

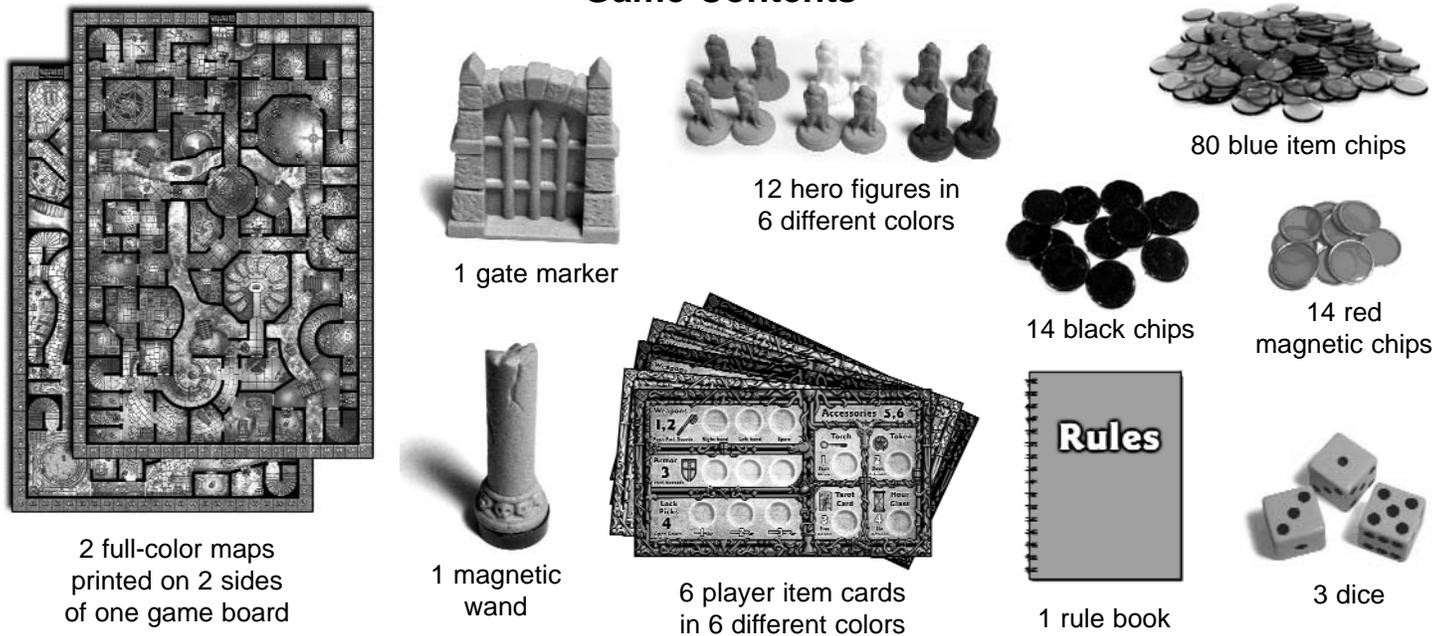
Wayward Rulebook

A game for 1-6 players.
Ages 12 and up.
Game time 1 to 2 hours

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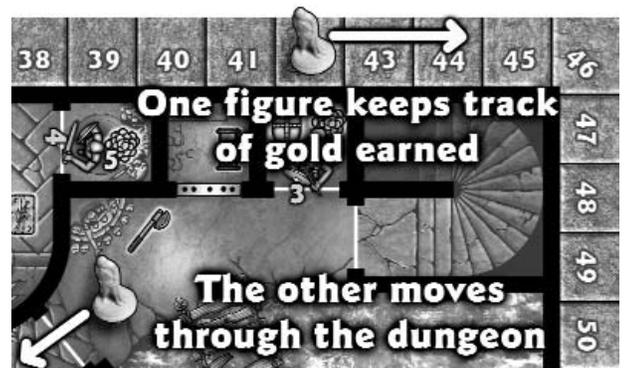
Game Contents



The game board is printed on two sides. Map 1 represents a large underground dungeon and map 2 represents a small city. **We strongly suggest you play map 1 first!** It is an easier map to learn the game on.

Each player has two hero figures of the same color. One of these figures moves around the outside of the board to keep track of the gold you collect. The other figure moves through the rooms and explores the map.

The person to exit the dungeon or city with the most gold wins 1st place, the next player gets 2nd place and so forth like a race. Those who are not able to exit on their last turn are trapped and will have no placement at the end of the game.



Setting Up The Game

Map 1

One color of hero figure starts out in a numbered room

The second hero figure is placed beside the gold track

Gate marker is placed on the 100 gold mark

Item card

12 magnetic red chips

magnetic wand and dice

Each player gets 13 blue chips (approx) and 2 black chips

Play map 1 if this is your first time playing. It's a better map for learning the game because it's easier to spot items, choose your course of action and there are fewer special areas to remember.

Place the **barred gate miniature** on the "100 gold" space around the board. This will act as an alarm and indicate when the game will end. Make sure that each player has two hero models of the same color, an item card of matching color, 13 blue chips and a couple of black chips. These chips can be shared between players if needed. The blue chips are called "item chips". Item cards should have no chips on them at the start of the game.

Count out 12 magnetic red chips and set any extras back in the box. These have a gold metal ring around the outside so a magnet can pick them up. These will be used to keep track of the number of actions a player will have during their turn. The magnetic wand pillar is used to pick up these chips off the board at the end of your turn.

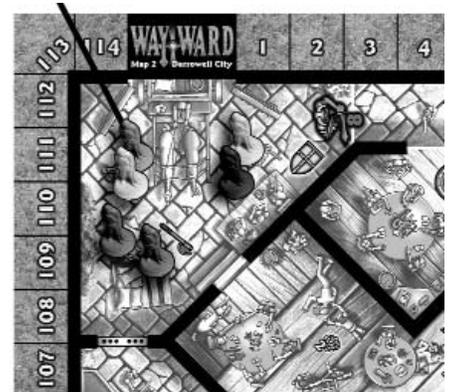
Each player will roll a die and the highest roll will go first.

If you are playing map 1 (Darrowell dungeon, shown above), there are 6 rooms with a large number on the floor. The player who goes first will roll a die to see which room his figure starts in. The player to his left will then do the same and so on continuing around the table. No more than 2 players should start in the same room (reroll if needed).

If you are playing map 2 (Darrowell city, shown on the right), all players will start in the same section and place one of their figures on the board by the city gates (directly under the "Wayward" logo) instead of in a room.

The second colored figure is used to keep track of gold around the outside edge of the board. These figures will stay off the board until gold is earned by a player.

On map 2, each hero starts in this area under the "Wayward" logo instead of in separate rooms



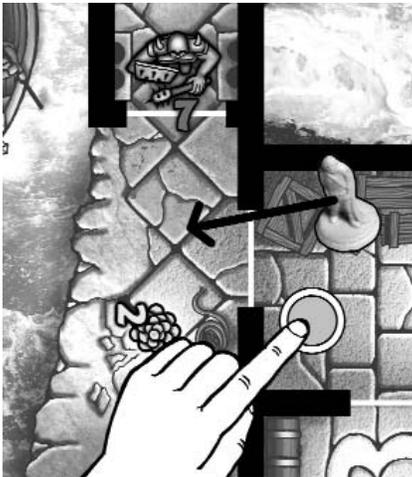
How to Use Action Chips

The first player will now take his turn. This player will have a magnetic wand and **12 red magnetic chips**. These have a **gold ring** around the outside edge and can be picked up with the magnetic wand pillar. We've put a couple extra chips in the box, so be sure to count out only 12 chips and put the rest away.



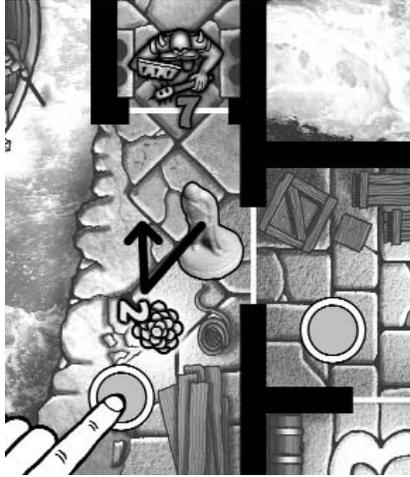
These magnetic chips will be called "**action chips**" throughout the rest of these directions. These "action chips" will represent the 12 actions a player can take during their turn.

No action can be taken unless a player first places an action chip in the area with his model.



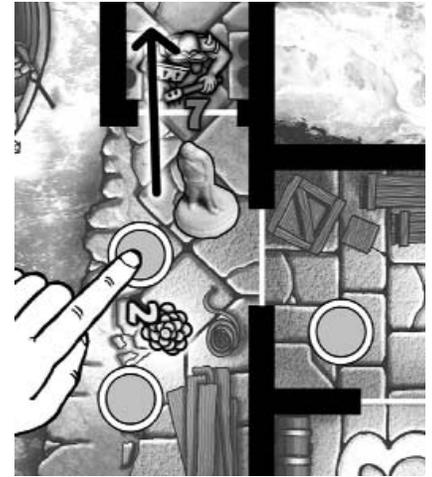
If you want to move to a different area, place an action chip in the area you are in then immediately move your model into the next room.

Always put the chip in the room you are currently in.



If you want to pick up items in an area, place an action chip in the area you are in, announce that you are picking up items and pick up all of the items at once.

Players are never forced to pick up everything in an area.

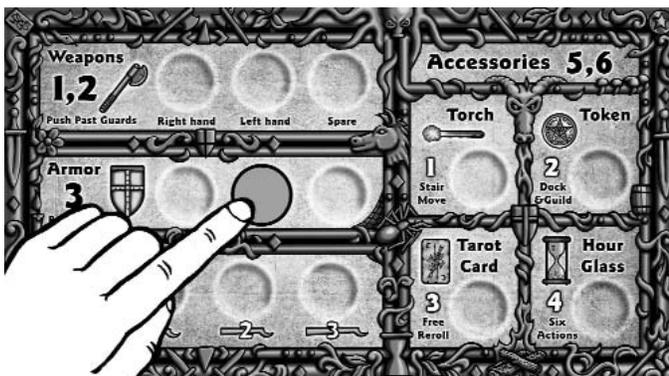


If you want to push past a guard, place an action chip in the area you are in.

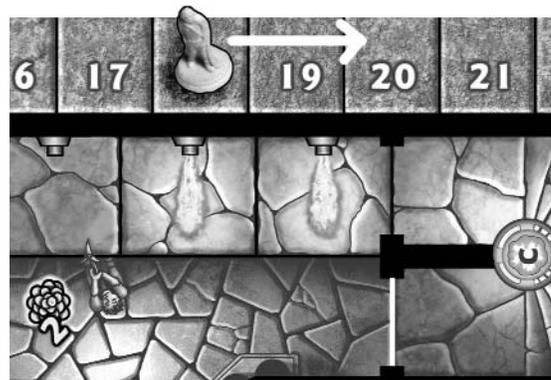
Announce that you are pushing past a guard, then roll to see if you were successful (see page 7 for guards).

Do not lay all of your action chips out in advance!

Instead, place one chip and immediately take an action. Place another chip and immediately take an action. Place a third chip and immediately take an action. Continue in this manner until you run out of chips.



When you pick up an item, add a blue item chip to your card for the appropriate item.



If you have picked up gold, move your second figure around the gold track.

If you move into an area that already has a red action chip in it, that area will be empty.

Once you leave an area, you are not allowed to pick up items in that area again until your next turn. You may move through the area and push past guards but it will be empty. The red action chips are a reminder of where you have been during your turn. Be sure to pick up items **before** you leave an area. **Additional action chips are needed to move through the same area multiple times.**

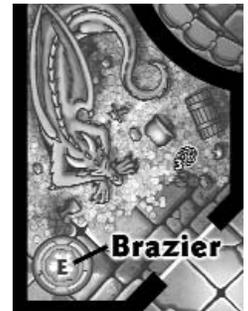


When you enter an area with an action chip already in it:

If there are items in the area, you will not be allowed to pick them up.

