



# ARTO

*Rule book*

*Quentin Muller and Julien Conseil*



# RULES



AGE 10+



40-60'



2 - 5

*You who venture into this cave, beware! Many dangers await you there. Ambushes will arise and monsters are only waiting for a fragile victim such as you! Watch your back and don't trust any of your opponents. In the past, the gods gave up sacred weapons that could help you conquer the soul of Urto. Will you be strong and clever enough to convince Urto that you are the chosen one? Nothing is less certain!*

## MATERIAL

### Tokens

- |                      |                          |              |                      |                      |
|----------------------|--------------------------|--------------|----------------------|----------------------|
| x17  Torch           | x5  Mushroom             | x11  Monster | x4  Defense          | x5  Health           |
| x5  Torch + event    | x17  Honour point        | x5  Shortcut | x4  Blorp trap       | x5  Mana             |
| x5  Torch + fountain | x13  Double honour point | x4  Attack   | x1  -2 Health Points | x2  Draw an artifact |
- x1 Alpha

### Cards

- |       |         |          |
|-------|---------|----------|
| x36   | x33     | x38      |
| Event | Monster | Artifact |

### Dés

- |                 |                      |
|-----------------|----------------------|
| x2  8-sided die | x1  PHEME's trumpets |
| x1  Loot die    | x1  TELLUR's hammer  |
| x3  6-sided die | x1  ANKOU's scythe   |

- |    |            |
|----|------------|
| x1 | Game Board |
| x1 | Rule book  |
| x1 | Bag        |
| x5 | Meeples    |
| x5 | Hero cards |

# THE HISTORY

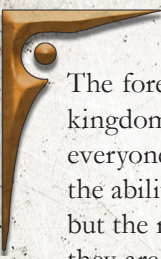
*Thus the map of the kingdom is drawn*

The peninsula of *Azura* is an ancestral pantry. Its rich and cultivable earth turned it into the granary of the whole kingdom. This place is populated by the descendants of the First Humans. Iridescent landscapes, crowded streets with taverns, in which one can buy and sell anything, wild animals in the forests and bountiful harvest, Azura can be described as a paradise. On top of that, this kingdom is the last owner of the soul of Urto. The local champion is called Sank'aa.

The deserts of *Opale* are situated on the west of the kingdom. Millennias ago, the second moon has drifted from its orbit. Since then, this place was transformed into a glacial desert for one half of the year and into a blistering desert for the other half. Nobody really knows who can live here, but one chapter of the Big Book predicts that some beings without faces nor conscience have settled here, most probably underground. This is where Molesor was born.

The territory of *Morganite*, a dreary land, is divided into marshes, fuming abysses and incisive cliffs like razor blades. It is infested with insidious and vicious creatures. The few attempts to enter into these lands by other factions have ended in violent carnages. According to rumors, one type of common conscience connects these creatures and is strongly influenced by their leader, the «visceral gobbler» with the name Armenius. The latter will personally make the journey into the cave of Urto to take the soul. This land and its horrible creatures are so inhospitable that the tales, which describe them, are used to frighten children.

The region of *Emerald*, stronghold of black mages, is a secret brotherhood, which took the bet to enslave every existing life form with magic to achieve their one and only goal: to bring their Creator back to live. He is the alpha and the omega and the soul of Urto would be a fantastic source of energy to finally accelerate his return from the dead. With this in mind, the Brother Founders educated one recrute, Oriander. She will honour their wait!



The forest of *Onyx* is the biggest and also the oldest forest in all of the kingdom. It is from this place that all plant life in the kingdom achieves its energy. It is difficult to describe its population because it is so various, but there is one point on which everyone agrees: its most hideous and most sagacious habitants are impressive trees equipped with a superior intelligence and the ability of quick movement. They never interfere with the affairs of the kingdom nor are they concerned by what is going on, but the recent iniquities committed on their lands has put an end to this. From now on, it is indispensable for them to show that they are there and that they won't let that happen to them. This is Babouaille, the bravest of the sages of the council who will represent the forest of Onyx for the first time in history in the cave of Urto.

