

# THRONE OF UNDER

## RULE BOOK





Welcome to Under, a magical realm of four elements:  
Woods, Water, Crystals and Fire.  
It is a land of wild forests, icy oceans, haunted caves of  
crystals, and blazing infernos.



Under is home to humble farmers known as faerouls  
and elemental creatures known as faerumentals,  
powerful allies once tamed.



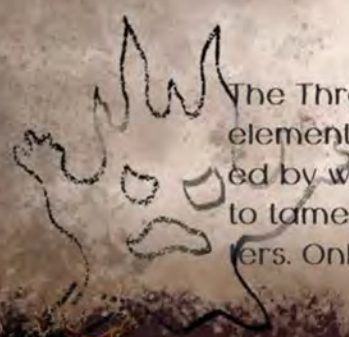
Legend suggests that Under was once  
part of the great Kingdom of Upper, and  
during the War for Wisdom, due to the disas-  
trous mistake of an unwise king, it sank deep  
into the Under.



To guarantee the best ruler of Under  
there is an annual tournament for the  
Throne of Under.



The winner who reaches the Throne  
first is deemed the wisest in the land and  
may rule for one year. It is said that they  
become so filled with wisdom on the last  
night of each year that they ascend to the  
Great Kingdom of Upper. Once the Throne  
is vacant, the race must begin again!



The Throne is sealed in the depth of the mountain and secured by four  
elemental locks. The keys are hidden in the lands of Under and protect-  
ed by wild Faerumentals. Competitors are empowered by cunning skills  
to tame Faerumental and strategically summon them against encoun-  
ters. Only when they win an encounter do they collect a key.



**THE TOURNAMENT IS ABOUT TO START.  
PROVE YOUR WITTS, RACE TO THE DEEP  
OF THE REALM, TAME AND MATCH  
FAERUMENTALS, COLLECT FOUR KEYS  
AND BE THE FIRST ONE WHO FINDS AND  
WINS THE THRONE OF UNDER.**





## CONTENTS OF THE BOX



MAP



4 CHARACTERS  
AND STANDS



16 KEY TILES



BOONS  
(DICE, BOON SHEET  
AND STAND)



60 ADVENTURE  
CARDS



16 OCCURRENCE  
CARDS AND  
4 DRAGON CARDS



CHEATSHEET

## SETUP

1. Open the map, select your character, and place it on the "Start."
2. Place a set of 4 keys (purple, green, blue, and red) in front of each player so that the keys face with elements up.
3. Prepare adventure deck: for a 2-player game, remove two "Power" cards from the adventure deck and return them to the box; for a 3-player game, remove only one "Power" card; for the 4-player game, do not remove any cards.
4. Shuffle the Adventure cards and deal 6 to each player. Players may look at their hand but should not show it to others; Place the remaining cards in the draw deck face down.
5. Designate a space for the discard pile.
6. Put the "Boons" card on the stand and the dice next to it.
7. Shuffle the occurrence cards and place them face-down.
8. Shuffle Four Dragon cards and put them face down.



Decide who goes first by throwing a die.

## GAME OBJECTIVES

In this strategic turn-based game, two to four players move their characters on the map across sixteen lands to the very last land. Players use the playing cards to move their characters, battle faerumentals: the monsters of these lands, and challenge opponents. The goal is to be the first one to enter the last land - the Throne Room and win the final battle.

The Throne Room is locked with four locks. The player who collects a set of four keys of each element may enter the room. Players may use the occurrence deck to experience various happenings that impact the game and strategy each time they receive a key.



## GAME PLAY

Players take turns progressing the game. Decide who goes first and then proceed in a clockwise order. Your Turn consists of four phases: **1. Move; 2. Dig; 3. Battle; 4. Refill.**

### PHASE 1. MOVE

- You must start by moving forward one land (unless it is the Throne Room and you do not have all 4 keys).
- Then, you may use a Portal card to move your character backward or forward to the closest land of the same element identified on the card. You may use as many portals as you wish.
- You may use your Portal cards anytime during your turn.

