WORLD ADVENTURE®

-ANCIENT RUNES-

AGES 14+

+40 M / PLAYER

2 - 4 PLAYER

WORLD ADVENTURE ANCIENT RUNES

World Adventure is a game where the Dark World Stone Owners from all corners of a modern world era are brought into a Parallel Fantasy World where they will fight with each other to collect as fast as possible a number of Ancient Runes. If one player succeeds in collecting it, then all the owners of the dark world stone will return to their World of Origin. Player who succeed in this quest will be given a valuable wish that they really needs at that time.

In this episode, our Heroes are taken to the middle age era World of the Asian Silk Road. This is a World which has similarities to our World in those days, but has a lot of things that are supernatural and fantasy. In this world, monsters are everywhere, the ancient rune is gain to get abilities to attack, heal, buff or debuff. This world is bustling around Europe and Asia, which consists of 9 major countries such as Java, Japan, China, Rusia, India, Persia, Arabia, Egypt, and Europe.

In this era, every country has commodity goods to sell to each other, such as silk fabric, medicine, spices, iron, chocolate, and fruits. This was an era where traders could make travel expeditions to sell their commodities and gain wealth, but they need to watch over many brigands and monsters around the Asian Silk Road.

Component List

Board Game	4 Player Mats	City Hall and NPC Mat	32 Stand Card

12 Caravan Cards	18 Monster Cards	3 Monster Raid Cards	4 Monster Legendary Cards

18 Merchant Cards	Brigand Cards	Government Cards	24 Soldier Cards

9 Hero Cards	24 Rune Power Cards	16 Guild Quest Cards	12 Event Cards

4 Player Turn Marker	9 Awakening Marker	18 Commodity Marker	9 Monster X Marker	9 Merchant X Marker

Hit Point Token	Chaser Token	Stage LV Token	9 Damage Token	48 Soldier Meeple	8 Abaculus Meeple

4 Mount Pet Meeple	4 Caravan Cargo Meeple	24 Comodity Meeple	16 Caravan Upgrade Meeple

16 Market Stall Meeple	4 Hero Meeple	4 Hero Meeple Base	3 Monster Meeple

4 Legendary Monster Meeple	Brigand Meeple	Government Meeple	14 Hero and Soldier Dice	48 Ancient Runes

Objective of The Game

Players can choose to become a trader, a brigand, a monster slayer or do all of these things to conquer this Parallel Fantasy World. There are many ways and tactics to win in this game, so each player can have the opportunity to try the best strategy that he will use, and also they must be smart to adjust the winning path when the situation and enemies in front of him will also evolve and change their tactics continuously.

The game is played until there is first player's who have managed to get a number of ancient runes (depending on the selected Battle Mode) and win the game. Player's can gain ancient runes when accomplishing any of the following lists:

- Defeat a Legendary Monster Tier
- Hero Evolve to Lv 2
- 2 Soldier Evolve to Lv 2 (not from leadership limit break)
- Buy Caravan Lv 2
- The caravan has all Upgrade (Caravan lv 2, Gas Bomb, 3 Medic Pack, Mount Pet, Caravan Cargo)
- Build (2, 3 and 4) Market Stall in City Hall.
- Defeat a Brigand.
- Defeat a Government.
- Defeat (Slay or Retreat) another Player (up to 2 times)
- Defeat a Monster (1 Minion, 1 Destroyer, and 1 Raid Tier).
- Complete a Quest from the Guild (up to 3 times)
- Plundering a merchant NPC (1 Green and 1 Yellow Tier)
- Selling at least 1 commodity of City needs, and another commodity with a total sales value of 12 and 16 golds (or more) in one trade to another city.

Battle Mode

Competitive PVP

With this Battle Mode, you can play with one or 2 friends to make competitive Player vs Player. Each player competes to find 9 or 12 Ancient Runes, the first player who gets all of this Ancient Runes are the winner.

Cooperative PVP

- 2 vs 2, a Team needs 18 ancient runes to win the game.
- 3 vs 3, need expansion box, a Team needs 27 ancient runes to win the game.

With this Battle Mode, you can play with a friend to make a team in battle with another 2 or 3 player team. Each team competes to find 18 or 27 Ancient Runes. Each player finds Ancient Runes with standard gameplay (like competitive mode), but you can accumulate your ancient rune accomplishment within your teammate. So with this battle mode, you can develop any kinds of strategies to make your team to be the first to find 18 or 27 ancient runes.

Note: its 18 or 27 ancient rune accumulation, so it's not restricted that all player must find 9 ancient runes, but it can be achieved and divide with a combination of number with another player in your team.

Example, your team can be a winner with a combination of 5 ancient runes (player 1) and 13 ancient runes (player 2) as 18 ancient rune accumulation.

Additional Rule (To get more Challenge)
A Team or Player's need to defeat at least one Legendary Monster Tier.

Recommended Battle Mode:
Cooperative PVP with 2 vs 2 players is the best experience we have tried a hundred times with our friends and our playtester.

Set Up The Game

Game Board

A. **City Territory**: Shuffle and place 1 Commodity Marker randomly to A (faceup) and another City Territory. Place the rest at Commodity Track (K) (backside).

B. **Outer City Territory**: B1 icon show there is Merchant NPC that are ready to be plundered (except there is Merchant X Token). B2 icon show there is Monster NPC that are ready to be plundered (except there is Monster X Token).

C. **Monster Raid**: Place Monster Raid Card that is equal with the Stage Lv of the Game faceup and put the rest at bellow. After that place Monster Raid Meeple above the card.

D. **Event of the Month**: Shuffle the Event Cards and put them in the board faceup.

E. **Brigand NPC**: Place Brigand Card that is equal with the Stage Lv of the Game faceup and put the rest at bellow. After that place Brigand Meeple above the card.

F. **Government NPC**: Place Government Card that is equal with the Stage Lv of the Game faceup and put the rest at bellow. After that place Government Meeple above the card.

G. **Legendary Monster**: Place the Legendary Monster Card backside randomly and all Legendary Monster Meeple above.

H. **Rune Power**: Shuffle the Rune Power Cards and put them in the board backside.

I. **Monster Track**: Place 9 Monster X Markers. After all, the marker used in the game, return all marker into this place.

J. **Merchant Track**: Place 9 Merchant X Markers. After all, the marker used in the game, return all marker into this place.

K. **Commodity Track**: Place 9 Commodity Marker's backside. After all, the marker used in the game, reshuffle the marker and return into this place.

L. **Most Wanted Track**: Place Soldier Meeple in the zero position with the same color with the players that join in the game.

M. **Ancient Rune Track**: This is where the Players can place their Ancient Runes Gems after they do an objective of the game. (Each player can only place one of their gems in one slot of the Ancient Rune Track)

N. **Stage Lv**: Place the lv marker to stage lv 1 (Rune 1-3), when any player get their 4th runes place it to lv 2, and when any player get their 7th runes place it to lv 3.

O. **Destroyer Meeple**: Place Destroyer Mepple here, used it as a marker when the Destroyer Type Monster apeared at the world.

P. **Minnion Meeple**: Place Minnion Mepple here, used it as a marker when the Minnion Type Monster apeared at the world.

Q. **Battle Arena**: When Player battle with NPC, place that NPC card here.

City Hall and NPC Mat

A. **Merchant NPC:** Place 6 Merchant Cards that are equal with the Stage Lv of the Game. Put the rest at AI.

B. **Monster NPC:** Place 6 Monster Cards that are equal with the Stage Lv of the Game. Put the rest at BI.

C. **Stand Card:** Use it to stand Merchant NPC and Monster NPC into A and B Slot. Use it to stand Soldier Card into Player Mat.

D. **Dice Number Icon:** Show the dice number to get a card that is shown above this icon (Merchant and Monster NPC), and below this icon (Commodity)

E. **Available Commodity:** Place X Commodity Meeple of Fruit (E1), Spice (E2), Chocolate (E3), Medicine (E4), Iron (E5), Silk (E6), where X is the number of players who joins to play.

F. **Guild Quest:** Shuffle the Guild Quest Cards and put them in the board back side. After that place 3 card in faceup position near Guild Quest Cards Pile.

G. **Soldier Cards:** Place the Soldier Cards faceup.

H. **Caravan Cards:** Place the Caravan Cards faceup.

I. **Mount Pet Meeple:** Place the Mount Pet Meeple.

J. **Caravan Cargo:** Place the Caravan Cargo Meeple.

K. **Smoke Bomb Meeple:** Place the Smoke Bomb Meeple.

L. **Medic Pack Meeple:** Place the Medic Pack Meeple.

M. **Set Of Dice:** There is 2 set of dice (7 dice each set), player use the set of dice to roll randomness mechanic.

N. **Awakening Markers:** Use to random a player, monster, brigand, and government awakening territories.

O. **Player Turn Markers:** Use to random player turn marker.
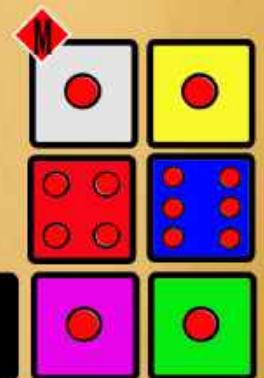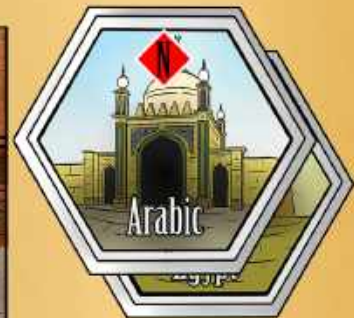
Player Mat

A. **Hero**: Shuffle the Hero Cards, distribute 2 cards to each player, pick 1 and then place in this slot.

B. **Hero Experience**: Place 1 soldier meeple at 0 position.

C. **Hero Status**: Place 3 soldier meeple, and then distribute 5 points to Explorer, Charisma, or Leadership. (1 status can't exceed more than 4 points)
Explorer Status: Power to scouting a target.
Charisma Status: Power to make negotiation at market.
Leadership Status: Power to lead more soldiers.