### *The soul, the cave, what is it about?*

Today is a dull day for the peninsula of Azura. Their mightiest and venerable champion, master PaK'aa, has breathed his last breath at the end of a very long life of devotion. 203 years of combats and victories on the battle fields have forged his legend. He derived his longevity and his strength from an ancient power: the soul of Urto. This one resides in his blade, favoured by Urto since his victory in the cave. Now, this soul has returned to dwell in the sacred cave and he longs to see the arrival of the new candidates of this strength. The 4 great nations, which constitute the kingdom of Mehorina, will try to appropriate it by sending their best champion into the holy cave.

### *Which type of quest?*

After a trip through the cave, during which each of the champions avoids to die prematurely, you need to succeed to convince Urto that you are the one, who traversed the ambushes with the most ease, because Urto does not mandatory reward the fastest one!



*Urto is the gardien of the cave, appointed and trained by the Gods.  
Choosing the representative won't be easy, because the courage, the speed and the fortune of the future soulbearer depend on his choice.*

# THE HEROES

## Sank'aa



Son-in-law by alliance with King Rocket, sovereign of Azura, Sank'aa is the most decorated war hero of his generation. Except of his immoderate taste for beverages, gambling and vulgar jokes, his bravery and his skill in combat made him the ideal candidate to bring the soul of Urtro back to his land.

## Armenius



The collective conscience is a concept which will always escape other nations. The Morganite is inhabited by an uncountable amount of creatures and the concept of individualism and single performance will always elude them. However, as of late, a obnoxious and malicious being has lifted itself from the food chain. Controlling the Morganite is not enough for him anymore and with the help of the soul of Urto, he will soon extend his power.

## Oriandra



Magnificent prodigy of the sorcery with emerald-green eyes, she is the youngest recruit who ever entered the elite of the black mages. Cold and merciless, she relentlessly pursuits those who stand up against the will of the brotherhood. The Brother Founders put all their confidence in Oriandra.

## Molesor



This mysterious being was conceived during a secular meeting of the great magicians of the 4 states of the Kingdom in the Wood of Sighs. During a ritual, they casted a forbidden spell and lost control over it. Molesor was created from their incantations. Their creature did not deserve to live but neither to die. The mages decided to exile it into the prison of Za'Tralac. On the ship, that was supposed to bring him there, Molesor broke his shackles, killed the crew as well as the opal champion, who was on the way to the sacred cave to become the new chosen one.

## Beardwhy



With over 400 years of experience as guardian of the forest of Onyx, it is only recently that he entered the circle of the Sages of the Council, which made him the youngest but also the bravest of his equals. It is he who succeeded in convincing his fellow creatures that they have to emerge from the shadows and to try to conquer the soul of Urtro to finally re-establish the respect for the plant life.



Urto, the guardian  
of the cave

## Chapter 1:

# GLOSSARY

**PvM:** Player versus Monster

**PvP:** Player versus Player

## HERO CARD

**Chapter 2:** *Choose your hero or, if you can't reach an agreement, pick randomly.*



1

Place the Mana and Health tokens on the highlighted field of your mana bar (top) and your health bar (bottom). These boxes represent your maximum capacities.

2

Here are the unique features related to your hero.

3

The color of the frame is the color of your meeple.

**I**+ is also possible to play in simplified mode. Players have no bonus or malus, and everyone starts with 10 mana points and 15 health points.

## Chapter 3:

# SET-UP

❗ For **2 players**, the blackened areas are not used and the blue annotations need to be considered.

