Tabletop ID logo on the side of the box to verify your game and access additional content.

If you do not have access to an NFC enabled device, please enter the following code into the app to access additional content: e5d08or864



INSIDE THE BOX BOARD GAMES LLP, MMXIX