If there is a player in the area, you will not be allowed to duel them (see dueling on page 13).

If it is a **special area**, you may move through it but it will not be playable. These special areas have a **brazier** with a letter in the center. Rules for each of these areas start on page 15. For example, in one room you can attempt to steal treasure from the dragon. After you leave the room you may not attempt to steal treasure again until your next turn.



If you have picked up something during your turn, you may pick it up again on your next turn.

This comes in handy if you can end your turn by picking up a large stack of gold that's hard to get to. On your following turn the map will be clear of all of the action chips so you can pick up the same stack of gold (and/or items) again. The difficult part is to strategically end your turn in these areas. **You are never required to use all of your action chips and you may end your turn whenever you like.**

One red action chip can be used to play one of the following actions:

- 1) Move into an adjacent area.
- 2) Pick up all items and gold in an area.
- 3) Attempt to push past a guard.
- 4) Move from one large stair section to another (if you have a torch to use).
- 5) Move from one river dock or secret passage to another (if you have a guild token to use).
- 6) Cross a rickety bridge (if you are not carrying too many items).

Red action chips are also used for "special areas". The number of action chips needed are different for each of these rooms. These rooms are explained in detail starting on page 15.

The following actions do not cost any action chips:

- 1) Dueling another player.
- 2) Dropping items.
- 3) Using a tarot card for a re-roll.
- 4) Using an hour glass for 6 more actions.
- 5) Being forced out of a special area. This includes the Guard room, Dragon's lair and "going to jail" if you get caught stealing.

Player Item Cards

Each player has an item card which is used to keep track of items that are picked up.

You will notice that the "weapon" and "armor" sections on your card each have 3 spots for chips. This means you can pick up a maximum of 3 of these items.

Other items with one spot next to them indicate that you may only carry one each of these items. If you are also picking up gold, move your second hero figure around the gold counter on the outside edge of the board.



To pick up items, your figure must first be in the same room with the items. Place a red action chip in the room and announce that you are picking up the items.



Then place blue item chips on your player card next to all the items you have picked up. **One red action chip is all that is needed to pick up all items and gold in a room.**

You can only pick up items and gold that look exactly like these.



You are going to see a lot of things on each map. These maps were **intentionally drawn very busy** in order to make finding items difficult. Part of the challenge of this game is to pick out these items among the other distractions shown. This also gives you something to do while other players are taking their turn.

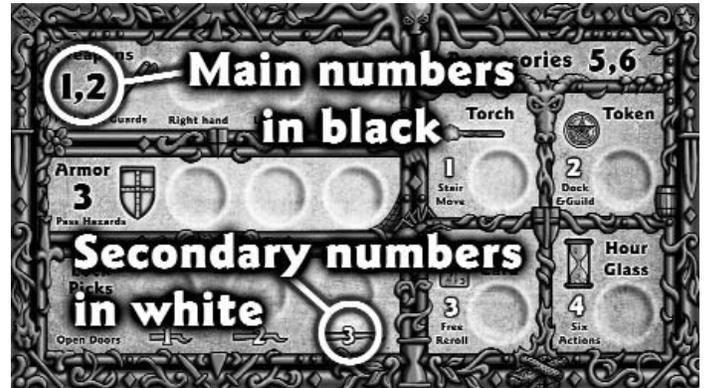
Items you can pick up will look exactly like these and will have a light "halo" around them. If an item looks different from these, you are not allowed to pick them up. It would just be part of the scenery instead.

Random Items

There are some places in the dungeon where you will receive a random item, lose a random item, or receive a cursed random item. To determine which item this is, your card has black numbers beside each item.

- 1,2 is next to "Weapons".
- 3 is next to "Armor".
- 4 is next to "Lock Picks".
- 5,6 is next to "Accessories".

Each of the lock picks and accessories also have a secondary number beside them in white.



As an example, stealing from the guard room on map 1 (special area "G") may give you a random item. If you have successfully stolen an item, roll a die to determine which black number item you will get.

If you roll a "1 or 2", then you have picked up a weapon.

If you roll a "3" then you have picked up a piece of armor.

If you roll a "4" then you may have possibly received a lock pick. The lock picks each have a white secondary number 1-3. Roll a second die to see which lock pick you have received. If you roll something other than a 1-3, then you receive nothing (you picked up some broken piece of junk by accident).

If you have rolled a "5 or 6" on your first roll, you may have possibly received an accessory item. The accessories each have a white secondary number 1-4. Roll a second die to see which accessory you have received. If you have rolled something other than a 1-4, then you receive nothing.

If you receive an item that you have no room for, then you receive nothing. If you receive an hour glass and already have one, you may immediately cash the old hour glass in for 6 more actions and receive the new one in it's place (see hour glass on page 12).

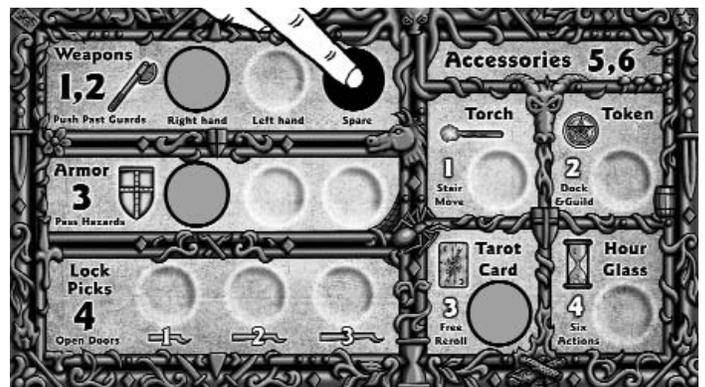
Cursed Items

Each map has areas that may give you a random cursed item. If you receive a cursed item, roll for a random item and place a black chip onto your card for that item.

For the rest of the game you will be **unable to use that spot** on your player card. If all of your items of that type are full (let's say you have 3 armor), you will replace one of those good items with the cursed item. If the random die roll ends up to be "nothing" then you will not receive a cursed item.

Each player starts out with at least 2 black chips at the beginning of the game. If you receive more than 2 cursed items, then you will need to borrow a black chip from another player. If you run out of black chips, just use pennies instead.

You may never lose a cursed item once you have received it. It may not be dropped, sold, stolen, or taken by another player and you are stuck with it for the rest of the game. Cursed items count towards the number of items you are carrying when you cross a rickety bridge (page 15).



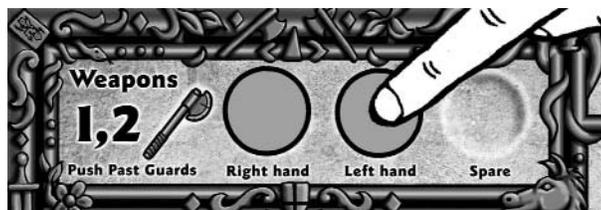
If you receive a cursed item, place a **black chip** on your player card.

If you get a cursed weapon, your "spare" will be cursed first. If you get a cursed hour glass and already have one, you may cash in your good hour glass before getting the cursed one.



Weapons and Pushing Past Guards

On the player card you will notice the top section is "weapons". This section has the icon of an axe. You will also notice there are 3 spots for chips in it. As you pick up a weapon, place a blue item chip over one of the spots in this section.



If you have **1 weapon** you will roll 1 die. If you have **2 weapons** you can roll 2 dice. You only have 2 hands so **you cannot roll 3 dice** if you have 3 weapons. The spare weapon is there in case you break one of them. Weapons are only used for pushing past guards.



Guards need only be attacked from the front. If you are behind a guard, you simply place a red action chip in the room you are in and move past the guard. No attack is needed from the back.

Pushing past a guard is a temporary thing. If you succeed in pushing past a guard, you will need to use another action chip to push past him again that same turn if he is facing you.

Gray numbered guards

Gray numbered guards are labeled 2-5. They are skilled fighters and can only be beaten by one single skillful blow. To push past one of these guards, first you must be in an area with a guard facing you.



Place an action chip in the area you are in and state "I will push past this guard". Then **roll 1 or 2 dice** depending on how many weapons you have and want to use.

Since you only have 2 hands you cannot roll more than 2 dice. If either of these dice equal or exceed the number of the guard, you will have successfully pushed past him.

You are not allowed to add the dice up. **You must get a single die roll that equals or exceeds** his number. If successful, **immediately move your figure past him** (no additional action chip is needed). If you did not beat the guard, you may place another action chip in your area and attempt the attack again.

Red numbered guards

Red numbered guards are labeled 7 and 8. These guards are massive and can only be beaten by the excessive force of using **2 weapons at once**. To push past one of these guards, first you must be in an area with one of these guards facing you.



Place an action chip in your area and state "I will push past this guard". Then **roll 2 dice** and add up the resulting die roll.

If the **addition of these two dice** equals or exceeds the number of the guard, you have beaten him and can immediately move past him (no additional action chip is needed). If you did not beat the guard, you may place another chip in the room and attempt the attack again.

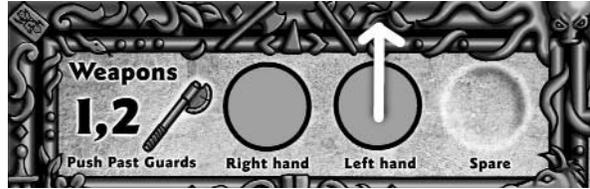
"Breaking a Weapon" on next page. →

Breaking a Weapon

With either of these battles, if you happen to **roll a "1"** you have broken a weapon. It is discarded and you must remove one of the blue chips from your card next to your weapon.

If you roll double "1's", that means you have **broken both of your weapons!** You may choose to only roll one die against gray guards to

reduce the risk of rolling a "1" but red numbered guards need 2 dice to beat them.



Armor and Hazards

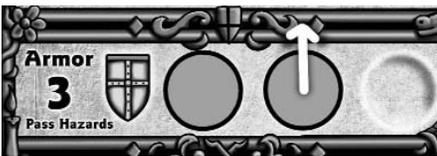


On the player card you will notice the second section is "armor". This has the icon of a shield. As you pick up a piece of armor, place a blue item chip over one of the spots next to the shield. Hazards will remove pieces of your armor as you pass them. These will have a **green number**.

Gold hazards

These will be **piles of gold blocked by something dangerous**. If you wish to collect the gold, you will need to discard pieces of your armor.

Example: You use an action chip to enter a room. In this room is a **pile of gold blocked by a large spider marked with a green number "1"**. You use an action to pick up the gold and immediately remove 1 piece of armor from your player card.



If you do not have the required armor, then you are not allowed to pick up the gold. If you pick up the gold and end your turn in the room, on your next turn you will need to use another piece of armor to pick up the gold again.



Barrier hazards

This hazard is a **green number placed on the white line barrier between areas**. In order to cross this barrier, you must pay the required amount of armor. If you do not have the required armor (or do not wish to use your armor), then you are not allowed to cross this barrier.

Barrier hazards do not go away once you cross them. If you want to cross the same hazard barrier multiple times during the same turn, then you will need to discard armor each time you cross it.

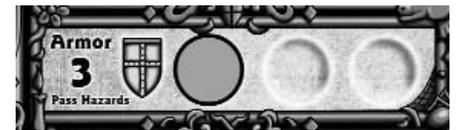
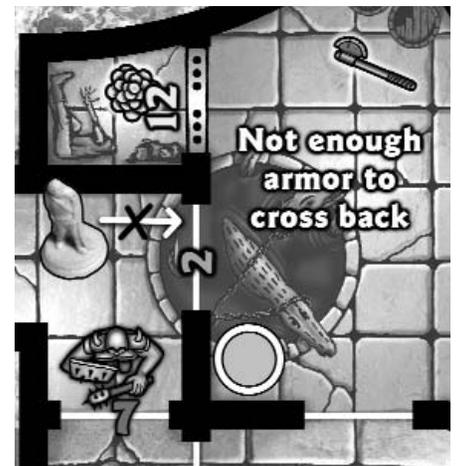
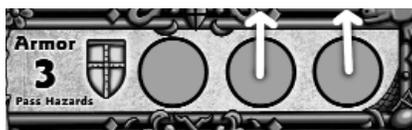


Example: You see a hazard blocking the threshold of a doorway. This hazard is **marked with a green "2" on top of the white line**.