- 1 Artifact, event, and monster cards are shuffled separately. Decks are set up (face down) near to the board.  
*Set apart the artifacts Tellur's Hammer, PHEME's trumpets, and Ankou's Scythe.*
- 2 Place the Tellur die and the PHEME die on their stele and the Ankou die at the top. **Choose between the hammer and the trumpets.**
- 3 Place the loot die (12-sided) next to the board.
- 4 Place the following tokens in the bag: 11x monster / 27x torch / 5x shortcut / 5x mushroom / 7x honour point / 3x 2 honour points. Keep the rest of the tokens in reach.
- 5 The meeple is placed on the «START» field.
- 6 Place the 5 monster cards «The Alpha» (face up) next to the board. Put the Alpha token in the center of the board.
- 7 Place 1 token «Draw an artifact» on each of these 2 fields.  
**1 single token on the chosen side.**
- 8 Each player draws 2 artifacts face down, chooses 1 and discards the other. The discarded cards are shuffled with the rest of the deck.
- 9 The player with the purest soul begins.



If only naughty heroes sit at the table, the starting player might as well be picked randomly.

## Chapter 4:

# YOUR TURN

### *Sequence of the game round*

#### Recovery:

At the beginning of your turn, you can choose to do no action (except roll your divine dice if you have one). The warmth of the campfire allows you to regain 1 health point and 1 mana point.



You can't recover twice in a row, and recovering is forbidden on monster fields (it would be too risky).

#### Phase A: Choose your way:

All directions are possible, just announce your future move to your opponents to avoid confusion

Before or after your movement, you have the possibility to engage another player in a fight (see chapter 5). Max 1 PVP fight per round.

#### Phase B: Draw a token!

If the announced field has not yet been discovered, draw a token from the bag. In both cases, apply the effects indicated on the next page.



#### Phase C (optional): The sprint!



For 2 health points, it is possible to advance one more field. Repeat the actions from phase A.



Hiding from a monster or fighting it, prevents you from doing a sprint this turn!





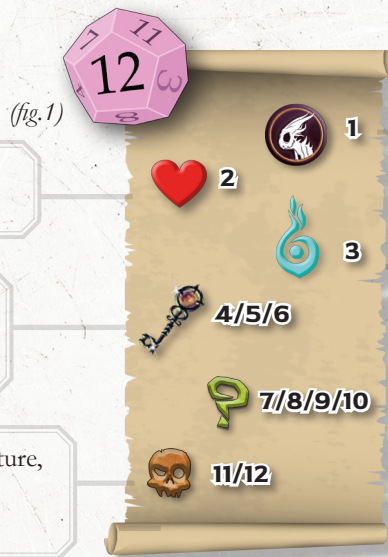
# The tokens



## Torch

You discover a field lighted with a soft flame. You are then free to search the field.  
If you are an adventurer and decide to search the field, roll the loot dice (fig.1).

### What's the meaning of your roll results ?



Nice!! A little health potion,  
recover 1 health point!

A chest? What does it contain?  
Draw an artifact card  
(Chapter 7)

Your search attracts an evil creature,  
draw a monster card  
(Chapter 5)

No luck, the Alpha has seen you and lunges at you.  
Fight it (Chapter 6). When there are no Alpha cards  
left, draw a monster card.

That's good!! A small root of mana,  
recover 1 mana point!

Something unexpected happens during your  
search, draw an event card.  
(Chapter 7)



The actions are indicated with a regular torch symbol, but first you must draw an event card  
(Chapter 7)



Instead of looting, you may chose to do a donation at the fountain. Sacrifice a mana point or  
more to receive as many health points. This works vice versa.

## Shortcut



By chance, you find a shortcut. This shortcut allows you to move to another field in the direction of your choice. Draw a new token from the bag if the next field is not yet discovered.

## Honour Point



The sacred cave is strewn with vestiges that can bring you honour at the end of the game. If you pick up this token, raise your cube on the honour bar and then pick up another token to continue your quest.

## Mushroom



The sacred cave is strewn with huge fungal monstrosities that block access to some fields. If you draw a mushroom, try to destroy it to access the field.

To destroy it, make an Attack roll of at least **5** with your combat die. You may use magic (*Chapter 10*).



**Successful Destruction:** Draw another token to find out what was behind the mushroom. Then, place the mushroom token on the field of your choice (discovered or not). The only exception is that you cannot place the mushroom on a field occupied by a player.