D. **Soldier Slots**: This is the slot where you place your soldier cards. The maximum number of slots available is equal to your Hero Leadership status.

E. **Soldier Experience**: Place soldier meeple at 0 positions each time you buy a new soldier.

F. **Gold Abaculus**: Place 2 abaculus meeple (Taels and Coins). Set the abaculus to have 20 gold point.

G. **Market Stall**: Place 4 market stall meeple.

H. **Caravan Upgrade**: You can place your caravan upgrades in this slot, maximum 1 smoke bomb, and 3 medic pack. Another upgrade like Mount Pet and Caravan Expansion are joint into a board with hero's meeple. *You get 1 Smoke bomb for free at the start of the game*.

I. **Commodity Slots**: You can place the commodity meeple in these slots. The maximum number of slots is equal with cargo capacity of the Caravan and Cargo Upgrade.

J. **Caravan Slot**: Choose 1 Basic Caravan Card (Lvl) and put it in this place (1st times free).

K. **Guild Quest Slot**: When you get guild quest card, place the card in this slot (max 1).

L. **Player City Quest Meeple**: Place 2 soldier meeple in this slot. This meeple can be use to give a mark in the main board when do a Quest.

M. **Rune Power Slots**: You can place Rune Power Card in this slots, slot 1 is available when you have 1st ancient rune, and another slot is open when you have collected 4th, and 7th

Key Concepts

City and Outer City Territory

Each nation has 1 City and 6 Outer City territory. In City territory(A) there is a City Hall, players can do a trade in this place. At Outer City territory (B) there are NPC monsters (C) and traders (D).

Dice

In this game dice with 6 sides will be used as a determinant of success when Player doing an activity, such as the accuracy of the soldier's hit attack, completion of a guild quest, do some scouting action to any NPC or another player, roll commodity good that is available in the City Hall Market, roll a random loot dice and many more.

The number of dice used as a determinant level of success will be used with a variety of rules, which are adjusted to the strength possessed by each Player Power Status and basically almost a portion of the rules in this game, each dice roll will have a success rate if the player gets 1,2 or 3 dice numbers.

There is 2 set of dice in this core box, a set is consists of 7 dice (Gold, Silver, Red, Black, Purple, Blue, Green). You can use freely the dice when you do all common action, but for battle and other activities related to Hero and soldiers, the color of dice will be used to separate a hero hit accuracy (Silver), hero skill (Gold), soldier 1 (Red),2 (Black),3 (Purple),4 (Blue),5 (Green) hit accuracy.

Dice for Random Golds:
Dice 1-2 get 2 golds, dice 3-5 get 3 golds, dice 6 get 4 golds.

= 15 Golds
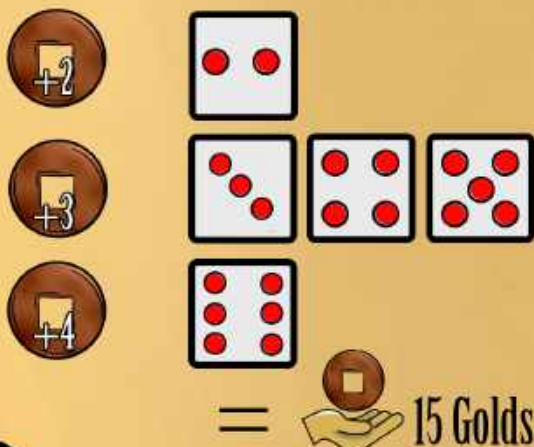
Awakening Markers

Awakening Markers primary use is to decide the player or NPC spawning territory (player = city, NPC = outer city). To decided City or Nation, you take 1 awakening marker and read it. To decide Outer City Territory you take 1 awakening marker and roll 1 dice, dice number 1-6 are place at N, NE, SE, S, SW, NW. After each use you can reshuffle the marker (or put it at some bag, to make a randomness pick mechanic).

For general use, these markers can be used as a tool to decide randomly which city or Outer City Territory who get stuck with an event from the game.

Example : To decide where the Treasure Quest take place, pick 1 awakening marker (A) and roll 1 dice (B) with result 2, so it mean the Quest will take place at no 2 outer city of Arabic Nation. Place Soldier Meeple there (C).


Gold Abaculus

Thematic of this game uses Abaculus as a tool to calculate the amount of wealth each player has (a common board game uses coins)

Below is the example to use Abaculus:
Place 2 abaculus meeple. Above are tens point and bellow is for one's point. When you gain 10 golds, you move A to the right by 1 point, when you gain 1 gold you move B to the right by 1 point (When you pay 10 golds or 1 gold reverse that move by 1 point). When B is increased more than 9 points, take the meeple go into zero, and then move A meeple to the right by 1 point. That's the simple way to use an abaculus golds point.

If the golds you get are more than 99, you wasted the golds, so use the golds well before your golds above 99.

Example : Player A has 0 Gold (C), after that Player A gain 19 Golds (D), and then Player A gain 1 Gold (E).
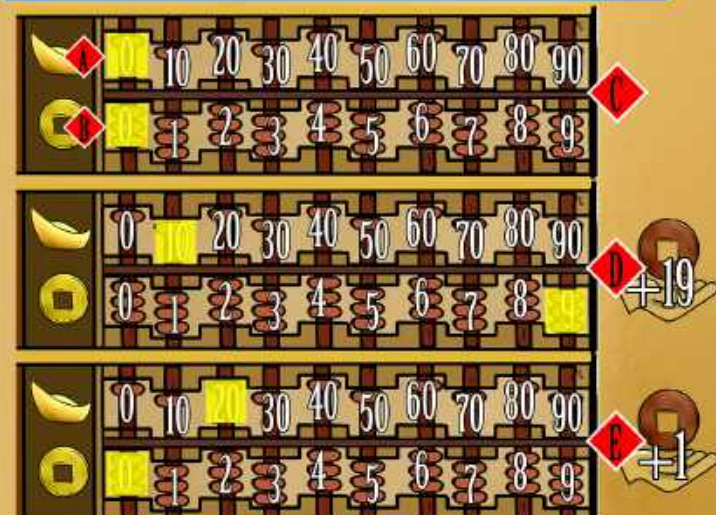
Ancient Runes

Players can get Ancient Runes each time they accomplish an objective. When a player gets 1 Ancient Rune, place 1 of your Ancient Rune Gems from your stockpile to the main board (ancient rune chart) and then you will get 1 Rune Power Card (take 2 and choose 1 from the facedown pile of cards, or take it from a faceup pile of cards that already opened before) and place it at your player board rune slot. If your rune power slots has already at a maximum number, player must decide if they want to throw the card to the faceup pile of cards (so another players can choose this cards when they get ancient rune) or maybe you want to exchange the old Rune Power that you already have with the new one.

Important Note: Player can't have more than 1 Rune Power Card with the same name.

Activated Rune Power
Yellow Rune Power (A) can only be activated in a noncombat activity, and Purple rune power (B) can be activated in combat activity. Yellow Rune Power usually can be activated for 2 times of used, otherwise the Purple Rune Power can only be activated by 1 time before discarded into the Rune Power discard pile.

Rune Slot and Another Benefit
Each time Player has collected Ancient Runes by 1, 4 and 7, you can unlock 1 of your rune slot and you gain 1 additional point that you can add to your Player Power Status.

Ancient Runes Card

Example: In this turn player A get their 5th Ancient Runes (A), he take 2 Card (B) from the pile and choose 1 (player A don't want to choose from the faceup pile cards), but the rune card slot are full with 2 another card (C & D), so he must make a choice which card that he wanted to keep in their 2 Rune Slot (E1 & E2)

Stage Lv

The Stage Lv is the Golden Rule to make a game more challenging when any (lead) player has achieved a certain number of ancient runes.

STAGE LV 1 : 0-3 Ancient Runes Collected
STAGE LV 2 : 4-6 Ancient Runes Collected
STAGE LV 3 : 7-9 Ancient Runes Collected

When the Stage Lv is up from 1 to lv 2 move the Stage Lv pointer to lv 2. Cards that get influence from the stage lv are below (replace the lower Lv stage cards with higher Lv stage cards):

- Merchant NPC
- Monster NPC
- Monster Raid NPC
- Government NPC
- Brigand NPC

Example: Player A colected their 4th Ancient Runes (A), so the Stage Lv of the game must be up to Lv 2 (B). Replace the Merchant (C), Monster (D), Raid (E), Government (F) and Brigand (G) NPC Card to Stage Lv 2

Play The Game

For the first turn, each player takes 2 Hero cards and then pick 1. After that, each player takes 1 awakening marker from the pile, place the Hero meeple in that city territories, after that return the awakening card in the pile. Now the game is ready to play.

A Month (round) in the World Adventure is divided with 4 phase:
1. Beginning of the Month Phase
2. Player Action Phase
3. NPC Action Phase
4. End of the Month Phase

Beginning of the Month Phase

Reshuffle Player Turn Marker
(Repeat this process every month)

To start a game, shuffle the player turn marker (equal with a number of the player from 1 to 4) each player take 1 marker and show the marker number to all player. Player who get the lowest number getting the 1st turn and so on 2nd, 3rd, 4th. *In this phase all player that have a market stall in a city gain their income.*

World Event
(Repeat this process every month, starting in the 2nd month)

Take 1 faceup card from the pile read it and place it into the World Event slot. It will show to the players which World Event that running in that month.