You place an action chip to move into the next room (stepping over the hazard) and immediately remove two of your pieces of armor (example on left).

Later that **same turn** you decide to come back and cross that threshold again. Upon crossing the hazard you must remove another two pieces of armor.

If you do not have the armor then you cannot cross the threshold (example on right).



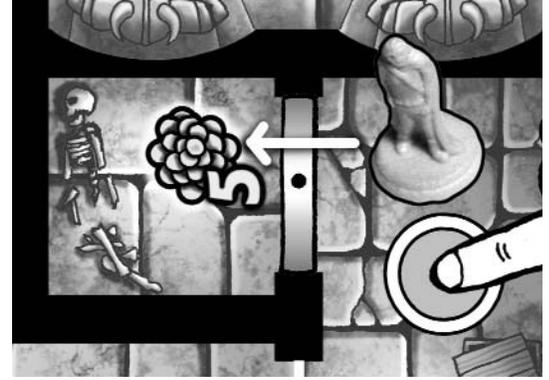


Lock Picks

On the player card you will notice three lock picks on the bottom left. These are numbered 1-3 and are used to open doors in the dungeon. As you collect a lock pick, place a blue item chip next to that particular lock pick.

These lock picks will not break so unless you give them away, choose to drop them, have them randomly stolen or get a "cursed" lock pick, you will never lose them and can use them as many times as you like.

To use a lock pick, simply pretend you are moving into an adjacent room with no door.



If a door has no marking on it, any lock pick you find will be able to open this door.



If a door has 1 dot you can only use a "1" lock pick to step through it.



If a door has 2 dots you can only use a "2" lock pick to step through it.



If a door has 3 dots you can either use a "3" lock pick to step through it, or have a combination of both a "1" and "2" to step through it.



If a door has 4 dots you must have both the "1" and the "3" lock pick to step through it.



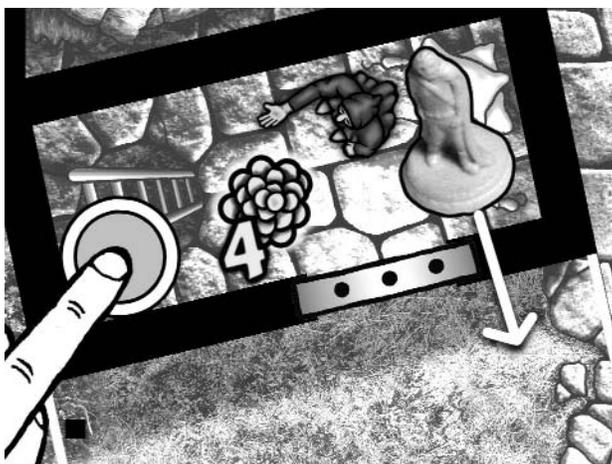
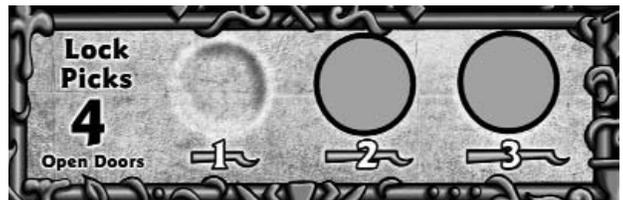
If a door has 5 dots you must have both the "2" and the "3" lock pick to step through it.



If a door has 6 dots you **must have all three lock picks** to step through it.

You must have the **exact number** in order to open a locked door. A #2 lock pick will not open a #1 door.

The lock picks shown on the right will open a #2 door, a #3 door and a #5 door. **They will not open a #1 door.**



All doors have a safety latch to prevent you from being locked inside a room! If the **ONLY EXIT** to a room is through a locked door, you may always use one action chip to exit the room even if you do not have the proper lock pick.

If you lack the required lock picks and the room has **any other way out** (even though it will not help you exit the map) **you must use this alternate way out** and may not move through the locked door.

For the example on the left, the player has used his guild token to move into this room from the ladder (see guild tokens on page 11). At this point he does not have a guild token to move back down the ladder and does not have a #3 lock pick to exit the door.

This player will simply use one action chip to exit the room through the door since there is no other means of escape.

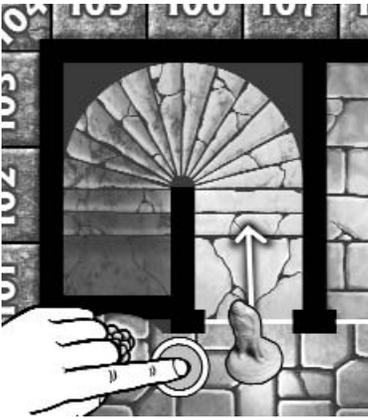
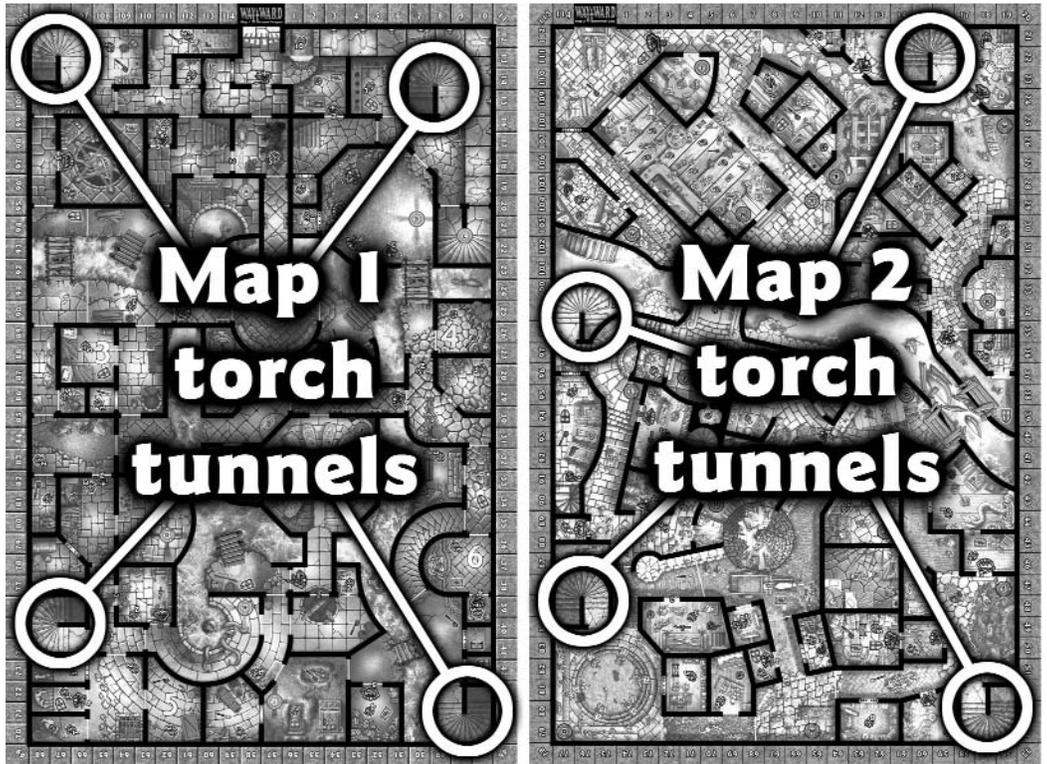


Torches and Stairways

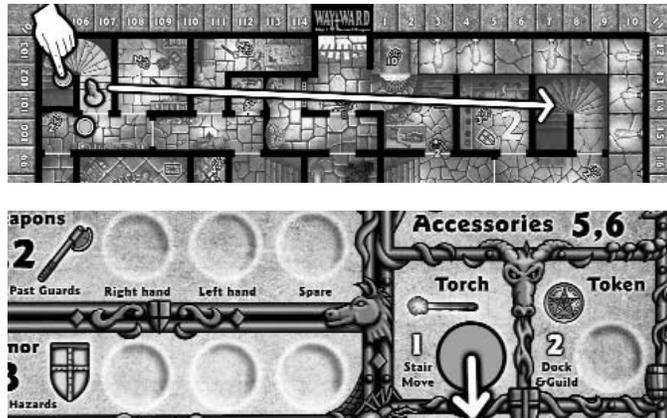
The torch is used to move through tunnels under the dungeon or city.

Tunnels are identified by the large circular staircases near the four corners of the board.

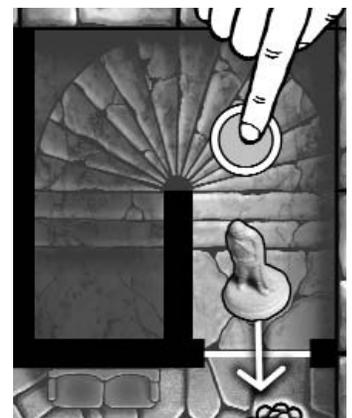
Do not confuse these with smaller connecting staircases. Each map will only have 4 of these large tunnel staircases.



To move through a tunnel, first use an action chip to move onto one of the staircases



Place a second action chip in the staircase and move your figure to any other tunnel staircase. Afterwards, remove the blue item chip from your "torch".



Place a third action chip in the destination staircase and move your figure out.

Small stairway on Map 1. No torch is needed here



No torch is needed for this smaller staircase on map 1. Simply place an action chip in the room and move across to the other stairway.

Torches will only be used on the large circular staircases on the edges of the map.

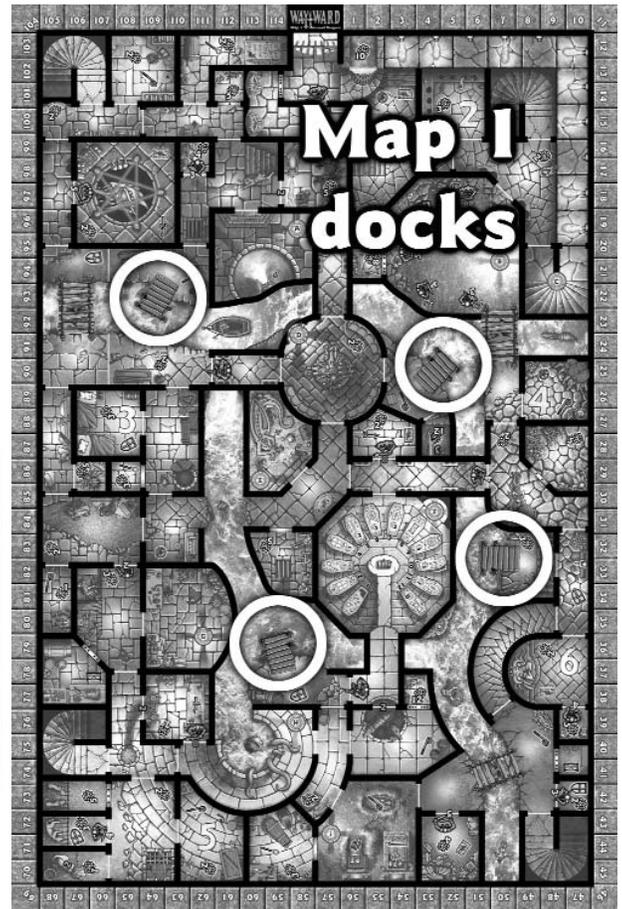
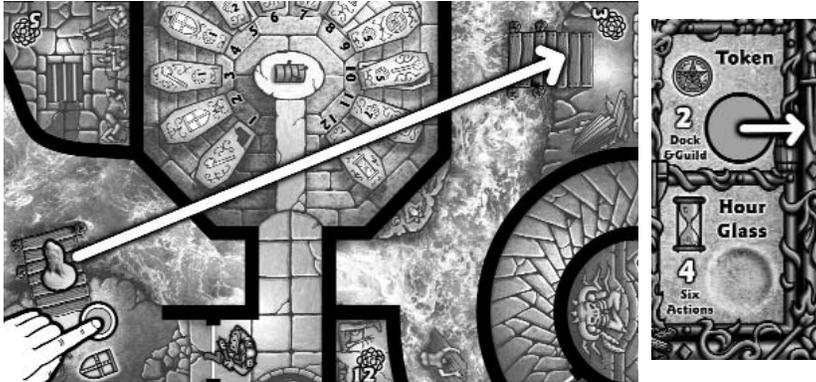


Guild Tokens for Docks

Map 1

A guild token allows you to move from one dock area to any other along the river. The ferryman must be paid in order to have him take you from one dock to another.