**Failed destruction:** Leave the mushroom on the field and skip your turn. On the next turn, you or another player can choose to bypass or destroy the mushroom.



It is possible to accumulate several mushrooms on one field, but not to put them on fields occupied by players. If more than one mushroom are on the same field, you could fight them during the same turn.

## Monster



On this field is a monster's nest. You must fight a monster (*Chapter 5*)

**You cannot run (See phase C) when you pass over these fields. It is also forbidden to fight another player on a monster field.**

## Miscellaneous

The tokens below do not belong to the initial content of the bag. However, keep them close to the board.



Defense token. Linked to an event, each token protects you from one point of damage; use in a PVP or PVM.



Blink trap. This token is linked to an event card, read the instructions on the card.



Attack token. Each token is linked to an event and will give you one attack point; use it before a PVP or PVM fight.




-2 health points. This token is linked to an artifact card, read the instructions on the card.

# THE FIGHTS

You arrive on a monster field or find one during an exploration related to the loot die. This means that you must face a creature: draw a monster card.

### *There are 2 ways to resolve an encounter with a monster:*

- You engage in a fight! Think about reinforcing your weapons (Chapter 10). A fight can continue for several turns, until the player or the monster dies.
- If you consider to monster to be too tough, you might want to take cover to avoid the fight, which costs you 1 mana point. You can also hide during a fight right before your dice roll.

 *By default, each hero fights with a 6-sided die.*

### *Here's how to read a monster card:*

- 1 The attack points of the monster
- 2 Health Points, the number of damage points you must deal to defeat it.
- 3 Honour Points you earn by defeating the monster. Keep this card after your victory for the final count.
- 4 Some creatures sometimes offer another reward (e.g. 2 mana points).

### *How to defeat them?*

- If the player's combat roll is equal to the monster's attack, neither the player nor the monster suffers any damage.
- If the player's combat roll is lower than the monster's attack, the player loses the difference in health points.
- If the player's combat roll is higher than the monster's attack, the monster loses the difference in health points.



*When the draw pile becomes exhausted, the monster fields become torch fields.*

## Example of PvM fight:

Statistics of the opponents:



Fighting roll #1:



Fighting roll #2:



Fighting roll #3:



Final results:



**Victory !!**

*Don't forget to take the monster card for your final scoring*



## PVP Fight

(Player versus player)

When you are on the same field with another player, you can attack him. **Warning: the fight is only one turn long.** Both players roll their combat dice simultaneously. The difference between the two dice corresponds to the sum of damage that will be inflicted on the player with the lower roll. Don't forget any bonuses, equipment or magic (*Chapter 10*). Deduct your mana and health points if necessary and continue your adventure.



The player who starts the PVP fight will gain 1 honour point



It's not that heroes are especially cowards, but it's better to keep your strength to face the real dangers and only show muscles to impress at the tavern, isn't it?

## Chapter 6:

# THE ALPHA

*The Alpha is a creature that feeds on the fear of its victims. Many heroes have tried to take its life, but the beast always rises from its ashes, reanimated by the life energy it has stolen from its victims.*

A fight against the Alpha (fig.1) works like a standard PVM fight. Nevertheless, thousands of years of watching its prey on its rock have ended up partially petrifying the Alpha. This is why you will only find the Alpha in the central field of the map (fig.2). For the most unlucky ones, a result of 1 with the loot die will activate a fight against the Alpha.

Another special feature of the Alpha is that you can defeat it a maximum of 5 times. After that, the field will become a common monster field. After that, the result of 1 with the loot die will provoke a fight against a monster.



*It is tempting to try killing the Alpha for the strong honour it grants. However, make sure you have good equipment or enough mana to face it, it would be a shame for you to leave us so quickly!*



(fig.1)



(fig.2)

**I**f, by misfortune, the Alpha attacks you (1 with the loot die) and you are not prepared, using 1 mana point to flee might be a good idea.