> Important Note: A legendary monster can trigger a specific World Event as long as they still alive in the game board. So the running world event that take place into the game are World Event from the legendary monster, not from event card.

Event Card

1st Month

2nd Month

Monster Raid
(Repeat this process every 2 month, starting in the 3rd month)

Reshuffle and take 1 awakening card, roll 1 dice, and then put the monster raid meeple in the outer territories that are shown with a dice number. Place monster raid card that is equal with the Stage Lv of the Game faceup.

> Example: To decide where the Raid monster take place in this month you pick 1 awakening marker (A) and roll 1 dice (B) the result is 2, so it mean the Raid Monster (C) will take place at no 2 outer city of Arabic Nation

Player Action Phase

Each player has 2 move and 1 action points in each turn (some abilities can make him have more points), he can choose to do things like the following:
- Travel (cost 1 Move Point)
- Scouting or Engage (cost 1 Action point)
- Activities in the City (must in City Territory, no need Action point except build a Market Stall)
- Take a Guild Quest (cost 1 Action point)

The uses of move and actions point above can be ordered in accordance with the wishes of the Player. Once a player has used all of their move and action points, the next player takes his turn, and when all the Players have completed their turns, then the Player Action Phase ends.

Travel

Players can use Travel to move around a territory map up, down, left, right or diagonal direction.
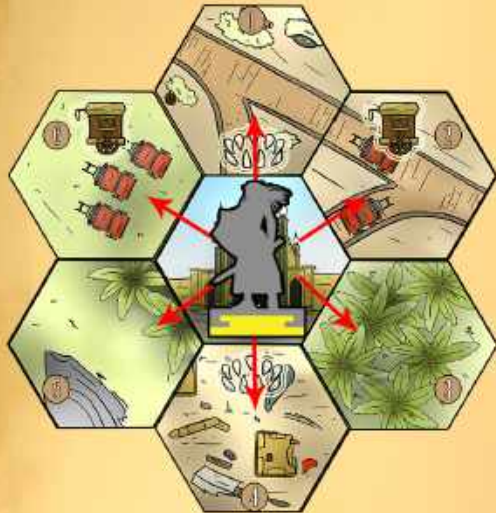
Scouting or Engage

Players can use Scouting or Engage action when they want to encounter a target that has the same place in the territory map.

Below is the list that you can encounter with Scouting Action:
· Scouting another player (except the player in the City Hall).
· Scouting of Government NPC.
· Scouting of Brigand NPC.
· Scouting of Merchant NPC.

Roll the dice as much as the Exploration Points owned by your Player Power Status. If it was a success (dice 1,2 or 3), you can choose to attack the target that you want to fight or not.

Important Note: Player are not allowed to do two scouting actions to the same target in a turn.

Engage action can only be use when you want to encounter with Monster NPC. Engage action doesn't need to roll exploration dice like scouting action, you only need to roll 2 dice to pick which NPC monster you will encounter with (read pg.23)

Example: Player A (A) scout Brigand NPC at this tile, he role 3 dice because he has 3 explorer point (B), the result is 1,1,1 so he success (C1) scouting the npc. Now he can choose to attack the npc or not, and he also gain 1 bonus action point! (C2) for getting success more than 1 dice, another one are wasted (C3).

+1AP

Activities in the City

When a Player in the City Hall he can choose to do activities in the City. Players can choose to do various activities below:
A. **Visit Merchant Shops (1 Times)**: Sell or Buy Commodity
B. **Build a Market Stall (use 1 action point)**: Build (pay 5 Golds).
C. **Visit Caravan Workshops**: Buy or Sell Caravan and Buy or Sell Caravan Upgrade.
D. **Visit Soldier Recruiter**: Buy, Heal or Train Soldiers.

Take a Guild Quest

Pay 1 action point, after that you have 2 option:
1. **Take 2 card from the facedown pile of cards**: choose 1 and make a decision if you want to do the quest or not. Place the rest at the faceup pile (so another players can choose this cards when they want to pick a guild quest).
2. **Take 1 from faceup pile of cards that already opened before.**
   Golden Rule:: there is min 3 card that already in the faceup pile, if not take it from the facedown pile until there is 3 card already

After that place the guild quest card in you player mat. If you want to cancel a Guild Quest Card you must pay 5 Gold as an apology fee.

Important Note: If you do not have certain location information on the card, then the Quest you take must be completed in that city (the place where you got the Guild Quest Card).

Guild Quest Card

Example: Player A takes Defuse the Bom Quest Card (A) , so he read the text and place 2 Quest Meeple as instructed(B1 & B2).

NPC Action Phase

There are 3 types of NPC Action, NPC Brigand, NPC Government, and NPC Monster. The NPC Action sequence starts from Brigands, followed by the Government, and then Monster.

Brigands

The NPC Brigand will move into the direction of any Player's. The NPC will pursue Player in these following order:
1. The Nearest Player
2. The most wealth of Golds
3. The most number of Commodities

If it's still the same then choose randomly by picking a player turn cards (players who stuck with this event). Brigands NPC can move two territory and scouting a player. Note: NPC Brigand cannot move into a City Hall.

Attitude: If Any Player move or stay in the same territory with the NPC Brigand in Player Action Phase, the NPC will do auto attack (without scouting) to that Player.

Example 1: Player A (A) moves to a territory with NPC Brigands in his turn, then Brigand NPC (B) will do auto attack to Player A in Player Action Phase.

Player Action Phase   Player Action Phase

Example 2: Player A and Player B stay in the same territory (A). NPC Brigands (B) move into that territory and scouting Player B who has the most wealth between the two players who stay in the same territory (C)

### NPC Action Phase   Brigand Scout Player B

Government

The NPC Government will move into the direction of the Player's who have a Wanted Token. The NPC will pursue the Players in these following order:

1. The Nearest Wanted Player
2. The Highest Wanted Point Rank

If it's still the same then choose randomly by picking a player turn cards (players who stuck with this event). Government NPC can move two territory and scouting a player. Note: NPC Government can move into a City Hall.

Attitude: If Any Player who has a Wanted Coin move or stay in the same territory with the NPC Government in Player Action Phase, so the NPC will do auto attack (without scouting) to that Player.

Example 1: Player A (A) and Player B (B) has the same length with NPC Government (C), but Player A has the highest wanted point (Rank 1) then player B (Rank 3). NPC Government chase Player A.
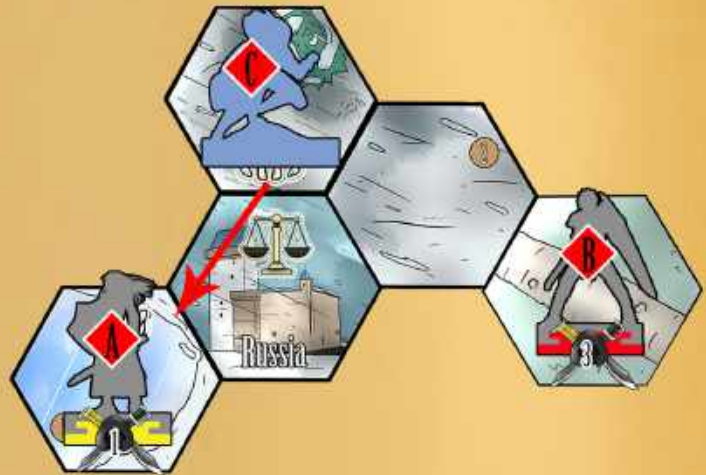
Example 2: Player B (B) has the highest wanted point (Rank 1) but Player A (A) (Rank 3) more near then Player B so the NPC Government (C) chase Player A.
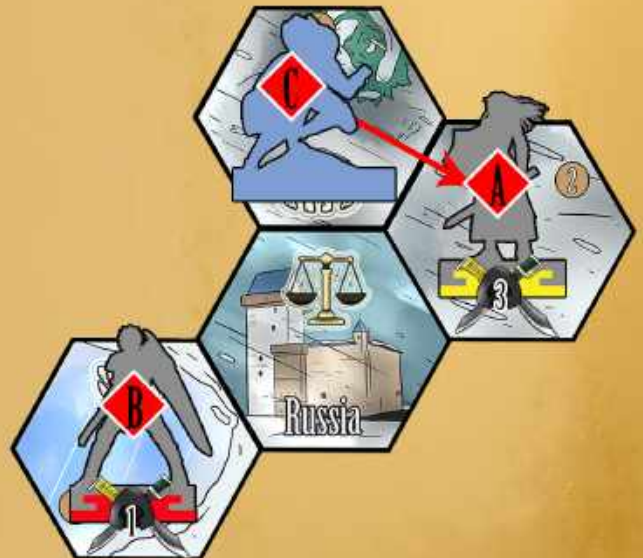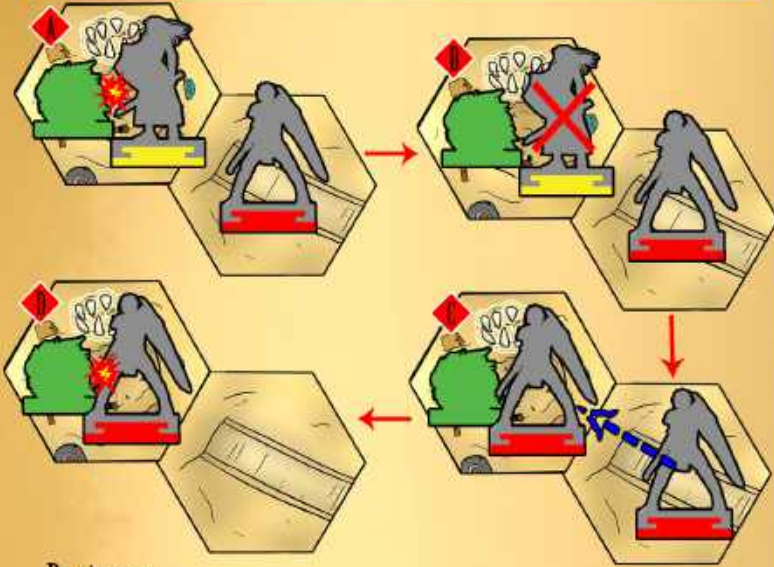
Monster

Minnion

Attitude: After engage if the player did not attack or defeat it, the monster will stay in territory map until this turn is over. This monster will attack *another player* that comes into their territory map in *Meeple NPC Action Phase*. Note: the Monster NPC will automatically vanish at the end of the month phase.