To use a guild token, first move to one of the dock areas. Place an action chip on the dock, then move to any other dock on the map. After this move, **immediately remove the "guild token" item chip** from your card.



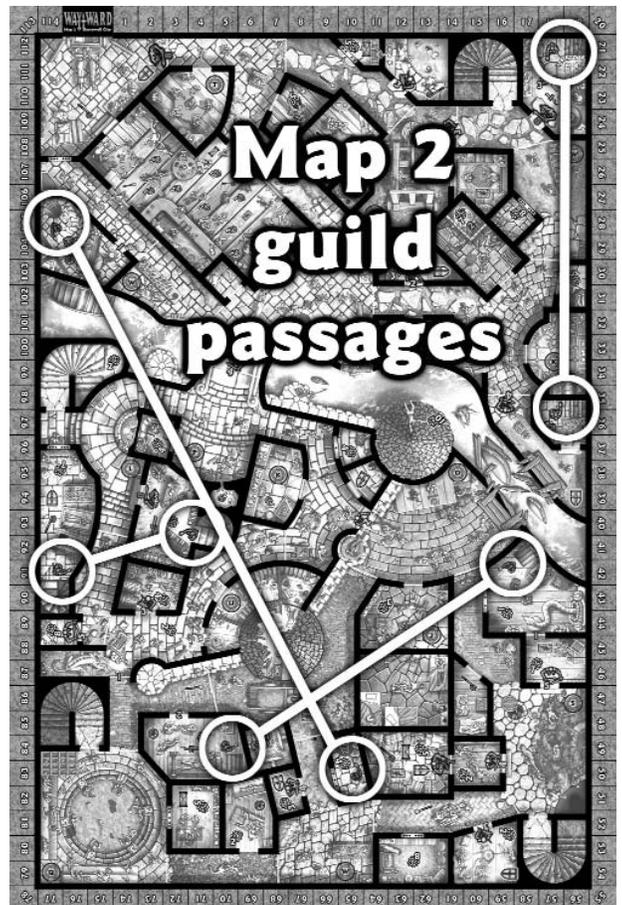
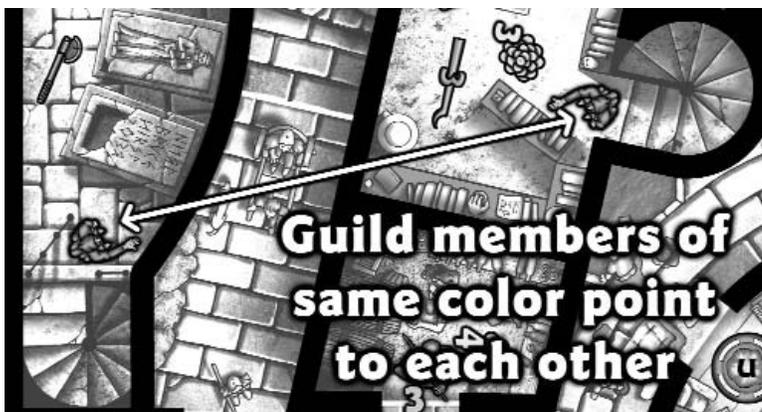
Guild Tokens for Secret Passages

Map 2

A guild token allows you to move from one secret passageway to another guarded by the same color of guildsman. This works exactly the same as the docks above.

To use a guild token, you must be in a room that has a secret passage. Place an action chip in the room, then move into the corresponding room with a secret passage guarded by the **same color** of guildsman.

Each secret passage will have **only one matching entrance and exit**. It's not too difficult to find the connecting room because guildsmen of the same color point to each other. After this move, **immediately remove the "guild token" item chip** from your card.



Tarot Cards and Rerolls



The tarot card is used to give you an instant reroll of one die. **During your turn**, if at any time you wish to reroll a die and have a tarot card, simply remove the blue chip next to the "tarot card" and reroll one die. Doing this does not cost you any actions. It's as if the bad die roll never happened.

You cannot use a tarot card to reroll more than one die. You may only use the tarot card during your turn. If you are challenged to a duel by another player during their turn you may not use your tarot card for a reroll (but they can because it's their turn). See dueling on page 13.



You attempt to push past a guard and break two weapons!



Since you have a tarot card, Remove the chip from your card and reroll one die.

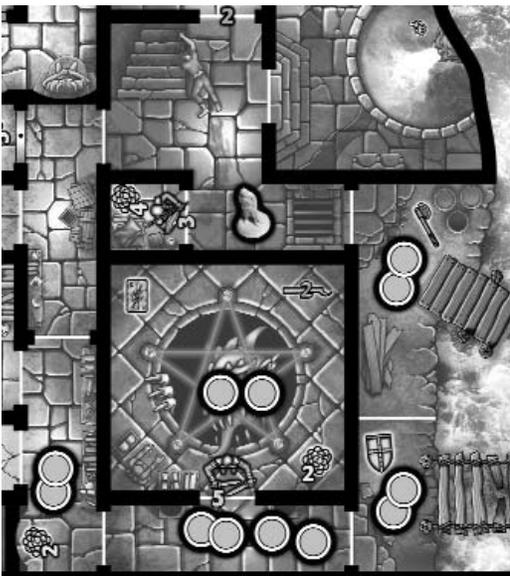


With the reroll you succeeded in pushing past the guard and ended up only breaking one weapon. No additional action chip is needed for the reroll.

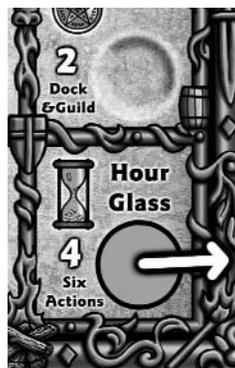
Hour Glasses and Extra Actions



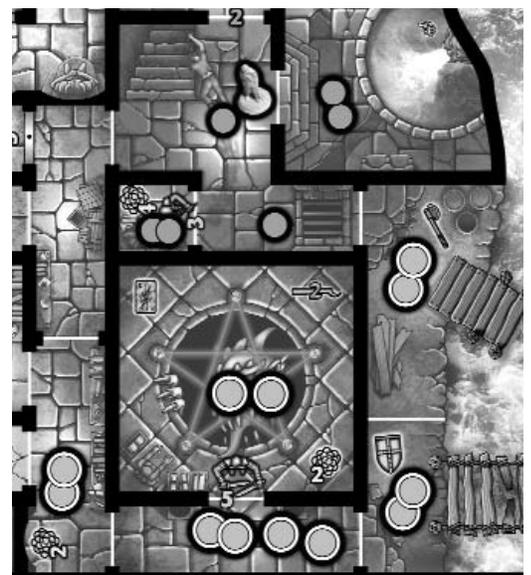
The hour glass gives you **6 extra actions** during your turn. If you want to use the hour glass, simply remove the blue chip next to the hour glass on your player card, gather 6 blue item chips and use them as action chips temporarily. Doing this does not cost you any actions. **Now you have 6 more actions to take during your turn.**



This player used all 12 of his red action chips.



Since he has an hour glass he cashes it in for 6 blue chips



He then uses these 6 blue chips as action chips temporarily to extend his turn.

You may cash in an hour glass for action chips at any time during your turn. It is possible to use several hour glasses during one turn depending on how many you are able to pick up. If you want to cross the rickety bridge (page 15) but have one item too many, simply cash in the hour glass for 6 more chips and you can immediately cross the bridge.

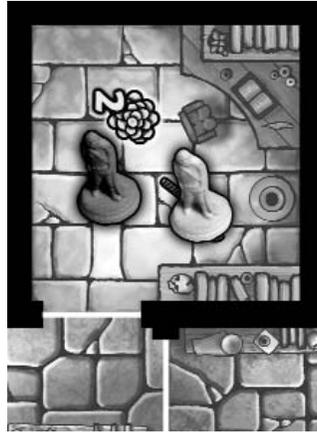
Dueling When 2 players meet in the same area, a duel will happen immediately. No action chip is needed for a duel.

A duel will only happen if:

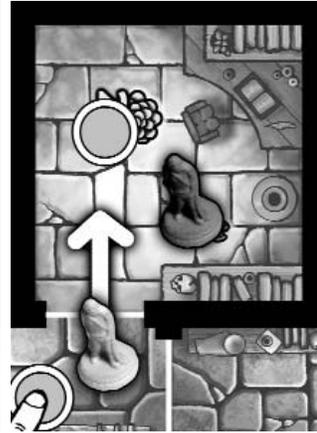


You move into an unused area occupied by one player.

A duel will not happen if:



A player is already in your area at the start of your turn.

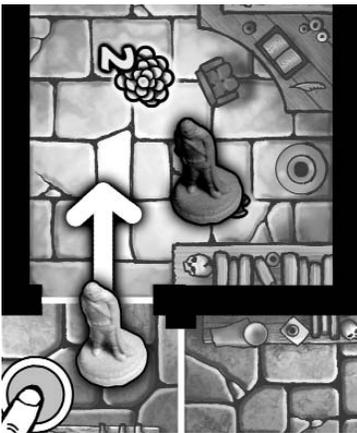


There is an action chip already in the area when you move in.



Two or more other figures are already in the area when you move in.

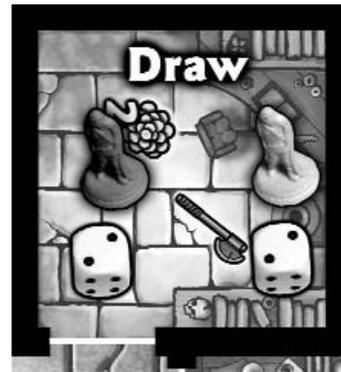
Steps in performing a duel



The player moves into an unused area occupied by one player.



Both players immediately roll a single die. The highest die roll wins. The active player may use his "tarot card" to reroll his die.



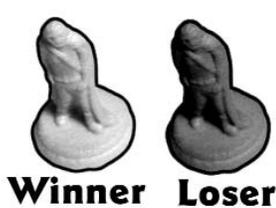
If the roll is a tie, the duel is considered a draw and nothing happens. The current player continues his turn as normal.

The duel must be done **immediately** after moving into the section.

Performing a duel takes **no action chip**.

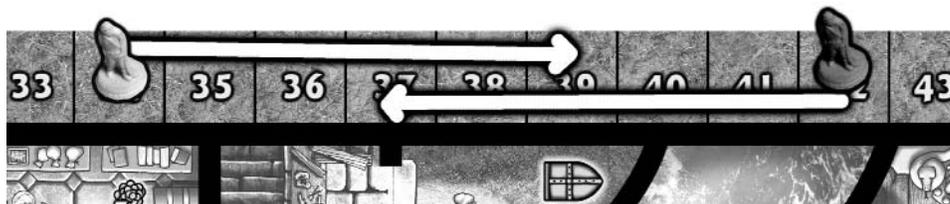
After the duel you are not allowed to duel that same player again during that turn.