# THE CARDS

## The artifacts

You will find many treasures in the sacred cave, there are 3 ways to get them:

1. Get a result of 4, 5 or 6 on the loot die.
2. Roll one of the two divine die. which offer a one in six chance to get an artifact.
3. Be the first to go to a field with 1 artifact token.



## Types d'artefacts

**Green** = weapon-type artifact

It is possible that your inventory contains 2 or more weapons. In this case, during fights, you will have to choose 1 weapon for the fight. The weapon can change on each fight.

**Pink** = Artifact for single use

This type of card can only be used once at any time during your turn. Afterwards, you discard it.

**Yellow** = Artifact for permanent use

This type of artifact can be used throughout the game within the limits of the card's indications.



You can play an artifact card at any time during the game and you may hide and reveal it from other players on your own choice.

You can only carry up to **3 artifacts** at any time. If you are about to receive another artifact, you will first have to discard one. You may first draw another artifact card and decide then if you want to make changes.



## Divine artifacts

These 3 cards (*fig.1*) are considered as divine artifacts and can only be retrieved if you grab the corresponding divine die. These artefacts count towards the limit of the 3 maximum artifacts. You can only own one divine artifact.

(fig.1)

## The events



A search may result in an event (*Chapter 4*). Draw the card, read it loud and then apply the effects.

## Chapter 8:

# THE DICE

## The divine die

Its ancestral powers can be rolled only **once** at the end of each turn.



### Pheme's Trumpets

*Increase your honour*



Earn 1 honour point



Earn 2 honour point



Steal 1 honour point from each player



Earn 1 mana point



Draw an artifact



Fail: Lose 1 health point



### Tellwi's Hammer

*Cause landslides in the cave*



Landslide: the player(s) present on 1 field of your choice lose 1 health point



Double landslide: The player(s) present on 1 field of your choice lose 2 health points.



Global landslide: All your opponents lose 1 health point



Fail: Lose 1 health point



Earn 1 mana point



Draw an artifact



*If you are on the target field, you will also suffer the consequences of the landslide.*



### Ankoi's Scythe

*Curse the enemies still in the cave.*



All your opponents lose 1, 2 or 3 health points.



### The loot die

This 12-sided die will guide you in your prospecting on torch fields. Nothing forces you to use it, curiosity can be a bad habit.

### Fighting dice

There are 2 types:

1. The standard 6-sided dice that equip all the heroes from the beginning of their adventure.
2. 8-sided dice: More powerful dice that can be won by artifact cards or by paying 5 mana points (*Chapter 10*).



Fighting dice are used for PVM, PVP or to defend yourself in some events.

## Chapter 9:

# HEALTH POINTS



Doing a sprint costs you 2 health points (*Chapter 4, phase C*).

When you lose your last health point, you are dead. However, death is not necessarily definitive, some artifacts and powers allow you to come back to life. In this case, come back with the mana points and the equipment that you owned before your death.

Note: Molesor can also be brought back to life.

## Chapter 10:

# MAGIC



At any time, each player can spend mana points to use magic for the following advantages:

- 1 point:** Summon the gods of luck and re-roll your combat die. It is possible to re-roll as many times as you have mana points to spend.
- 1 point:** Flee from an opponent (if this action is performed during a fight, finish counting the damage points).
- 5 points:** Reinforce your weapon and, from now on, fight with an 8-sided combat die.
- 1 to 3 points:** For the whole duration of your upcoming fight, spend mana points to reinforce the results of you combat dice roll. You just announce the amount of mana you want to invest BEFORE a fight.



Note: If several mushrooms are on the same field, the effect of the reinforcement applies to all the mushrooms.

**Example:** Sank'aa wants to invest 2 mana points to kill a monster.



Fight roll #1:

VS

Monster loses: -2  (7 - 5)

If the fight lasted several turns, the «+2» would have remained applicable to each roll.



! Magic affects ONLY fight dice (6-sided & 8-sided dice)



The first player, who met Urto, will have the possibility to take the Ankou die and may, from then, roll it on each of his turns.