Example: Player A engage the minnion and fight with it (A), but she died in action (B). Player B take this opportunities, he move to the tile where Minnion NPC are still alive (C). Player B doesn't have any action point left, so he can't do engage action this turn, but the minnion will do auto attack (D) when there is another player at meeple NPC action phase.

Destroyer

Attitude: After engage if the player did not attack or defeat it, the monster will stay in territory map until this turn is over. This monster will attack *another player* that is next into their territory map (not in the city) in *Meeple NPC Action Phase*. Note: the Monster NPC will automatically vanish at the end of the month phase.

Example: Player A (A) and Player B (B) end their player turn near the Destroyer NPC (C). At Meeple NPC Action Phase, Destroyer NPC attack Player B who is next into their territory map and has less soldier than Player A (D)
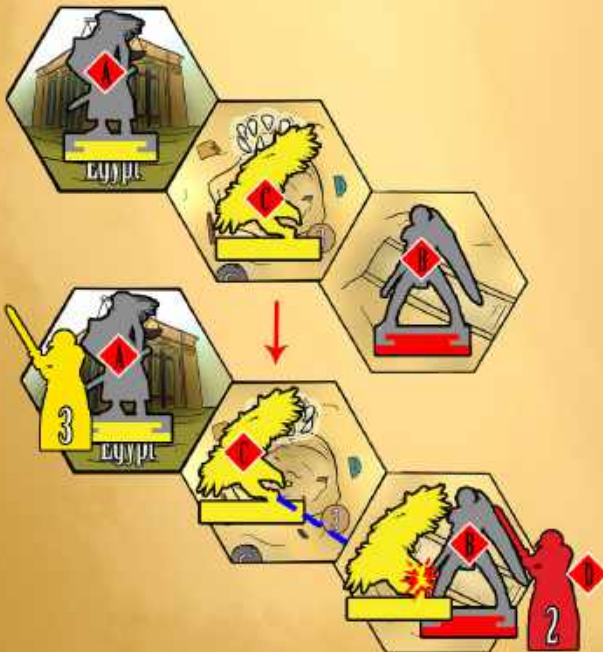
Raid

Attitude: If player did not attack or defeat this Monster NPC, this monster will stay in that territory map until the next Raid. This monster will attack any player that is *next* into their territory map (not in the city) even in *Player Action Phase*. Note: the Monster NPC will stay in this territory map until there is a player who comes to defeat their existence or until the next Monster Raid.

Example: Player A (A) are in City so Raid Monster (C) can't attack Player A. Player B (B) move to the tile at his Player Action Phase, but Raid Monster are near that tile, so Raid Monster will do auto attack to Player B in Player Action Phase.
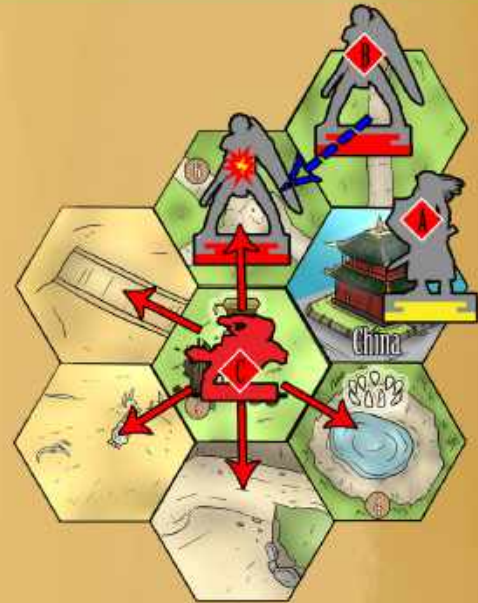
Legendary

Attitude: If player did not attack or defeat this Monster NPC, the monster will stay in this territory map until there is a player who comes to defeat their existence. This monster will attack any player that comes into their territory map even in *Player Action Phase*.

Example: Player A (A) move to the tile where Legendary Monster (B) alive, Legendary Monster will do auto attack action to Player A before the player make any engage action.

Example: Player A (A) engage a monster, he role dices and get to fight with destroyer type monster, then he chooses not to fight with that monster, so the monster will not target player A in this turn. But the monster will target Player B (B) which is in their territory to Attack (C).

End of the Month Phase

In this phase you must do some action to refresh the board to be ready for the next Month (Round):

Refresh the Monster Meeple

Any monster meeple (except legendary and raid) are going back to the Game Board.

Refresh Commodity Marker

Replace the commodity marker in the city territory that already use it (in this turn Player has been use it to sell commodity in need) with a new marker that is available in the commodity track.

Example: At the End of The Month phase, players refresh all monster NPC meeple (A1) to their place (A2), and all commodity marker who has been used this turn (B1), are replaced with the new commodity marker from the commodity marker (B2).
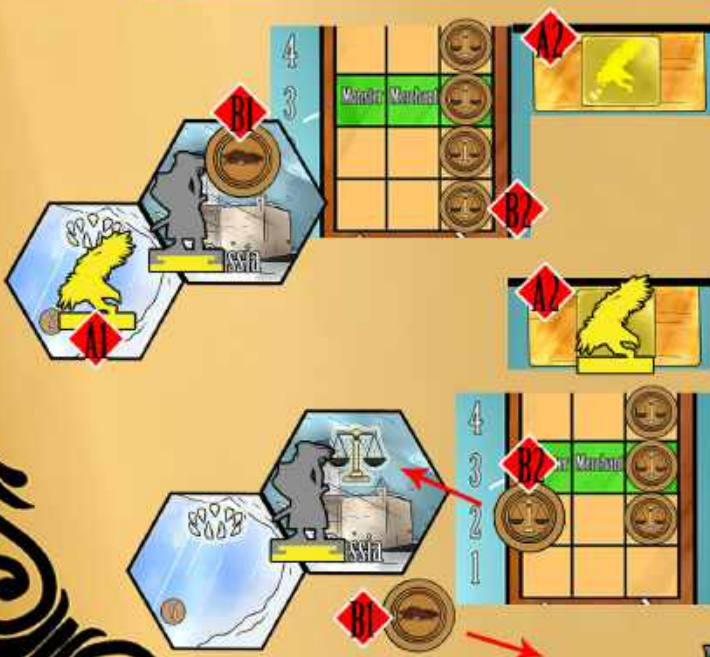
Deep Rules and Explanation

From here to below there is a more detailed rulebook to explain all about the cards anatomy, games, and all mechanic that is used in the game.

Hero

Each Player gets 2 hero cards randomly at the beginning of the game and picks one (in cooperative 2vs2 mode, each team gets 4 hero cards and then each member pick 1). Each hero has a unique ability that will come in handy when exploring the Parallel World.
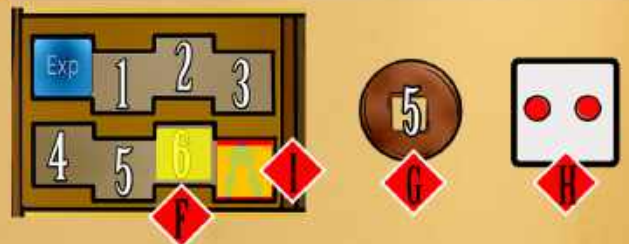
Hero Card

On the Hero Card there is a variety of information available, which shows the strength possessed by the Hero, as below:

A. Hit Point, is the resilience value the Hero can survive being attacked by enemies before being fainted.

B. Hit Accuracy, is the value of the dice needed to succeed in attacking this Hero. Numer 3 means it can e attack with dice 1,2,3.

C. Attack Damage, is the value of damage that can be given to the enemy hit point when this soldier carries out an attack.

D. Cast, is the value of the dice needed to succeed in casting a Hero Skill. Number 2 means the skill will be active with dice 1,2. Note: some Hero need a casting dice and other condition to make their skill active.

E. Skill, is the unique skill that a hero has.

Lv Up

When First-tier Hero get enough Experience Point (6 EP), Hero can be trained at the City Hall — Soldier Training. If the Hero successfully undergoes training, the hero stat will turn into a second-tier Hero (use the lv up Hero Stat).

Example: Player A Hero has 6 exp point (F), and he pay 5 Golds to train the hero (G). He role 1 dice, the result are 2 (H), so he success to lv up the Hero Stats. Move the meeple from 6 exp to Lv up (I), to indicate that Hero has been evolve to second tier-Hero. Now the Hero stat turn into a second-tier Hero (J)

EVELYN 003

GENDER	: FEMALE	WEIGHT	: 70 KG
AGE	: 25	CLASS	: GUARDIAN
HEIGHT	: 175 CM	NATION	: EUROPE

EVELYN IS AN ORPHAN GIRL WHO HAS BEEN CARED FOR BY THE TEMPLE OF GODDESS ATHENA SINCE CHILDHOOD SINCE THE AGE OF 9 YEARS, SHE WAS TRAINED TOGETHER WITH OTHER GIRLS TO BECOME A GUARDIAN SOLDIER OF THE TEMPLE OF GODDESS ATHENA. BY BEING SPIRITUALLY EDUCATED BY ANCIENT GREEK CULTURE, EVELYN FELT SHE GOT A CALL TO BE ABLE TO SAVE THE WORLD WITH THE HELP OF THE GODDESS ATHENA.