If a player wins a duel



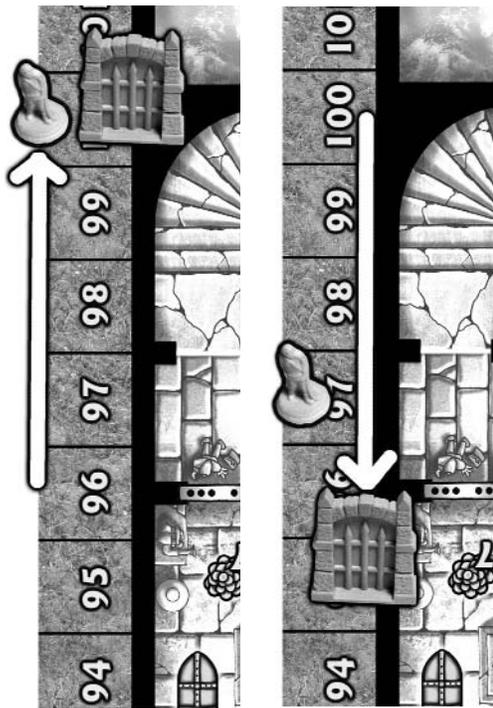
The winning player **must choose an item** to take from the losing player, even if he cannot carry any more of that item.

However, it does not mean he will get that item.



After an item is chosen, if the losing player refuses to give up this item, the winning player will take 5 gold from him instead.

The only way the winner can take 5 gold is if the loser refuses to give him the item he requested. If the loser has no items, the winner takes 5 gold automatically. If the loser has no gold, he may still refuse to give up an item and the winning player gets nothing. A player is **never forced to give up an item** from losing a duel.



Ending the Game

There is a **barred gate miniature** placed on the "100 gold" mark around the outside of the game board. Each player also has a miniature that moves around the gold track on the outside of the board to keep track of how much gold they have collected.

As soon as any player's figure **reaches or passes** this gate or if the gate is moved down and reaches or passes a player's figure, **the current player will finish their turn.**

Now everyone must exit the map during their coming turn.

Be aware that if a player is seen by the watchers (on map 1) or goes to jail (on map 2), this gate will move down on the gold scale. Each time one of these actions happens, the gate marker will move down further which may cause the game to end earlier than you would have expected.

If you see a player approaching the gate marker, be sure you have a plan to get off of the map! If you are not prepared by having the items you need, **escape may be difficult or impossible!**

Playing a Series

Keeping track of wins can add more interest to the game. To play a series, just make a simple chart like you see on the right.

For those who did not escape and were trapped in the dungeon, **remove their miniatures from the gold track.** Then record who came in 1st, 2nd, 3rd, and so on. Anyone trapped in the dungeon would be considered as a "did not finish" and would count as coming in 6th place.

So even if you are in last place during the game, you may end up with a higher ranking if some of the other players get trapped!

Since scores are averaged in the last column and the winner would have the lowest score, getting 6th place or not exiting the map alive will really hurt your placement.

	Game 1	Game 2	Game 3	Game 4	Game 5	Game 6	Average Place
Bill	2	4	1				2.3
Jim	DNF ₆	2	5				3
Fred	1	DNF ₆	4				3.6
Luke	DNF ₆	3	3				4
John	3	1	6				3.3
Ted	DNF ₆	DNF ₆	2				4.6

After you play a few games, you will realize that the player who goes first is more likely to have one more turn than the person who goes last. To balance this, **have the players start their next game in reverse order** from the previous game depending on their place.

For example, look at the chart winnings for game 3. When they get ready to play the next game (game 4), John would be the first player to go, then Jim, Fred, Luke, Ted and finally Bill (who got first place). Arrange players around the table in this order to even out the missing turn problem. Any players who got a DNF on their last game will go before any other players (roll for placement if more than one player got a DNF).

Playing a Single Player Game

It is possible for one player to play the game alone. However, this player must keep track of the number of turns they take. Flip one of the player cards over to the blank back side and place one blue chip on it. Then take your first turn. Place a second blue chip on this blank card and take your second turn.

The "gate marker" is not used in this case. In order to win a single player game you must accumulate at least 100 gold and get out of the dungeon by the end of your 12th turn. You may also try to set a personal best record by writing down the most gold you have accumulated during 12 turns.

Special Areas



Special areas follow different rules on how you can use your actions. These areas are marked by a brazier with a letter in the center (as shown on the left).

Once a player has done that activity or moved through the area, **that area cannot be used again during the same turn**. A player may move into or through the used area but it would be treated as if it were empty. This applies to most rooms but if there are exceptions they will be described with that areas rules.

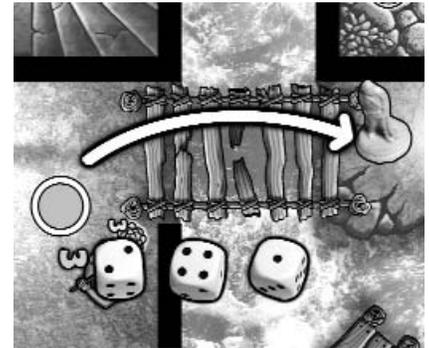
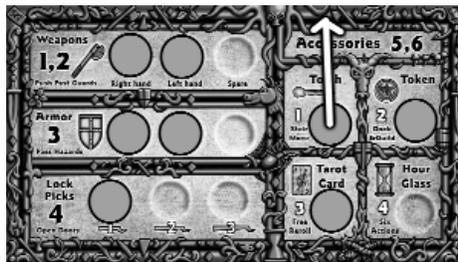
Example: A player moves through the catapult area without using it (page 22). Later that same turn he comes back to it. He cannot use the catapult because there is already an action chip in that area.

Map 1: The Darrowell Dungeon

Rickety Bridges (no marking letter):

These are wooden plank bridges that cross the river. To cross the bridge, first place an action chip in the area you are in. Then roll 3 dice and add their values. This number shows the most items you can carry across the bridge.

If you have few enough items to cross, simply move your figure across it (no additional action chip is needed). Your figure will **not actually step onto the bridge** but move directly from one bank to the other. Once this value is rolled, that is the value for that bridge during your full turn. Cursed items count towards the total items you are carrying.



This player rolled a 2, 4 and 1. This adds up to 7. This means that he cannot cross the bridge since he is carrying more than 7 items. He can either remove item chips until he is down to 7 items or he can go back and try a different direction. Items may be dropped at any time (no action chip is needed to drop items). If he has an hourglass, he can get rid of it by immediately cashing it in for 6 additional actions (see hourglass on page 12).

You may use a bridge as many time as you like during a single turn and its value will not change. However, on your next turn you must roll for the bridge again to cross it. Different bridges have different values, so if you cross a different bridge, you will need to roll for it as well.



The Wishing Fountain:

This room has a circular fountain in the middle of it. After you enter the room, use one action to wish for gold, then roll a die.

If you roll a 1-3 nothing happens. If you roll a 4-6 you collect 7 gold.

You are only allowed one wish per turn. After you leave the room you may not wish again during the same turn. If the room is occupied, duel first before using the fountain.





The Fighting Pit:

This is an octagonal room with several guards in it and gold beside each guard. After you enter the room, place an action chip onto a guard you want to fight. **You must beat this guard on the very first roll** to collect the gold. If you succeed, immediately move your gold counter up (no action needed) and then you may place another chip to challenge another fighter. **You may stop anytime you want.**

You may challenge as many fighters as you like but if you **fail in your first attempt** to beat one, **you will lose all of your weapons** (remove all of the weapon chips from your card).

Using a tarot card may save you if the reroll allows you to win. You get to keep any gold you have collected up to that point and you are not forced to leave the room.

You may only fight each guard once per turn. If the room is occupied, duel first before challenging a fighter.



In the example above, this player started out with 3 weapons. He puts an action chip on the #4 guard and rolls a “1” and “4” which means he has broken a weapon but also has beaten the guard on his first try. He immediately collects the 5 gold next to the guard (no action chip needed).

Then he tries to beat the #3 guard. He rolls two “2’s” which means he has failed on his first attempt. The player now loses all of his weapons and removes all blue chips from the “weapons” section on his card.



The Wall of Flame:

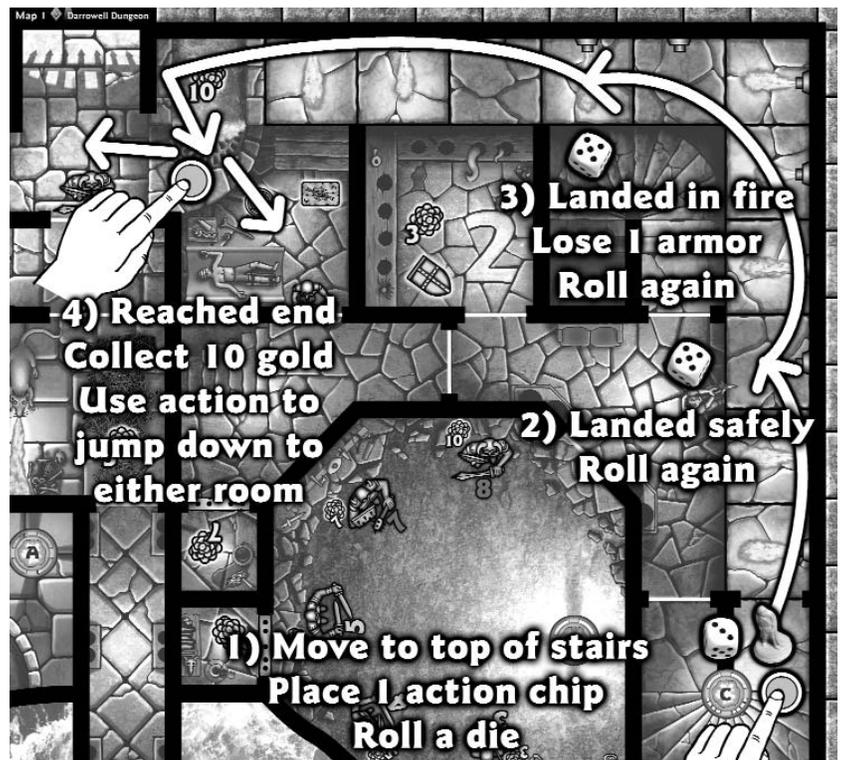
After you move into the stairwell immediately position you hero figure at the top of the stairs.

1) Place one action chip to start jumping. Roll one die. Count the number of spaces and move your figure.

2) If you land safely (no flame there), roll one die again and move your figure that number of spaces (no additional action chip is needed).

3) If you land in fire and want to continue, remove a piece of your armor. If you do not have armor (or refuse to use it), immediately move your figure to the room directly below.

4) If you reach the end, you may collect the gold (no action chip is needed) and the water will wash you down onto the grate. Then **use an action** to jump down towards the exit or back into the dungeon.



You may end your turn on the grate but you cannot collect the gold again unless you start from the beginning on your next turn. It is possible to perform this series of jumps more than once per turn but there will be no gold to claim at the end of your second try during the same turn.



The Watchers:

This room is round and has central statues looking in four directions. These statues keep an eye on the place and are ready to sound an alarm if they see anything suspicious is going on.

If any player enters this room they will immediately roll **one die** (no action chip is needed). They will then move the barred gate miniature down on the gold track **by the number they rolled**.

As more players move into this room, the gate will continue to move down the gold track causing the game to end sooner than expected.



This die roll will not happen a second time if you re-enter the room again on the same turn. If you begin your turn in this room, roll once again for the watchers. If another player enters this room while you are in it, roll to duel the other player before rolling for the watchers.



The Dragon's Lair:

This room has a sleeping dragon in it. You will use actions to attempt to steal sacks of 3 gold each. After you leave the room you may not enter it again during the same turn. Place one action chip in the room and roll one die. You may only attempt to steal one sack of gold at a time.



If you are successful (rolling a "3-6") then the dragon stays asleep and you may place another action chip to attempt to steal another sack of gold or use an action chip to leave the room.

You may not collect this gold (move you counter on the gold track) until after you have left the room.