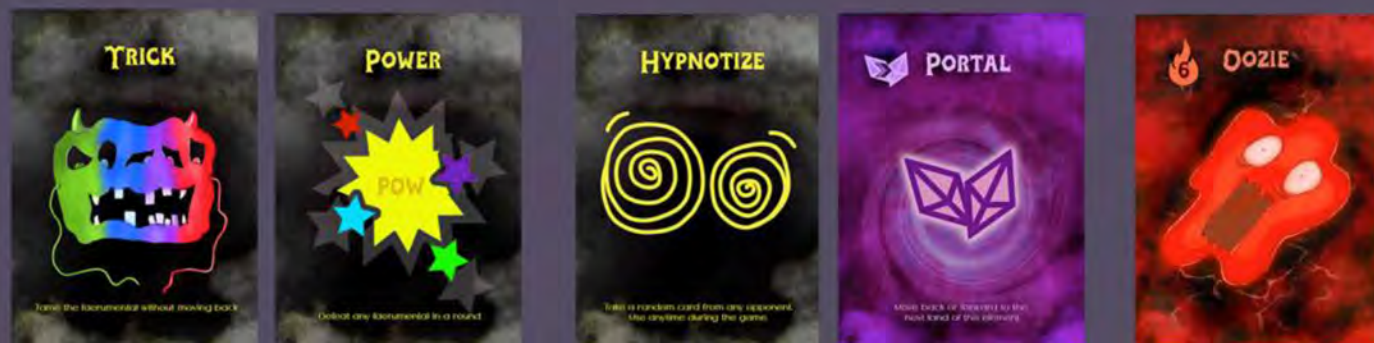


Portal cards: Move Backward or Forward to the next land of the element identified on the card.  
Use Portal cards any time during your turn.

### PHASE 2. DIG

Draw a card from the draw pile and place it face up.

- If you draw a “Trick,” “Hypnotize,” or “Power” card, add it to your hand and end your turn, or discard it and continue drawing. *Note: When discarding “Hypnotize” and “Portal” cards, you must perform their action.*
- If you draw a Faerumental card place it on your land and start the Battle phase.



Discard and continue digging, or put it in your hand and finish a turn

When discarding perform its action and continue digging, or put it in your hand and finish the turn

Finish digging and start the battle



## PHASE 3. BATTLE

The battle consists of one or more rounds. You win if you complete all rounds.

### ROUND ONE

To win the round defeat the drawn faerumental with one of the following three actions:

1. Play a Faerumental of the same element and a higher number:



The strength of faerumentals varies from 1 to 9 and there are four elements for each: woods, water, crystals, and fire

2. Trump it with any Faerumental matching the land's element:



Woods leachi with strength-3 appeared on the Water land. Any Water faerumental from your hand will defeat it.

However, if Water faerumental appears on the Water land, he can be defeated only by stronger Water faerumentals.

The strongest Water faerumental on Water land cannot be defeated by any other faerumentals, and only a Power card can beat it.

3. Play a Power card, which defeats any one Faerumental.



Power card defeated leachi.

Power card defeated smooch.



## ADDING ROUNDS TO A BATTLE

If you win the round, an opponent may start another round by playing a Faerumental with a picture matching any one already played. That challenger must be battled as in the first round.



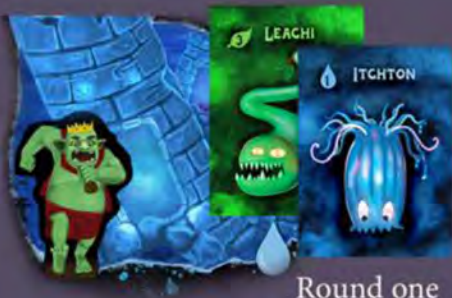
In this example, you won Round one by defeating leachi with Itchton.

Leachi and Itchton participate on the battle-field.

Your opponent had another leachi of the Fire Element in their hand that they decided to add, and now you will start Round two.

In a 2 player game, the opponent may add as many rounds as they choose.

*In a 3-4 player game, each player has one chance to add a round in a clockwise order.*



You have won round two by defeating leachi (3) with a stronger holdem (5).

Now if your opponent has an itchton, leachi or holdem of any element, they may add it to the battlefield to create Round three for you to fight.

## USING A PORTAL CARD IN THE ACTIVE ROUND

When you play the round, you can use a Portal card from your hand to move your whole battle back or forward to the next land of its element. You can't use a Portal when the round is over.



Round one



Round two

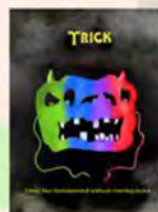
In this example, you have used the Crystal portal to move your battle to the next Crystal land. Continue your battle by fighting the faerumental in Round two. Your trump faerumental now is Crystal.