GUARD
NULLIFY PHYSICAL DAMAGE FROM NPC OR ENEMY.
NOTE: CAN BE USED TO NULLIFY 1 ATTACK.
CAST: 2

Awakening City

When you first appear in the Parallel World, your city territory awakening position will be chosen randomly by using the awakening marker. Each player takes 1 marker from the pile, read it and place the hero meeple in that territory. After that take back all the markers from any players and place it back to the pile, so it will be ready for another use in the game.

> Example: The game are play with 2 player, each player take the awakening marker, Player A (A1) get Java, Player B (B1) get China, so they place their Hero meeple at Java (A2) and China (B2)

Resurrection

When you die in this world you will get a resurrection. Your city territory awakening position will be chosen randomly by using awakening markers. A penalty of this resurrection power is not being able to move for 1 month (round), besides that, you will also lose all gold, commodity, wanted point (become zero) and any guild quest cards, all of which will be owned by anyone who has defeated you.

All soldiers (in fatigue condition), caravan and their upgrades, collected ancient runes, and rune power is still in full possession. Roll 3 Random Gold Dice in your penalty turn. That is the total amount of gold that you get when you working for 1 turns in the City.

Important Tips: When you die all of your soldiers are in fainted condition, so use the money you get in the penalty turn to recover your clan to be ready in the next fight.

> Example: Player A has 2 soldier, caravan trader, 3 medic pack, 3 ancient rune, 1 rune power, 2 commodity and 20 golds (A). After she die Player A take 1 awakening marker, result are Java, so she move the meeple to Java City (B). She has all of his belonging except 2 commodity and 20 golds lost when he died (C). For her next turn she can't do anything except role 3 random golds dice in his penalty turn.

Power Status

At the beginning of the game you have 5 points of the Player Power Status that can be distribute towards explorer, charisma, or leadership status with the composition that you want, but 1 status can't exceed more than 4 points, except you have a legendary item. Each time Player has collected Ancient Runes by 1, 4 and 7, you gain 1 additional point that you can add to the Player Power Status.

> Example: You have 5 points to distribute, then to become player who excels at trading you add 3 points to charisma (A), 2 points to Leadership (B), and 0 points to Explorer (C).

Explorer

This power shows how expert Player to conduct enemy search activities (scouting), find missing people, and various other tasks that require a reconnaissance power in this type.

Explorer Value, interprets how many dice are used when the player does an explorer roll. Success roll is obtained when you succeed in getting dice with a value of 1,2 or 3. One piece of dice of success will give you the ability to attack targets, but two successes will give you the ability to attack and make you get 1 additional of Action Point (bonus Action Point can only be trigered 1 times).

Bonus Point: you get +1 move point (Passive) when you invest 4 explorer value in your hero stats.

Limit Break: you get a certainty success when you do an explorer dice roll (for scout or quest) and gain additional move point +1 (Passive). This power will be gain when you go above 4 explorer value in your hero stats (need legendary item).

> Example: Player A scout NPC Merchant (A), he rolls 3 dice because he has 3 points of Explorer (B). The result is 1,3 and 5, so he has 2 success dice. 2 Dice of success make him found the NPC Merchant (C) and get additional Action Point (D)


SUCCESS   +1 ACTION POINT

Charisma

This power shows the reputation possessed by a player that will be useful for trading activities, build a market stall and various other tasks that require a reconnaissance power in this type.

Charisma Value, interprets how many discounts that a player can get when buying commodity goods in a city. Each status can reduce 1 Gold for each charisma status. You also get +1 certificate to make a Market Stall in a City for each charisma status you invest (max 4).

Bonus Point: Another enemy player must pay 2 Golds to you each time they visit a city where your market stall is built (Passive). You can choose 1 Commodity Goods from a market if available at any City (Passive), this bonus active when you have invested 4 charisma value in your hero stats.

Limit Break: you get a certainty success when you do a charisma dice roll (for quest) and all enemy player can't visit a city where your market stall is built (Passive). This power will be gain when you go above 4 charisma value in your hero stats (need legendary item).

Example: Player A has 2 points of Charisma (A), so to buying commodity goods he need to pay 2 Golds each (B). And he can max build 2 market stall in 2 different City (C)
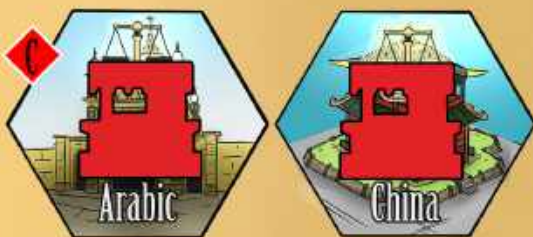
Leadership

This power shows how much the player is able to contract with a soldier.

Leadership Value, if the value is 2 then the total number of soldiers you can have is 2 (so you can have 2 soldiers and 1 hero).

Bonus Point: you get +1 reroll dice (passive) when you have combat with NPC or Player when you invest 4 leadership value in your hero stats (reroll dice for accuracy hit combat attack only, can't be used to reroll a hero skill).

Limit Break: your soldier in slot 5 are evolving to lv 2 as soon as they join in your caravan clan (Passive). This power will be gain when you go above 4 leadership value in your hero stats (need legendary item).

Example: Player A has 4 points of Leadership (A) and has 4 soldiers (B), so when he attack NPC Merchant (C) he rolls 6 dice (2 dice of hero hit accuracy, and skill cast, and 4 dice are 4 soldiers hit accuracy). The result is 4,2 (D) and 2,3,5,6 (E) so the hero can't hit the target (D1) and can't cast the skill (D2), 2 soldiers success to attack the NPC (E1), and 2 soldiers miss (E2).

Explanation: Hero Salman must success hit the Target to activate his double strike skill, and double strike skill must be cast at dice 3 (1,2 or 3) (F). NPC merchant must be hit by accuracy dice 3 (1,2, or 3) (G).
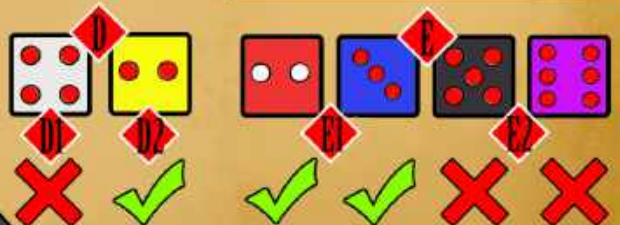
City Hall

When you go into City Territory, you can go into a City Hall. There is 4 place that you can visit in the City Hall (All item that you can buy or sell are shown in the City Hall and NPC Mat):
- Merchant Shop
- Market Stall
- Caravan Workshop
- Soldier Recruiter

Merchant Shop

You can visit the Merchant Shop to do activities like sell or buy commodity goods (Silk, Spices, Medicine, Iron, Chocolate, Fruits). In the Merchant Shop you can only do sell action first and then buy commodity goods in order.

Sell a Commodity Goods

The Selling Price for each Commodity Item will differ depending on whether the item is being needed in the City or not. The normal selling price of 1 commodity is 4 Gold, and 6 Gold for Commodities that are needed in the City. Commodity marker that place in the City territory show us which item that is being needed in that City. Each Commodity Goods (shown by meeples) that you sell are place back into NPC Mat.

> Example: Player A has 3 Commodity Goods, Spice (A), Metal (B), and Silk (C). He wants to sell all of his commodity. The commodity marker in that city show iron is the commodity in need (D), so he got 14 Golds (4 golds from Spice and Silk, and 6 Golds from iron).

4 Golds   6 Golds   4 Golds

Buy a Commodity Goods

When you want to buy Commodity Goods, roll 6 commodity dice. The commodity dices that visible in front of you right now is a commodity that are available for you to buy in the Merchant Shop (1 item for each commodity dice). Note: You can't buy commodity good that already run out (the meeples are out of stock) or commodity goods that are needed in that City.

The normal price of 1 commodity is 4 gold. This purchase price can be reduced by the value of your charisma (1 gold for each charisma status). Each Commodity Goods (shown by meeples) that you buy are placed into your caravan (player mat).

> Example: Player A wants to Buy Commodity Goods then he rolls 6 dice to see which item that is available at the store this month. The result is 1,2,2,4,5,5 (A) so he can buy 1 Fruit (B) and 2 Spice (C), he can't buy medicine and iron because the medicine is out of stock (D), and the iron is the commodity in need in Persia (E).

> Important Note:
> After you have done all the action in the market
> If you or another player sell commodity goods that are needed in the city, place the commodity marker at backside position (A). At the end of the month phase, switch the commodity marker in that city with a new commodity marker that are available at commodity track (B).
>
> If you have visited the Merchant Shop this month, you can only have another visit into the same Merchant Shop (the same city) only after the next 2 month (round) again (C)

At the End of The Month Phase

Can't Trading in the same City Next Month

Market Stall

Each city can only be built by 1 Market Stall (another player can't build market stall that already built in that city). Player can only build 1 Market Stall for each point charisma they have (max 4 Market Stall). To Build a Market Stall, Player need to pay 5 Golds and place their Market Stall Meeple in that city.

The benefit of Market Stall:
- Player gains a passive income of 5 Golds at every beginning of the month, for each market stall they have built in a city.
- Each time another player (rival) visit a City where you build a market stall, they need to pay 2 Golds to you. (this skill active when you have 4 points of charisma)

Example: Player A has 3 Charisma point (A), he has 1 market stall in China (B), and now he make his 2nd market stall in persia (C), and in the future he can make another one in another city (D). For 2 Market Stall they already have Player A gain 10 Golds at Beginning of the Month Phase (E).