You may continue to steal more sacks, rolling a die after each action chip you have put down. These chips will also help you keep track of how many sacks you have stolen.

If you have stolen several sacks but make a bad roll (1 or 2), the dragon wakes up, chases you out of the room and **you receive no gold at all**.



If chased out from a bad roll (1 or 2), move your figure out of the room (no action chip is needed).

You must leave the room before your turn is over to collect the gold. If you **have no action chips left** to move out of the room, the dragon wakes up, chases you out and you get **no gold**.



The Coffin Room:

This room has an elevated platform with 3 levers which can only be reached if you enter near the alligator pit. On the lower level are twelve coffins numbered 1-12. Place an action chip on the elevated platform to pull the 3 levers (roll 3 dice).

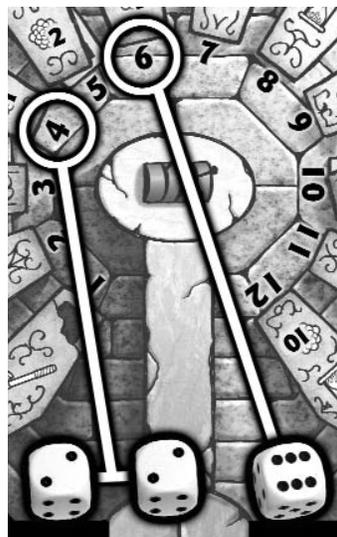
Jump down to the coffin area (no action chip needed) and place these dice on the corresponding coffin numbers. You may add dice to open a higher number of coffin. Each coffin can only be opened once during your turn. In other words, if you roll a 2, 2, and 6, you cannot open the #2 coffin twice.

Decide which combination of coffins you want, immediately add these items to your player card and move your gold counter.

After you collect your items on the lower level, **you will not be able to get back up to the levers to pull them again.**



Collect from the 2 and 6 numbered coffins (you can't open the #2 coffin twice).



Collect from the 4 (2+2) and 6 numbered coffins.



Collect from the 2 and 8 (2+6) numbered coffins.

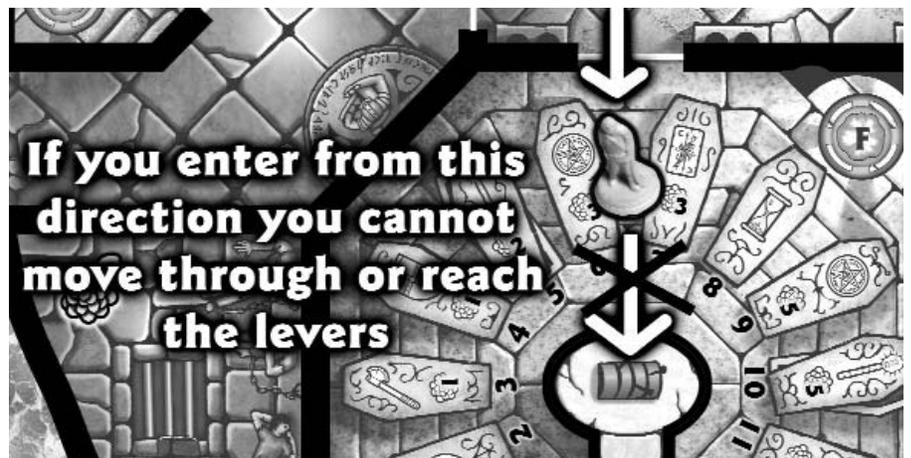


Collect from the 10 (2+2+6) numbered coffin.

It may be hard to see on the map but **levers are elevated** far above the coffins. If you enter from the coffin room, you will not be able to reach the levers or move onto the upper platform.

In order to pull the levers and collect the items, you must **enter from the proper direction** near the alligator pit.

Duels may happen either above with the levers or below with the coffins depending on where the previous figure is located. If the room is occupied in either spot, duel first before using the levers or collecting your items.





The Guard Room:

This room has a sleeping guard in the doorway. Place one action chip in the room and roll one die. If you roll a 3-6 you will have stolen an item. Then you may place another action chip and attempt to steal another item. If you roll a 1 or 2, the guard wakes up, chases you out of the room **and you get no items**.

You must leave the room without waking up the guard in order to collect these items. If successful, roll to see which random items you have received (see "random items" on page 6).



If you are successful (rolling a "3-6") then the guard stays asleep and you may place another chip to attempt to steal another item or use an action chip to leave the room.

You do not roll to see what kind of item(s) you have received until after you leave the room.

You may continue to steal more items, rolling a die after each action chip you have put down. These chips will also help you keep track of how many items you have stolen.

If you have stolen several items but make a bad roll (1 or 2), the guard wakes up, chases you out of the room and **you receive no items at all**.

If chased out from a bad roll (1 or 2), move your figure out of the room (no action chip is needed).

You must leave this room before your turn is over to collect the items. If you **have no action chips left** to move out of the room, the guard wakes up, chases you out and you get **no items**.



The God of Gold:

Use one action chip to pray to the god of gold. If he likes you, he will steal 5 gold from a random player and give it to you. If not, then you will lose 10 gold.

After placing your action chip, roll a die to see who the god is going to take gold from. The person on you left is "1", the next person is "2" and so on around the table in a clockwise direction.

Keep counting people around the table (including yourself) until the number on the die is reached. This may mean that some people will be counted twice.

Whichever player this number ends up on, take 5 gold from them and add it to your gold track. If the number ends up on **you**, then you will lose 10 gold (no one will gain any gold - except the god of course).

If the chosen player does not have 5 gold, you will end up taking what little they have. If you are chosen and do not have 10 gold to lose, then you will lose whatever gold you have.





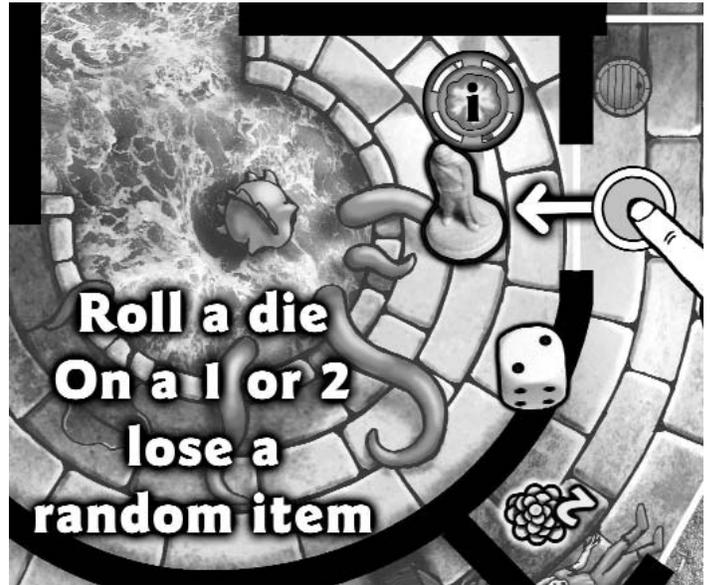
The River Squid:

The squid lives in a pool near a circular section of the dungeon. If a player enters this room they will immediately roll a die (no action chip is needed).

If the die roll is a "1" or "2", the squid will steal a random item from you (see "random items" on page 6). If you randomly roll an item that you do not have, then you lose nothing. If the item indicated is a cursed item, you will not lose it (you can never lose a cursed item).

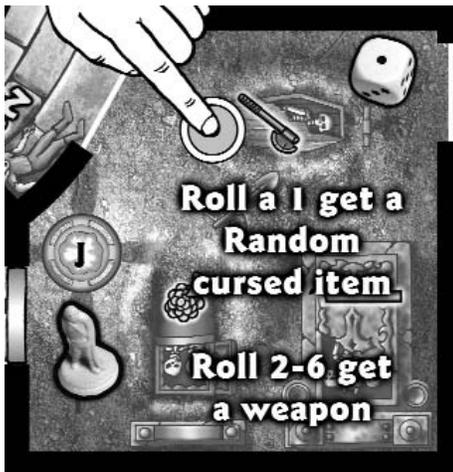
This die roll only happens once per turn and will not happen if you enter the room again on the same turn. If a duel ensues in this room, roll for the duel before rolling for the squid.

If you start your turn in the squid room (not having placed any action chips yet), roll to see if you lose an item before taking your turn.



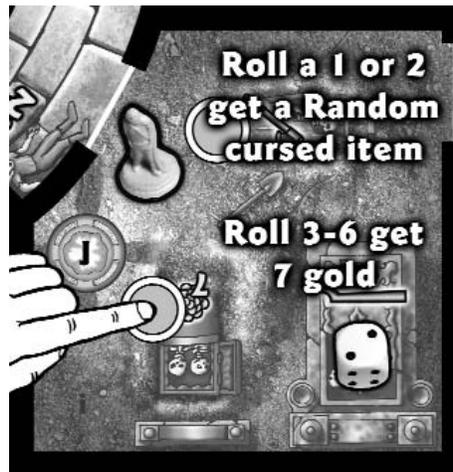
The Grave Dig:

This room has 3 graves in it. You may choose to dig up any or all of the graves in search of items and gold. It takes **one action chip per grave**.



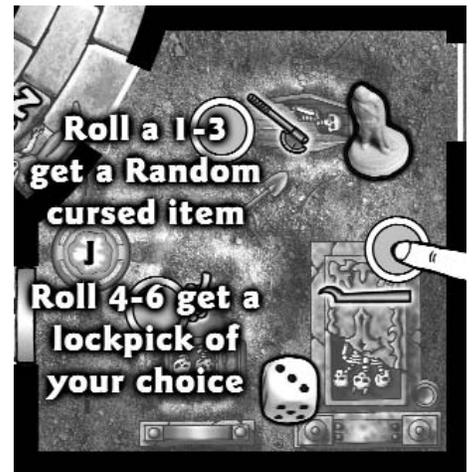
Small grave with one skull.

On the result of a "1" you get a random cursed item. On a 2-6 you get a weapon.



Medium grave with two skulls.

On the result of a "1 or 2" you get a random cursed item. On a 3-6 you get 7 gold.



Large grave with three skulls.

On the result of a "1-3" you get a random cursed item. On a 4-6 you get a single lock pick of your choice.

If you get a cursed item, roll for a random item (page 6) and place a black chip onto your card for that item. For the rest of the game you will be unable to use that spot on your player card. If all of your items of that type are full (let's say you have 3 weapons), you will replace one of your good items with the cursed item.

If the random die roll ends up to be "nothing" then you will not receive a cursed item. See page 6 for more information on cursed items.

Map 2: Darrowell City

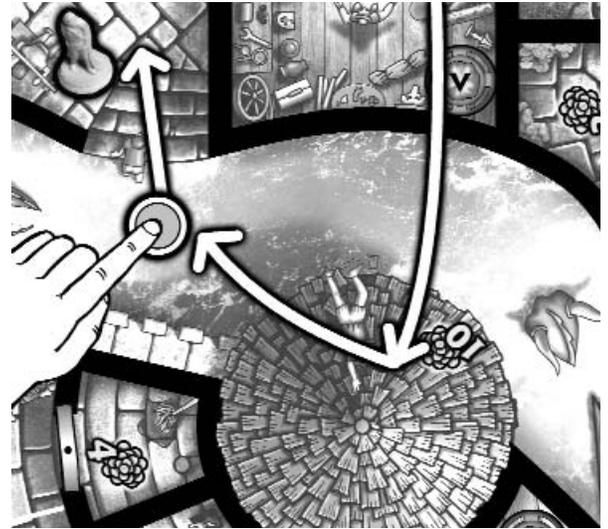
Tower next to the river (no marking letter):

This tower with a conical roof has an inept thief with 10 gold who is hanging on for dear life.

If you take the catapult ride (see page 22) and roll a "4" you will land on this roof, collect the 10 gold and immediately fall into the river (no action chip needed to collect the gold).

Then you will need to use one action chip to move out of the river onto the only open bank area next to it.