The next players who arrived at Urto finish the game and skip their turns.

As soon as you set foot on the last field, you will no longer be affected by other players. The game ends when all players have arrived or died.

**End 1:** All players are dead, no winner. «Urto will have to wait for the next generation of champions.»

**End 2:** Only one player makes it out alive. «Here is Mehorina's new champion. Urto's soul hurries to take possession of the chosen one's weapon.»

**End 3:** At least 2 players reach the last room. «Urto has to make a choice: Prove to him that you are the most worthy to be the new chosen one.» (See final count).

## *Final Count*

Count your possessions and other treasures that you have collected along the way. Your state of health and magic as well as your honour are counted. The player with the most points wins.

Count 1 point for each  and  remaining +  your honour points earned in battle as well as those found on your artefact cards.

In case of a tie: the player with the most honour points wins. If this is not enough, your health points and then your mana points will decide.

# GOLDEN BOOK OF ACHIEVEMENTS

During your many adventures, you will be called to make a mark in history. Seize the opportunity to come home as a legend. Check, date, and sign your achievements.



- |                          |  |                          |   |
|--------------------------|--|--------------------------|---|
| <input type="checkbox"/> | Survivor: Meet Urto with just 1 health point     | <input type="checkbox"/> | Best friends: At least 4 players arrive alive on the last field     |
| <input type="checkbox"/> | The Rock: Meet Urto with all your health points  | <input type="checkbox"/> | Chocolate medal: Die one field before the end                       |
| <input type="checkbox"/> | Highlander: Arrive at the last field all alone   | <input type="checkbox"/> | A good fricassee: Draw 2 mushrooms consecutively                    |
| <input type="checkbox"/> | Economist: Meet Urto with at least 7 mana points | <input type="checkbox"/> | Too big fish: Die against the Alpha                                 |
| <input type="checkbox"/> | Murderer: Kill 2 players                         | <input type="checkbox"/> | Conservator: Keep the same 2 artifacts until the last field         |
| <input type="checkbox"/> | Assassin: Kill 3 players                         | <input type="checkbox"/> | Insane score: Finish the game with 50 points                        |
| <input type="checkbox"/> | Serial killer: Kill 4 players                    | <input type="checkbox"/> | Really insane score: Finish the game with 60 points                 |
| <input type="checkbox"/> | The goat: Get 3 fails with one divine die        | <input type="checkbox"/> | Score «I don't have any words left»: Finish the game with 70 points |
| <input type="checkbox"/> | Flash: Draw 2 shortcuts consecutively            |                          |   |

# CREDITS AND ACKNOWLEDGEMENTS

A decorative, ornate corner ornament in a dark brown, metallic-like finish, located in the top right corner of the page. It features a sharp, pointed top and a curved, hook-like bottom.

F.A.Q

# GAME AID

## Game turn

OPTIONAL



REST: Don't do the phases A, B, and C  
Get back 1 + 1

A. CHOSE A PATH

B. DRAW A TOKEN  
(if the field is empty)



Go on the token and apply its effects below:



**Torch:** The field looks safe and you can search it



**Mushroom:** To pass, you need to destroy it



*Skip your turn*

*Draw another token, take the place of the mushroom and place the mushroom where you like*



**Shortcut:** Advance one field in the direction of your choice. Draw another token



**Monster:** Draw a monster card and fight it

C. OPTIONAL



-2 Sprint - Start from point A.

Forbidden after having fought a monster - Max 1 time/turn



**PVP:** Possible before OR after your move. 1 time/turn

D. END OF TURN: Use your divine weapon



## Card explanations

### Artifacts



Permanent use



Weapon



Limited use (discard after use)

### Events

Apply the effect immediately



### Monster



**Monster attack:**

In this case, you need to roll a 5 with your combat die to cause 1 damage.



**Life points of the monster:**

In this case, you need to cause 2 damages to eliminate the monster.



**Honour points:**

Each eliminated monster offers a certain number of honour points.