Caravan Workshops

In this place, you can sell or buy a new Caravan and sell or buy upgrade for your owned Caravan. But you must sell all your Caravan Upgrade first before buying a new Caravan.

Each Caravan you choose has advantages and disadvantages. Chaser Caravan is more suitable for plundering the Merchant NPC because they have sufficient chaser point, Trader Caravan is more suitable for trading because they have more commodity slots, while Scout Shell Caravan is more suitable for slaying the Monster NPC because they have barrier point.

Example: Player A wants to buy a new Caravan (Master Trader), so he must sell the old Caravan (Trader) (A) and all the upgrades first (medic pack and smoke bomb) (B), after he got the golds (5+2+2= 9 Golds), then he can buy a New Caravan (40 Golds) (C).

Caravan Card

There are 3 symbols showing the characteristics of the caravan as follows:
A. Cargo, is the amount of Commodity Goods that you can put on your Caravan.
B. Chaser, is the chasing value of your Caravan, this value is important when you want to do plundering activities to Merchant NPC. Chaser value is a number of battle stages that you can do with the NPC before the NPC succeeds to escape.
C. Barrier, is the amount of shield that a caravan can take 1 damage from a monster (except legendary) before your soldier gets hit.

Caravan Upgrade

You can do a Caravan Upgrades when you have enough money. However, the upgrade in this caravan cannot be transferred to another caravan. There are several caravan upgrade that you can do:
A. Chaser, will increase your Caravan Chase value by 1 (shown by Mount Pet Meeple).
B. Caravan Cargo, will increase your Caravan Commodity Slot by 1 (shown by Caravan Cargo Meeple).
C. Smoke Bomb (discard it after used)
   Used in middle of the battle, you can activate this Smoke Bomb to retreat from any opponent instantly each turn (before declare of roll attack dice). If you do that drop 1 of your commodity good, then the enemy player who chase you can choose to pick the commodity good that you have drop, into their caravan.
   Used for scouting, you can use this bomb to reroll your dice when scouting NPC or Player.
D. Medic Pack (discard it after used)
   The maximum amount that can be purchased is 3 Boxes. When not fighting (or before combat), and in all player turn, the Medic Pack can be used to heal 1 of your fainted Soldiers instantly.

Example: Player A buy Caravan Upgrade Chaser (A), Caravan Cargo (B), Smoke Bomb (C), and 1 Medic Pack (D) for his Caravan (4 x 5 = 20 Golds) (E).

Soldier Recruiter

In this place, you can do various things regarding recruitment, heal your soldiers, and training your soldiers.

Recruit a Soldier

In this Parallel World, Players can recruit Soldiers who will assist in carrying out their duties in this World. You can tie a Clan contract with a new soldier. This contract requires a fee of 5 gold for each soldier. The maximum number of Soldier that you can recruit are equal with your leadership power status.

Soldier Card

Soldiers have two-tier. The first-tier soldier requires experience point of 6 pieces to achieve an improvement to 2nd tier Soldiers (at soldier training).

Lv 1 Soldier

First-tier soldiers can be recruited in each city. For each soldier recruited you must pay 5 Golds and take one Tier 1 Soldier Card.

Lv 2 Soldier

Lv 2 soldiers cannot be recruited directly at the City. This soldier can only obtained when the Players has managed to evolve their Lv 1 soldier. Lv 2 soldiers have twice the durability and attack power of Lv 1 soldiers.

Soldier Card Attribute

On the Soldier Card there is a variety of information available, which shows the strength possessed by the soldier, as below:
A. **Hit Point**, is the resilience value the Soldiers can survive being attacked by enemies before being fainted.
B. **Attack Damage**, is the value of damage that can be given to the enemy hit point when this soldier carries out an attack.
C. **Hit Accuracy**, is the value of the dice needed to succeed in attacking this soldier. Number 3 means it can be attack with dice 1,2,3.

Recover a Soldier

In this place, you can recover your injured soldier. The soldier's recovery cost is 2 Gold.

Train a Soldier

In this place, Hero or Soldiers who already have sufficient experience point (6), can have an opportunity to evolve from Lv 1 to Lv 2. There is 2 ways to achive that:
1. **Pay 15 Gold** to automaticaly evolve a Soldier or Hero to lv 2.
2. **Pay 5 Gold** for each Soldier or Hero to get a *Training*.

Training

Rotate a dice for each soldier you train, the success rate of the dice are equal of number 3 or below. Success in these training evolve your Soldier or Hero to Lv 2. Note: Each Soldier or Hero can only get Training 1 times each month (round)

> Example: Player A has 4 soldiers and a Hero who has 6 experience point (A). Then he pays 25 golds to train his Soldiers and Hero, after that he rolls 5 dices. The result are 3,4,2,6, and 1 so there is 2 Soldiers (B) and 1 Hero (C) who success and 2 Soldiers who failed (D). The 2 soldiers who failed can only try again in the next month, and pay another Golds for the seconds trial. The Success Hero and Soldiers, move their soldier meeple experience at evolve point (E).
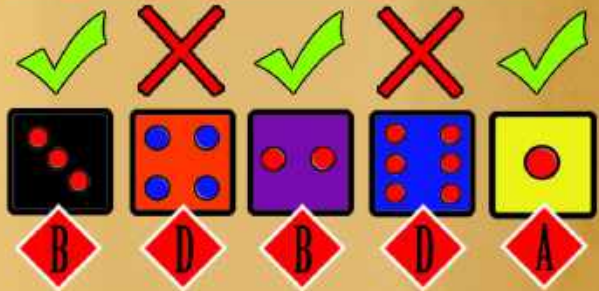
Experience Point

Experience Point for Hero and Soldier are gain from this resource:
· A Guild Quest (Variant Exp)
· Defeat a Monster (Variant Exp)
· Raid a Merchant NPC (Variant Exp)
· Defeat a Brigand or Government (2 Exp)
· Defeat (Kill or Retreat) another player (2 Exp)
· Sell Commodity goods in need at City Hall
  (Trade Value 12 gain 1 Exp, Trade Value 16 gain 2 exp)
· Build a Market Stall (1 Exp)

Battle Mechanic
Merchant NPC

When you successfully take Scouting Action on Merchant NPC (A) (Outer City Territory, Merchant Symbol), take 1 Merchant Card (B) (Roll 2 Dice, and choose which Merchant Card), and you can make a choice whether to attack it or not.

If you attack then take Merchant X Token (C) and put it into this territory map to indicate the Merchant NPC in that area has been attacked by you (D) (the token are put either you succeed plundering the Merchant NPC or not), also get one Wanted point for you (E).

This token will still be placed in the territory map until 9 Merchant X token have been scattered throughout the game board (F).

At that time, take back all the Merchant X Token on the game board, and that means the Merchant NPC in the entire game board are ready to be scout and attacked again by any Player.
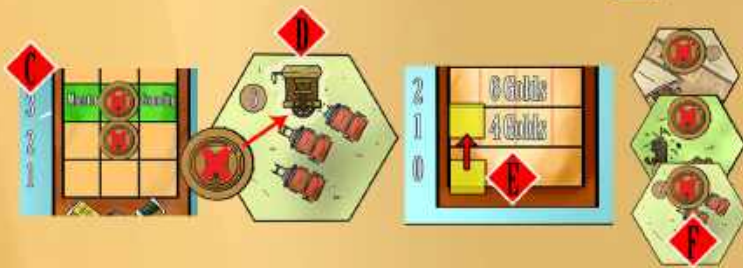
Merchant Card

A. **Hit Point**, is the resilience value the Merchant NPC can survive being attacked by your Soldiers before being plundered.
B. **Hit Accuracy**, is the value of the dice the player needed to succeed in attacking the Merchant NPC.
C. **Exp and Wanted Point**, is the value Exp point you get when defeated this NPC. Special rule: Wanted point always gain whenever you attack the Merchant NPC (either you succeed plundering the Merchant NPC or not)
D. **Random Cargo**, is the number of Random Commodity that you can get when successfully defeating the NPC. Roll an equal number of dice of Commodity, and then take available commodity that is ready stock in the stockpile with the same number and quantity with the roll dice.
E. **Random Loot**, is the number of Random Golds that you can get when successfully defeating the NPC. Roll an equal number of dice loot, and then take the same quantity of golds with the roll dice (Random Gold, pg.10).
(Merchant Card: see right pic)

Battle with Merchant NPC

To fight with the merchant NPC you need to rotate the dice as much as the number of Active Soldiers (include your hero) you are carrying at the moment, the success rate of the attack is adjusted according to the value of the hit accuracy written on the merchant card.

Every success dice gives a value point of attacks to Merchant NPC. Each dice of Lv 1 Soldiers will give 1 point attack, while Lv 2 Soldiers will give 2 point attack. Calculation all the success dice with the value point of the attack from all of your soldiers.

Each time you roll dices of your Soldiers to attack Merchant NPC its means 1 stage attack. The total stage attack that you can do against a Merchant NPC is the same as the chase value of your Caravan. When the chase value become zero but the Merchant NPC still healthy so the Merchant NPC escapes, that means you fail to plundering the NPC.

Example: The chase value of your caravan is 2 (G), it means you can only do 2 stages attack before the Merchant NPC manages to escape (H). Player A has 1 Soldier Lv 1 Red (I) and 1 Soldier lv 2 Blue (J). Merchant HP 4 (A) and Accuracy 3 (B).