The **only way** to reach this gold is to use the catapult. You cannot enter the river from the shore to collect it.



Ten Up Ten Down:

This is a simple yet risky game. Move into the room and use one action chip to play the game.

Roll a die. **On a 1, 2 or 3 you lose 10 gold.**

On a 4, 5 or 6 you gain 10 gold.

If you lose 10 gold and you do not have it, then you will lose what little gold you have, go to jail and move the gate down by 3 gold on the gold track. No action chip is needed to move to jail.

You may only play this game once per turn.



The Weapon Shop:

You can attempt to steal weapons from the street vendors. There are 3 different weapon shops in the city.

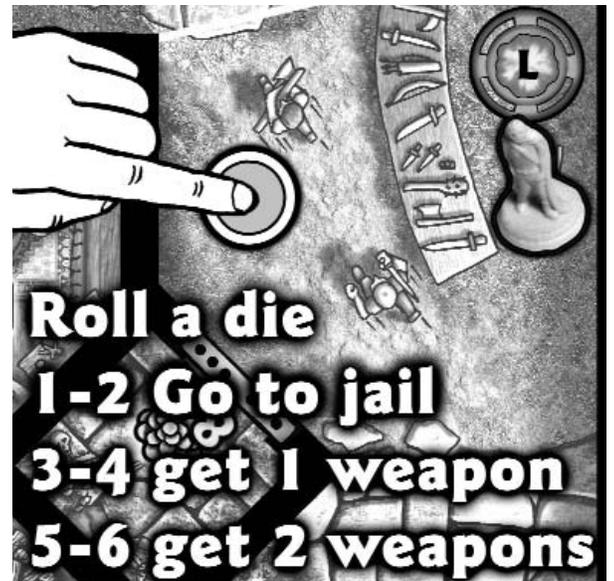
Move into this area and use one action chip to try and steal some weapons.

If you roll a "1 or 2", you go to jail and get no weapons. Immediately move your figure to jail and move the gate down by 3 gold on the gold track. No action chip is needed to move to jail.

If you roll a "3 or 4", you receive 1 weapon.

If you roll a "5 or 6", you receive 2 weapons.

You may only attempt to steal from each vendor once per turn. You do not have to leave this area if you are successful.





The Catapult Ride:

Hop in and see where you'll land!

To use the catapult, move into the catapult area and place an action chip there. Then roll either 1, 2 or 3 dice.

After you roll, add up the number on the dice and move your figure across the map that number of areas.

1 - shield room, 2- alley, 3- benny the buyer, 4- tower top (see page 23), 5- pick pocket, 6- visitors section of jail, 7- prisoner's section of jail, 8- prize room, 9- alley, 10 - treasure room, 11- outside the city walls.

If you happen to roll an "11" or greater, this will throw you completely outside the city walls.

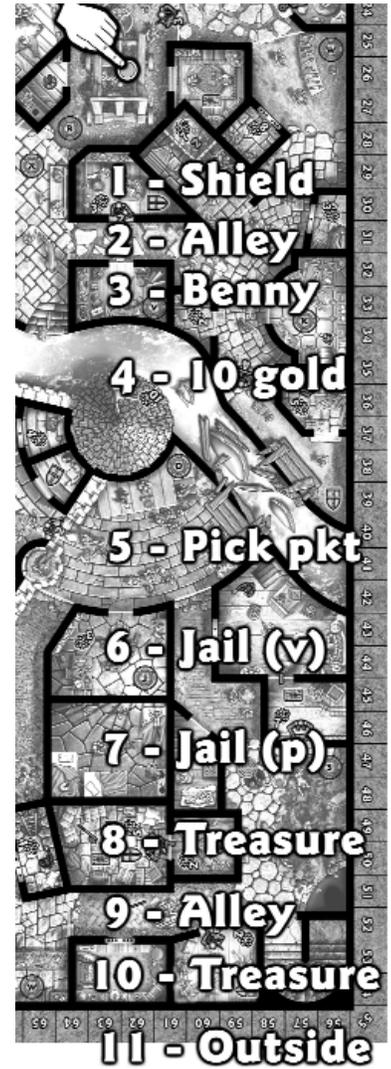
While **this is one possible way to escape during the end of the game**, you may continue to play by using one action chip to re-enter the city through the front gate (under the "Wayward" logo at the top of the map).

If you land in a locked room, simply use one action chip to exit the room even if you do not have the correct lock pick.



If you land into the prisoner's section of the jail, you will need to try and escape (see page 27). Move the gate down 3 gold on the gold track.

If an action chip is already in this area, the catapult has been sprung and cannot be used again until your next turn.



The Bounty Board:

While in this area, you may choose to use one action chip to read the bounty board. This will give you the name of the person there is a bounty for.

You will roll a die to see who the bounty is for. The person on you left is "1", the next person is "2" and so on around the table clockwise until everyone is assigned a number (do not count yourself). Roll a die. If no ones number comes up, reroll until it does.

If you can reach that person **this turn**, duel him and win, you will receive 10 extra gold in addition to the item or gold you receive from the person you duel. This 10 extra gold is not taken from the losing player.

If you lose, it's as if you had lost a normal duel. Regular dueling rules apply (see page 13). If the room has been used, or if there is already more than one person in the room then you are not allowed to duel that player.

You are not required to do read the bounty board if you do not want to.



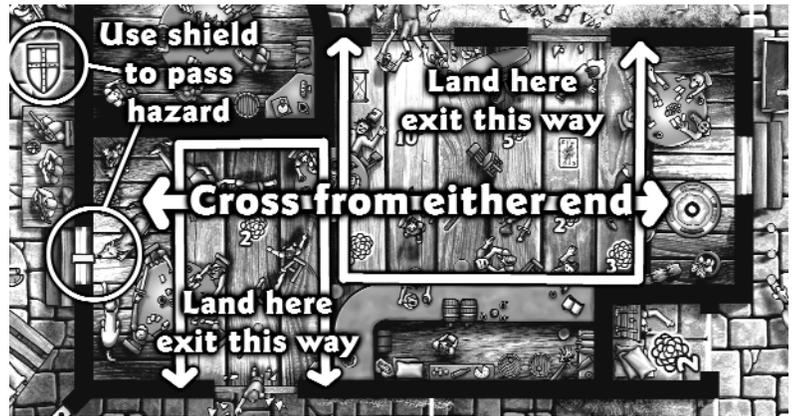


The Inn:

The inn is notorious for brawls. Your task is to fight through the crowd and possibly get through to the other side.

If you have enough armor, the inn forms a quick escape at the end of the game. If not, you get knocked down and thrown out one of the windows. You may attempt to cross the inn from either end.

The main entrance is **guarded by a dog** which will cost you 1 armor if you wish to pass him **from either direction**.



1) Enter the inn and place your figure in the entryway. Only one action chip is needed for all of the die rolls. You are attempting to cross the large planks in front of you.

Place one action chip, roll a die and move your figure forward the number of large planks you rolled.

If you land on a plank with gold or an item, immediately add this to your gold track or card. No action chip is needed to pick these up anytime during this activity.



2) If you do not have a piece of armor to discard (or choose not to discard one), the violent crowd throws you out one of the side windows. Move your figure sideways (following the plank lines) out of the inn into the adjacent street. You are allowed to collect any gold or items that were at your feet before you were thrown out.

If you wish to continue across the inn, discard one of your armor pieces and roll the die again. Move your figure forward and pick up any items or gold from this new location.

3) To reach the other side, you must discard an armor chip each time you land on a large plank. If you reach the other side, use an action chip to exit the inn even if your die roll would have landed you past the entryway.

You may enter the inn again during the same turn but there will be no gold or items to collect. However, you will still need to discard pieces of armor if you want to continue through to the other side.

At the end of the game, if you try to use the inn as a way of escape but **do not have armor to pass the guard dog**, you will need to use one more action chip to return towards the door you came in from (see barrier hazards on page 8).



Benny the Buyer:

This little shop will buy any number of your items. Enter the shop and use one action chip to sell one item. You may sell as many items as you like depending on how many action chips you want to use and number of items you want to sell. You may not sell cursed items.

Remove an item from your card and roll a die. This is the amount of gold you receive for the item. Move up your gold counter accordingly. If you don't like the amount of gold you have received, it's too late because the item has already been removed from your card.

Repeat this process as many times as you like depending on how many chips you want to use.



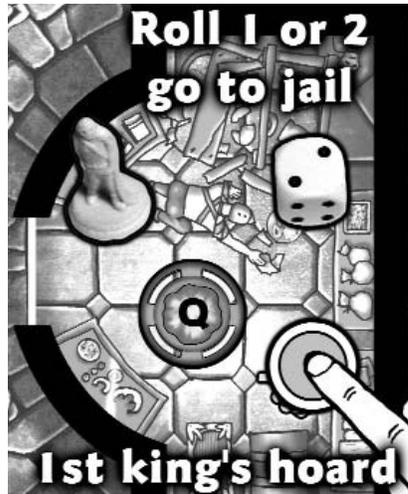
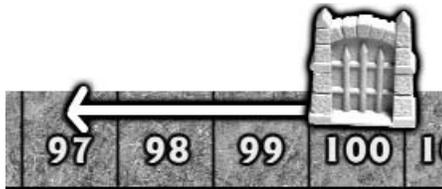


The Kings Hoard:

There are two different treasure rooms owned by the king. If you enter one of the rooms, place one action chip there to attempt to steal 7 gold from the hoard.

Roll a die. If you roll a "1" or "2", the guard catches you and you move immediately to the "prisoner" section of the jail (page 27). No action chip is needed for this move.

Move the barred gate down by 3 gold on the gold track. You do not get to collect the 7 gold.



If you happen to roll a "3-6", you have successfully stolen 7 gold. Use an action chip to immediately leave the room. You must leave this room before ending your turn. If you do not have any chips left to move out of the room, the guard catches you, takes you to jail and you get no gold. After you leave this room, it is considered "used" and you cannot enter this room again until your next turn.



Fountain of Luck:

While in this area, place one action chip in the fountain. During the remainder of this turn, you will receive 2 additional gold for every item you pick up, even if you have no place in your inventory for it. **Picking up gold does not count as an item.**

If you receive an item as a result from a duel, you also collect 2 gold (do not subtract the 2 gold from your opponent).

If you receive a cursed item, you also collect 2 gold.

If you receive 2 weapons from the weapons shop at one time, you collect 2 gold for each weapon, even if you cannot hold all the weapons.



The Fried Piper:

This area contains a dead piper surrounded by rats. You will attempt to play a tune that will get the rats to retrieve the 7 gold for you. You are allowed to play the flute numerous times but will use one action chip each time you want to play it.



Use one action chip to blow the flute. Roll 3 dice (which represents the 3 notes).

If you roll a "straight" (123, 234, 345, 456), the rats will retrieve the 7 gold for you.

No action chip is needed to collect the gold.



If you are not successful on your first try, you may use another action chip to re-roll any dice you like. Decide which dice you want to keep, place one action chip into the area and re-roll any unwanted dice at one time.

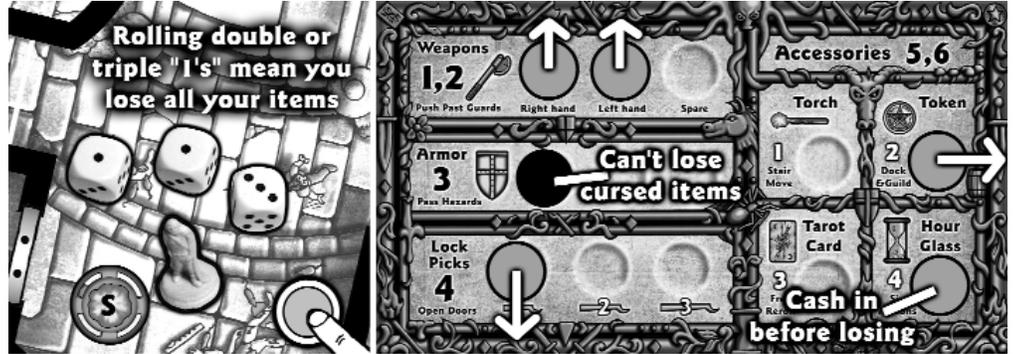
You may continue to use action chips to re-roll dice until you get a straight or give up.