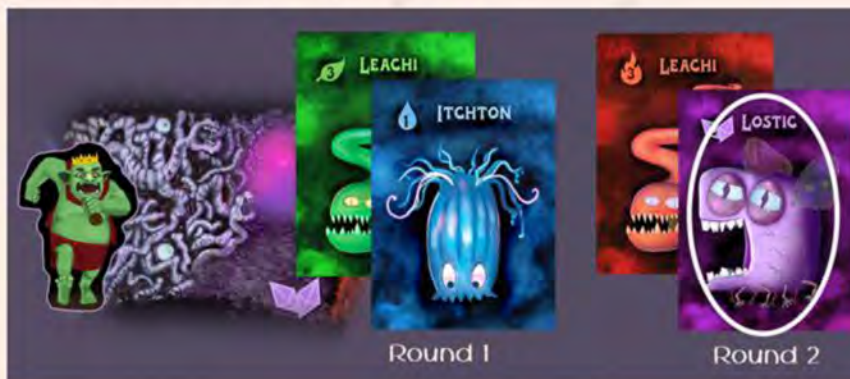


## PLAYING A TRICK CARD AGAINST YOU

An opponent may play a Trick card to steal the Faerumental you just played to win the current round. They add it to their hand, and you must play another card.



*In a 3-4 player game, each opponent has one chance to add one round OR play a Trick card. They may not do both.*



In this example, the opponent used a Trick card to steal lostic. You have to continue fighting the round.

## AN OPPONENT MAY USE PORTAL AGAINST YOU

In a 2-player game, when challenging you by adding a round or using a Trick card, your opponent may use a Portal to move your current battle back or forward to the next element of the Portal. You choose the direction! In a 3-4 player game, your opponents cannot use Portals against you.

## WINNING THE BATTLE

If you win the last round and your opponent decides not to add another round, you have won the battle! You've earned the key of the current land: turn the key card with the matching element, so the key is facing up.

**All cards played in the battle are placed in the discard pile.**



## Occurrences

Every time you win the key by winning the battle, draw and resolve the top card of the Occurrence pile.

If the Occurrence affects all the players, take turns: first you, then the rest clockwise starting from you. After that, place the occurrence card face up into the occurrence discard pile.



## Boons

If you already have a key from the current land, roll the die and reward yourself with a boon described on the boon card. The rolled number corresponds to the boon number.



## LOSING THE BATTLE

If you can't win or choose not to win the round, you must tame the undefeated faerumental: move back to the land of its element and put the faerumental in your hand.

- If you are within the first four lands, you must go back to the start.
- All the other faerumentals on the current battlefield run into the discard pile.
- Your turn ends.

In this example, you couldn't defeat Fire Leachi. You tamed him by placing him into your hand and moving back to his Fire land.



- You may play Trick to take the undefeated Faerumental into your hand and remain in your current land.



## PHASE 4: REFILL

Starting with the current player and going clockwise, each player draws up to six cards if necessary. Players may not refill their hands until this phase.

- When the draw pile is empty, reset it by shuffling the discard pile and placing it face down.

## SPECIAL CARD: HYPNOTIZE

The Hypnotize card may be played any time during the game. When you play it, pick an opponent and steal a random card from their hand.



## LAST BATTLE: WINNING THE GAME

Only a player with all four keys may enter the Throne Room.

Once you are in the Throne room, you are not able to leave it. Neither boons, nor portals cannot be used to move out of the Throne room.

- On your turn, discard Portals, Power, and Trick cards and then start digging.
- If you draw a Portal, Power, or Trick card, discard it and continue drawing. When you draw a Faerumental, battle it as usual.

**If you win the final battle, congratulations, you win the game and the Throne of Under!**

If you lose the final battle, take the undefeated faerumental into your hand, discard the rest of the cards used in the battle and complete the Phase 4 (Refill). Do not remove any of the cards from your hand until your next turn; you may use them to challenge your opponent. Best of luck!



# ALL CARDS OVERVIEW

## ADVENTURE DECK

36 FAERUMENTALS: 9 TYPES OF FAERUMENTALS FOR EACH OF 4 ELEMENTS



8 MOVE CARDS

12 SPECIAL CARDS

4 DRAGON CARDS



## 16 OCCURRENCES





## CREDITS



Game idea, design, concept art and story: Seamus and Nasty Cranley

Art director and game development lead: Nasty Cranley

Box art: Sephiroth

Game art and graphics: Nasty Cranley

**Special thanks to all our friends, family, and game testers for their support and helping us turn this project into a reality!**