Stage 1: You roll 2 dice hero, and 2 dice soldier, result 1,4 and 2,5 (K). Damage to merchant 2 hp (L), and chaser move to the left 1 point (M).

Stage 2: You roll another dice, result 4,1 and 6,2 (N). Damage to merchant 2 hp (O), it has enough damage to plunder the merchant npc before they escape (chaser 0 point).

Monster

When you engage against Monster NPC, take 1 Monster Card (Roll 2 Dice, and choose which Monster Card), and you can make a choice whether you will attack or not the Monster. If you successfully defeat the Monster, then take the Monster X Token and place it in the territory map, to indicate that for a meantime there is no Monster NPC in that territory. This token will still be placed in the territory map until 9 Monster X token have been scattered throughout the game board. At that time, take back all the Monster X Token on the game board, and that means the Monster NPC in the entire game board are ready to be engage and attacked again by any Player.

If Player that are engage the Monster NPC don't want to or can't defeat the Monster, take the Monster Meeple and place it in the territory map. It indicate in this territory there's Monster that is ready to attack any players (except the player who engage the monster. Read monster attitude)

Monster NPC is divided by 4 Tier, the 1st tier is Minion, the 2nd is Destroyer, the 3rd is Raid, and the last tier is Legendary. Each tier has a different level of difficulty, rewards, and also attitude.

Minion and Destroyer

Minion (A) and Destroyer (B) will appear when there is a player who engage Monster NPC in Outer City Territory (Monster Symbol).

Raid

Raid will appear every 2 months (starting at 3rd month), at the beginning of the month in a random Outer City Territory (take 1 awakening marker and roll 1 dice, place the raid monster at dice number shown) (C). The level of Raid Monster is equal with the number of Stage Lv (D). *Defeated a Raid monster doesn't need to place Monster X token.*

Legendary

Legendary can only be summoned every 3 Monster X token are placed in the board (E). Legendary Monster Card are all unique, each card can only be summoned by one time only. Legendary Monster will be awakened in special territory that has Legendary Monster Symbol (share the same color with the Legendary Card) (F). *Defeat Legendary monster doesn't need to place Monster X token.*

> Importan Note : Each time Monster awake in the world map, place the meeple in the territory where they are summoned until they leave from the game. If the second monster of the same type are summoned before the first monster of the same type death, then the meeple will change to the second monster, and it mean the first monster are vanish from the game.

Minnion, Destroyer, Raid and Legendary Monster Card

A. **Monster Tier**, is the tier of this Monster NPC. Minion for beginner, Destroyer and Raid for an advance, and Legendary for master.
B. **Hit Point**, is the resilience value the Monster NPC can survive being attacked by your Soldiers before being defeated.
C. **Hit Accuracy**, is the value of the dice needed to succeed in attacking the Monster NPC.
D. **Retreat**, is the value of the dice needed to succeed in escaping from the Monster NPC, for example, the value of 3 means that it needs to be 3,2,1 to escape from the Monster NPC.
E. **Attitude**, show the attitude of this NPC.
F. **Exp and Wanted Point**, is the value Exp and Wanted Point you get when defeated this NPC.
G. **Random Cargo**, is the number of Random Commodity that you can get when successfully defeating the NPC. Roll an equal number dice of Commodity, and then take available commodity that is ready stock in the stockpile with the same number and quantity with the roll dice.
H. **Random Loot**, is the number of Random Golds that you can get when successfully defeating the NPC. Roll an equal number of dice loot, and then take the same quantity of golds with the roll dice (Random Gold, pg.10).
I. **Legendary Item**, give 1 additional point of power status, and give the authority to distribute your power status above 4 point (Limit Break).

Battle with Monster

To fight with Monster NPC you need to roll the dice as much as the number of Active Soldiers (include your hero) you are carrying at the moment, the success rate of the attack is adjusted according to the value of the hit accuracy written on the card.

Every success dice gives a value point of attacks to Monster NPC. Each dice of Lv 1 Soldiers will give 1 point attack, while Lv 2 Soldiers will give 2 point attack. Calculation all the success dice with the value point of the attack from all of your soldiers.

Each time you roll dices of your Soldiers to attack Monster NPC its means 1 stage attack. Each times a Monster NPC not defeated in 1 attack stage, one of your soldier are fainted (you can choose which soldier that are fainted). Every time your soldier fainted, it mean the number of your active soldiers decreases by 1. If all of your soldiers and hero are fainted, it mean you died.

Retreat

You can choose to retreat when the Monster NPC that you are fighting is too strong. Before declare another attack stage you can choose to use a Smoke Bomb or roll 1 retreat dice (the success rate is adjusted to what is written on the Monster Card).

Example: Player A has a hero and 2 soldiers lv 1 (A), he attacks NPC monster with HP 4 (B1) and hit accuracy 3 (B2).

Stage 1: Roll 4 dice, result 1,1,4,6 so 1 hero attack hit the monster (C1), and 1 hero skill (double strike) hit the monster (C2). Monster HP 2 (D1), 1 Soldier fainted (D2).

Stage 2: Roll 3 dice, result 4,1,2 so 1 soldier lv 1 attack hit the monster (E). Monster HP 1 (F1), 2 Soldier fainted (F2).
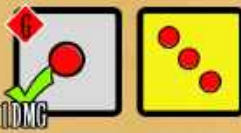
Stage 3: Roll 2 dice, result 1,3 so 1 hero attack hit the monster (G). Monster HP 0 (H1), 2 Soldier fainted (H2), the monster has been slain (H3).
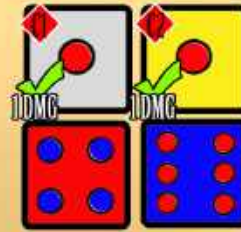
## Stage 1

Stage 2

Stage 3

Brigand, Government,Player,

The Brigand

Will appears every 3 Commodity Token (City Need) is fulfilled by Players (by trading) (A). The maximum value of the Brigand Cards that allowed appears in a map is 1, and appearing of brigand meeple in board territory is decided by take 1 awakening card and roll 1 dice (Outer City Territory) (B). When another 3 Commodity Token is fulfilled, but the Brigand is still alive, there is no changes in Brigand meeple place.

The Government

Will appears every 3 Merchant Token is attacked by Players (by plundering) (C). The maximum value of the Government Cards that allowed appears in a map is 1, and appearing of brigand meeple in board territory are decided by awakening card and roll 1 dice (Outer City Territory) (D). So when another 3 Merchant Token is attacked, but the Government is still alive, there is no changes in Government meeple place.

Brigand
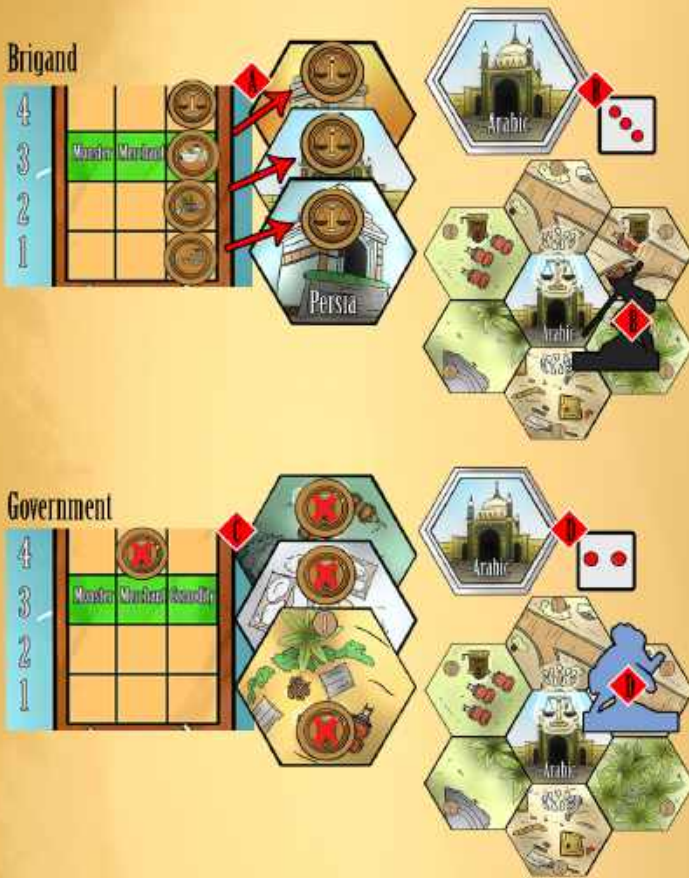
Government

Brigand and Government Card

A. Explorer, this Status will be used when the NPC wants to scout Player who is being targeted by him (the mechanic like Player Power Status).
B. Soldiers, this soldier's symbol provides information about the number of Lv 1 Soldier (B1) and Lv 2 Soldier (B2) possessed by the NPC (stage lv 1,2 or 3)
C. Attitude, show the attitude of this NPC.
D. Loot, is the value of exp, wanted point and golds you get when defeated this NPC.

Battle With Brigand, Government or Player

Fighting with another Player's, Brigand and the Government has a similar battle mechanism with fighting Monster NPC. The difference is in this battle, both parties carry out attacks, hit point and hit accuracy by using their soldier's and hero cards status.

Phase 1: Attack

Both sides throw a number of dice as much as the total soldiers (include your hero) who are still active (not fainted). Every dice of soldier who gets the number 1,2 or 3 are succeed in giving an attack to the enemy soldier. For each success dice of Lv 1 Soldiers will give 1 point attack, while Lv 2 Soldiers will give 2 point attack. The distribution of attack values was distributed by the attackers (Phase 2).

Phase 2: Distribution of Attack Values

Lv 1 soldier has 2 hit point, and Lv 2 soldier has 4 hit point. When enemy gives an attack value equal to the soldier's hit point, the soldier is fainted and becomes inactive during the next battle phase (the number of attack dice decreases as much as the fainted soldiers).