More on next page →



Success! If you rolled a "straight", the rats will retrieve the 7 gold for you. No action chip is needed to collect the gold. If you run out of action chips before you succeed, you will have to start over your on next turn (you won't be able to keep any die rolls).

Watch out for angry rats! If you happen to roll "double ones" or "triple ones" (1,1 or 1,1,1) the rats will turn angry, swarm over you and **strip you of all items**. Remove all markers from your card (except for cursed items - even rats can't remove those). This possibility is very rare but it can happen.



The Pick Pocket:

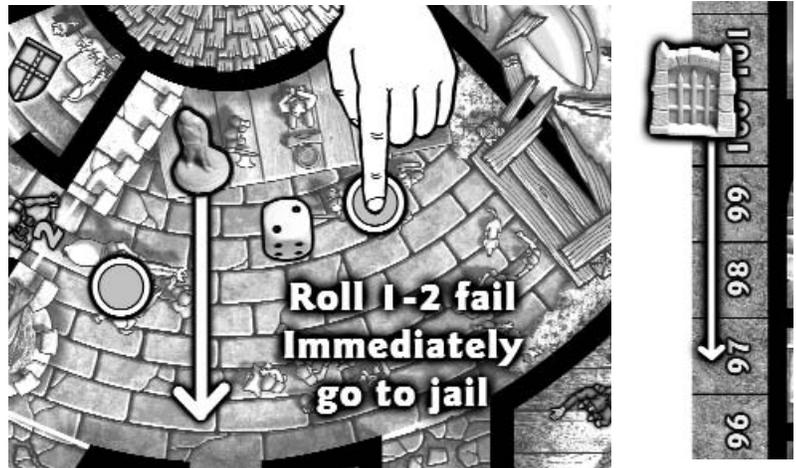
The town square has 4 crowds of gawkers trying to get a good look at the execution taking place. You can attempt to rob each crowd of 3 gold as they watch.

You are not required to leave this area after you are finished. If you leave the area and come back during the same turn, the execution will be over and you can't steal any more that turn.



There are 4 different crowds you can attempt to rob. Each crowd will give you 3 gold if successful.

Place one chip on the crowd you want to rob and roll one die. If you roll a "3-6" then you were successful and you immediately collect 3 gold. Move your gold counter up by 3.



You may place another chip on a different crowd to attempt to steal 3 gold from them. Once again roll the die.

If you roll a "1" or "2", someone catches you and you are immediately sent to jail. You get to keep any gold you have stolen up until the failed attempt. No action is needed to move your figure to jail (see "jail" on page 27). Move the gate down 3 gold on the gold track.



Tower Fire:

This tower is on fire and the small rooms leading to the top of the tower are filled with smoke. If you rescue the baby at the top of the tower you will gain 8 gold.

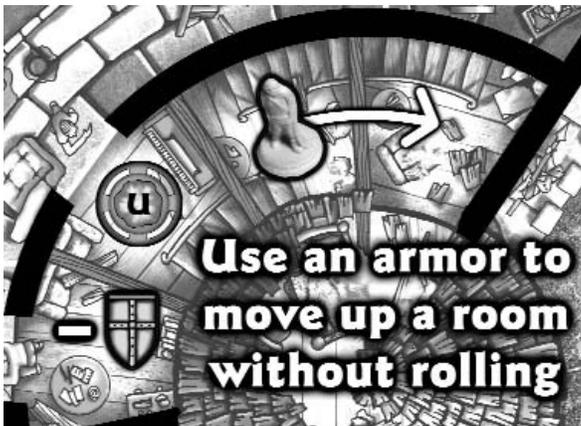
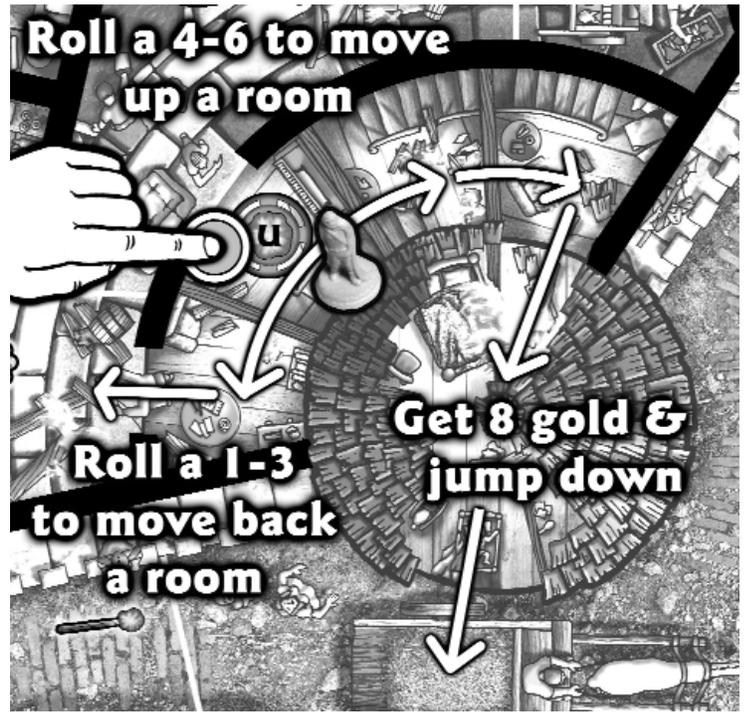
The entrance is marked with a brazier. The loser's exit is marked by a man crawling out of the building in shame.

Enter the brazier area of the tower and use 1 action chip to attempt to reach the top. No more action chips are needed for this activity.

Roll a die. On a 1, 2 or 3, you get confused and move down the tower closer to the exit.

If you roll a 4, 5 or 6, you move further towards the top of the tower.

Continue rolling a die (no action chip is needed). A 1, 2 or 3 moves you back and a 4, 5 or 6 moves you closer to the tower top.



If you end up out on the street, this activity is over.

If you reach the round room at the top of the tower, you've won! You will grab 8 gold and the baby and jump down into the hay wagon to the lady waiting below. No action chip is needed to pick up the gold or jump down.

At any time you may **discard an armor token to automatically move up a room** in the tower. You may use as many pieces of armor as you want. Using 3 pieces of armor will get you to the top of the tower without having to roll a die.

You may only attempt this once per turn.



Jail - Visitors Area

There are two sections to the jail, the **visitor's area** and the **prisoner's area**. The visitor's area is the open section that you can enter and leave any time you like.

If you step into the **visitor's area** (upper portion) you may use an action chip to collect the 3 gold in the room. If there are any players in the prisoners area (lower portion), **you will collect 3 gold from each from them as well**.

This gold collection is all done using only one action chip. Slide your gold counter up on the gold track the appropriate amount. If any other player is behind bars, lower their gold counter down by 3 also (as you take gold from them).

For the example on the right, the player in the visitors area would collect 9 gold (3 on the floor and 3 from each prisoner). Each prisoner would lose 3 gold.



More about jail on the next page →

Being Sent to Jail - Prisoners Area

If you are caught stealing (or if you land badly using the catapult), you will end up in the **prisoner's area** of the jail.

Every time someone goes to jail, the barred gate is **moved down 3 gold** on the gold track. If a lot of people end up in jail, the game will end much sooner than expected!

Once you land in jail, immediately duel any player that also happens to be behind bars, unless there is more than one player there (see duels on page 13).



You may then try to escape. Place one action chip in the room and roll a die. **If you roll a "5" or "6", you will have successfully crawled down the toilet and emerged out of the sewer on the other side of the wall.** Move your figure outside the prison and continue your turn. If you did not roll a 5 or 6, use another action chip and try again. If you run out of action chips, you will be forced to end your turn in jail and possibly be robbed of 3 gold by each visitor. On your next turn, you may continue to use action chips in the attempt to escape.



Rubbish Heap:

Place one action chip on the rubbish heap. Roll a die.

On a 1 you receive a random cursed item.

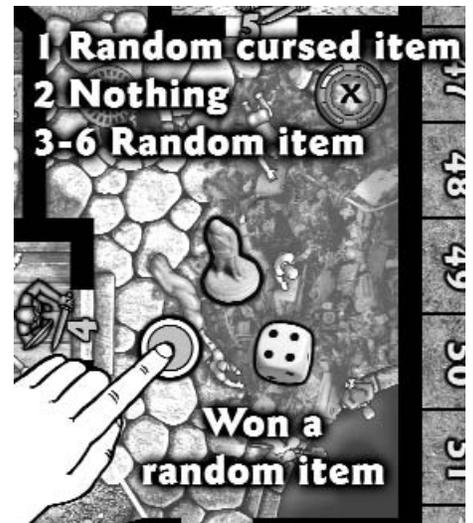
On a 2 you find nothing of use.

On a 3-6 you receive a random item.

You may only search the rubbish heap once per turn. For information on how to select a random item, see page 6.

If you get a cursed item, roll for a random item and place a black chip onto your card for that item. For the rest of the game you will be unable to use that spot on your player card.

If all of your items of that type are full (let's say you have 3 weapons), you will replace one of your good items with the cursed item. If the random die roll ends up to be "nothing" then you will not receive a cursed item.



The Goblin Fight:

This is where people pit their goblins against others. You will notice that there are 6 goblins, each with a number beside them.

Move into the goblin arena and **position your figure** behind the goblin you want to bet on. Place one action chip on the "gong" to start the round.

More about the goblin fight on the next page. →





Roll a die. Slide the action chip from the gong over to the goblin who's number was rolled and collect 1 gold.

1 goblin down - collect 1 gold

If at any time your goblin's number comes up, this activity is immediately over.



Place another action chip on the gong and roll a die. If a different goblin's number comes up, slide the action chip from the gong over to that goblin and collect 2 gold (for a total of 3 gold so far).

2 goblins down - collect 2 gold

If at any time your goblin's number comes up, this activity is immediately over.

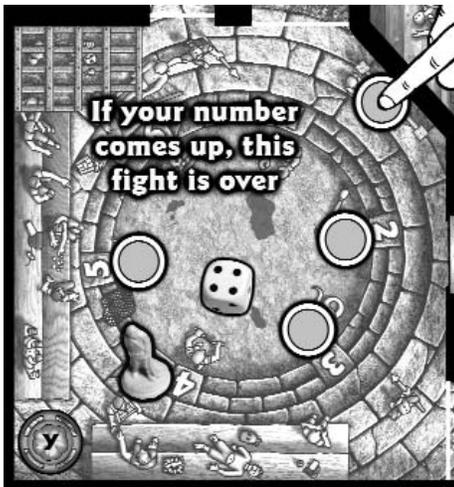
If your goblin survives all of the rounds, you can end up with a grand total of 15 gold.



If you roll the number of a goblin that is already down, simply roll the die again. Do not slide two chips onto the same goblin.

If you knock out a third goblin, there will be 3 action chips down and you will collect 3 gold (for a total of 6 gold so far).

3 goblins down - collect 3 gold



Wayward

Artwork, rules and miniatures by Bruce Hirst
Copyright 2014 by Bruce Hirst

Special thanks to:

Buddy Eichler without whom the main ideas and mechanics of this game would have never come about.

The rest of our home gaming group which is: Bill Parris, Ron Brockway, Craig Poe, William Dye, Tyler Ditzfeld and Nick Rowland.

Joseph Owens and his gaming group, which had caught several mistakes in the trial version of the game and had many helpful suggestions.

Also the gaming groups of Brian Robbins, Tim Morgan and Terry Brown for game testing and feedback.

For information about where to purchase the game, answers to rule questions and videos about how the game is played, visit www.hirstarts.com or www.castlemolds.com.