Distribute the Attack Value to any enemy soldier as you wish (enemy Hero can only be attacked after all of their soldier has been fainted). If all Soldiers and Hero of the Player or NPC are fainted, it mean they are dead. If there is a tie battle and it will make the two of the players died, each player roll a dice, the highest number of dice are the winner, and the lowest is dead.

Example: Player A battle with Brigand. Player A has Hero and 2 Soldiers (A), Brigand stage 1 has 3 lv 1 soldiers (B)

Stage Attack 1: Player A roll 4 Dice result 1,1,4,6 so 1 attack hit the brigand (C1), and 1 skill hit the brigand (C2), 1 brigand fainted (C3). Brigand roll 3 dice result 1,5,6, so 1 attack hit the soldier (D).

Stage Attack 2: Player A roll 4 Dice result 1,1,4,6 so 1 attack hit the brigand (E1), and 1 skill hit the brigand (E2), 2 brigands fainted (E3). Brigand roll 2 dice result 1,6, so 1 attack hit the soldier (F1), and make the soldier fainted (F2).

Stage Attack 3: Player A roll 3 Dice result 1,1,4, so 1 attack hit the brigand (G1), and 1 skill hit the brigand (G2), 3 brigands fainted (G3). Brigand roll 1 dice result 1, so 1 attack hit the soldier (H1), but it not enough to make another soldier fainted (H2).

Player A wins the battle, 1 of his soldier fainted, but another soldier hit point are fully healed.

Using the Power of Ancient Runes

Player allowed to use power of the Ancient Runes (purple card) before phase 1.

Retreat

You can choose to retreat when opponent that you are fighting is too strong. Before phase 1 you can choose to use a Smoke Bomb (D) or roll 1 retreat dice, the success rate are 1,2 or 3 (A). If you have success retreat from this NPC or player you drop 1 of your commodity good (C).
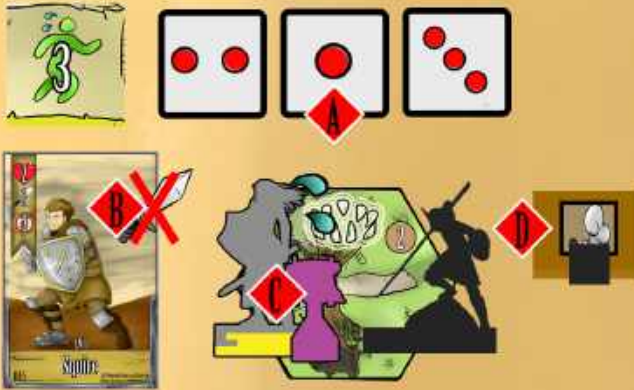
After Battle

All soldier who joins in battle will get experience point even if they have fainted in the process. All soldiers who not get fainted will have their Health full recovery.

Example: Player A has a Hero and 3 soldier (A), after win a though battle with bandit NPC, his 1 soldier are in fainted condition (B), 1 soldier has 1 damage (C), and the last soldier has a full health (D). After battle all soldier and hero gain full exp (E) and 1 soldier that has 1 damage are recover (F).
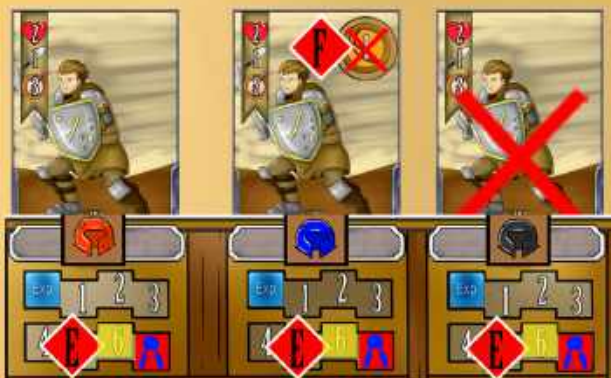
Wanted

Wanted are players who get a wanted point because they have done a bad action like plundering an NPC Merchant, NPC Government or another player (without a wanted point). When players get a wanted point so they will become a target for an NPC Government to be captured or another player to get bounty rewards from captured you to the government (the bounty golds are shown in the Game Board).

Wanted Point

There is some action in the World Adventure that will get you a Wanted Point or decrease the point, as below:

Increase of Wanted Point
- Attack NPC Merchant (+1)
- Attack NPC Government (+2)
- Attack another Player (+1) (except player with a wanted point)

Decrease of Wanted Point
- Attack NPC Brigand (-2)
- Attack NPC Monster Destroyer or Raid (-1)
- Attack NPC Monster Legendary (-2)
- Attack another Player with wanted point (-1)

Most Wanted

In Board, there is a chart that shows who is the most wanted player. All players begin their Soldier Meeple chart in zero position, when a player does a bad action they will gain a + in wanted point, so the player must move their soldier meeple into above position. Whenever a player moves their wanted meeple to another number position they must place their meeple in the most right meeple from another meeple who get the same number position (except there is no other meeple in that number so the player can place their meeple in the first left position).

The First player who gets the left position in their meeple and the highest number of the wanted point is the 1st most wanted, and other players that are the more right position in their meeple or more lowest number of the wanted point are the 2nd, the 3rd, and the last.

A Good Boy, is the player who keeps placing their wanted meeple in a zero position.

When a player with a wanted point is captured by Government or another player (dead), place their wanted meeple back in the zero position.

Example: In a game there is Player A,B and C they have 0 point in wanted track (A). Player A raid a merchant NPC so he got 1 wanted point (B). Player B do the same so he got 1 wanted point (C). Player C battle with government so he got 2 wanted point (D). In the next turn Player C slay a raid monster so he loss 1 wanted point (E). At this turn Player A are the most wanted, player B the 2nd , player C 3rd (F).
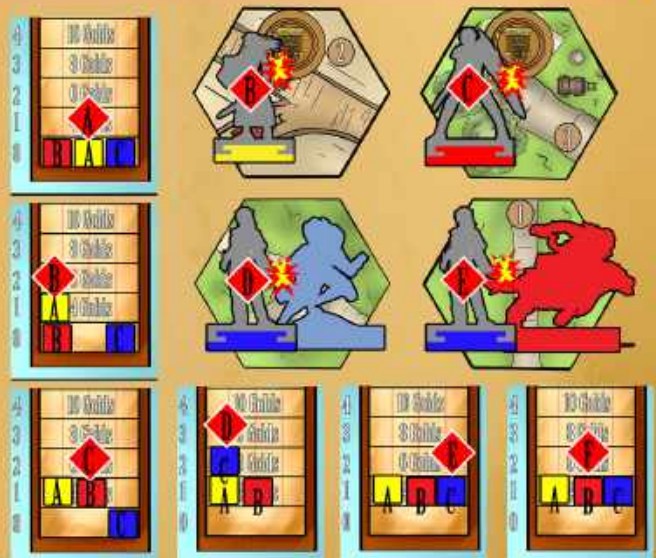
Tips and Strategy

1. If you pick a cunning and agile Bandit, I recommend that you take chaser caravan (A), buy a mount pet upgrade for 5 golds (B1), caravan cargo for 5 golds (B2), and buy 2 soldiers for 10 golds (C). After that make golds from plundering the Merchant NPC.
For Hero status takes 3 points for explorer (D), 0 point for charisma (E), and 2 points for leadership (F).

2. If you pick a powerful and brave Monster Hunter, I recommend that you take Scout Shell (G), buy 4 soldiers for 20 golds (I). After that make golds from slaying the Monster NPC.
For Hero status takes 0 points for explorer (J), 1 point for charisma (K), and 4 points for leadership (L).

3. If you pick a rich and charismatic Merchant, I recommend that you take trader caravan (M), buy a caravan cargo for 5 golds (N), buy 3 commodities (pick commodities in need in another city that near from you place). The price to purchase commodity decrease with your charisma status (1 gold for each point) (O). Buy a market stall and a soldier for 10 golds (P). After that make golds from trades to another city and passive income from a market stall.
For Hero status takes 0 points for the explorer (Q), 3 points for charisma (R), and 2 points for leadership (S).

Golden Rules

This is your game, so if any rule makes you struggle, by a logical thing all players can make a judgment which rules that you all will follow.

Exploter P.17	Charisma P.18	Leadership P.18	Tael P.10	Coin P.10	Exp P.21	LV up P.16	Quest P.13	Caravan P.20
Ancient Rune P.11	Comodity Slot P.20	Smoke Bomb P.26	Medic Pack P.20	Market Stall P.20	True Golds	Random Golds P.22	Hit Point P.16	Hit Accuracy P.16
Attack Damage P.16	Chaser P.20	Barrier P.20	Wanted Point P.26	Retreat P.26	Legendary Item P.23	Soldier Lv 1 P.21	Soldier Lv 2 P.21	

Token

Monster P.23	Merchant P.22	Commodity P.16	Chaser P.22	Hit Point P.22	Damage T1	Damage T2	LV Stage P.11
Silk P.19	Metal P.19	Chocolate P.19	Fruit P.19	Medicine P.19	Spice P.19		

Hexagonal

Merchant NPC P.10	Monster NPC P.10	Arabic — City Territory P.10	Legendary P.23	Egypt — Awakening P.10	1 — Player Turn P.12

Card

Heroes P.16	Legendary Monster P.23	Guild Quest P.13	Brigand P.25	Goverment P.25	Caravan P.20
Soldier P.21	Summon	Event P.12	Ancient Rune P.11	Monster (Raid) P.23	Monster (Minion) P.23 / Monster (Destroyer) P.23 / Merchant P.22