



DESOLATED
MATERIAL REACH



IMMERSIVE PLAY

Desolated is an engine builder, a game of strategy, optimization and critical thinking.

Each card can either win or lose you the game, if played inefficiently. Every action is a step forward or backward, if taken carelessly. Improving is the only way to secure the Insula Landmarks needed for victory.

Explore materials, optimize your inventory, trade with Arkheins and gain influence towards success.

OVERVIEW

DESOLATED is an engine builder for 1-6 players. Harvest materials, optimize exploration by making chain engines, make trades and gain influence to become the most influential Racloir.

The game is played over a series of rounds until one player gains three Insula Landmarks or the Landmark draw pile runs out, which will be the final round. The player with the most victory points at the end of the game is the winner.



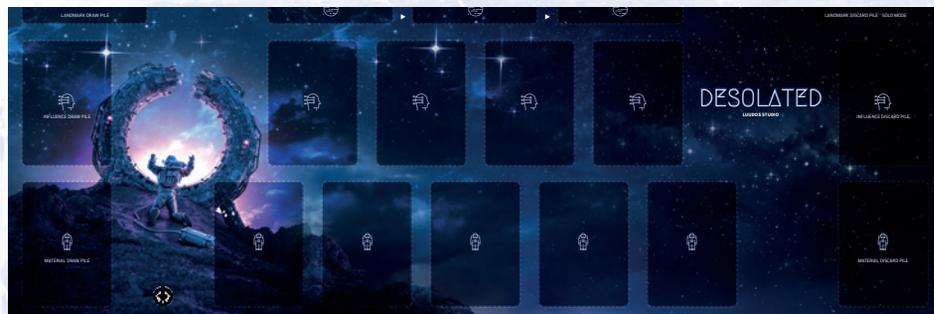
COMPONENTS

- 1 x Rulebook
- 1 x Game board
- 1 x First Player marker
- 6 x Player Reference cards
- 27 x Insula Landmark cards
- 192 x Arkhein Influence cards
- 300 x Racloir Material cards
- 248 x Material tokens
- 132 x Advanced Cards



LIVING RULEBOOK:
luudos.studio/desolated/rules/

Questions?
support@luudos.studio



GAME BOARD



INSULA LANDMARK CARDS



PLAYER REFERENCE CARDS



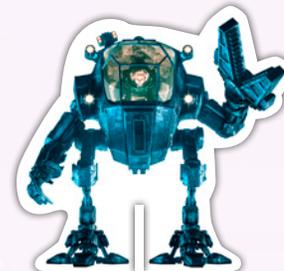
RACLOIR MATERIAL CARDS



ARKHEIN INFLUENCE CARDS



MATERIAL TOKENS



FIRST PLAYER MARKER
(PLUS SPARE)

INTRODUCTION TO DESOLATED

Centuries ago, planet Earth became desolate, forcing the human race to flee their dying world. Scattered across the galaxy, they found themselves outnumbered by other and more advanced races of the cosmos. And so they sought ways to survive in their new expanded world. In the brutal aftermath of the desolation, they soon came to understand the importance of resources and that by gathering certain materials, they could gain influence with these higher beings.

Many human descendants now have taken up a profession born of necessity, passed down through generations, earning themselves the title of Racloir. Living as a form of scavenger, resource hunter, or gatherer, they travel to the farthest ends of the galaxy in search of materials. Yet the path to influence and glory is narrow, and danger lurks in every corner of the galaxy – be it in the shape of hostile alien creatures or rival Raclairs.



“

While it is true that this profession was first invented by the humans living in the aftermath of planetary failure, it has since been encouraged by higher beings such as the Arkheins, who in spite of all their power are incapable of gathering materials themselves. Using technology to advance and evolve their material bodies, the Arkheins successfully granted themselves what most would consider immortality. That is, almost. Although their bodies no longer require nutrients in an ordinary manner, they must power their mechanical exoskeletons using a variety of materials spread across the galaxy. And while their physical condition leaves them unable to decay and without need for reproduction, it also renders them completely stationary. In fact, the Arkheins require lesser beings at their command in order to sustain their immortality. The Arkheins realize that their continued survival depends on suppressing this information from Racloir such as the humans, who must never learn their true reason for entering trade with them.

”

SET UP

Divide all cards into three piles: **RACLOIR MATERIAL**, **ARKHEIN INFLUENCE** and **INSULA LANDMARK**. Shuffle each pile individually and place them face-down within reach of all players to form their respective draw piles **A**. Also place the **MATERIAL TOKENS** within easy reach of all players.

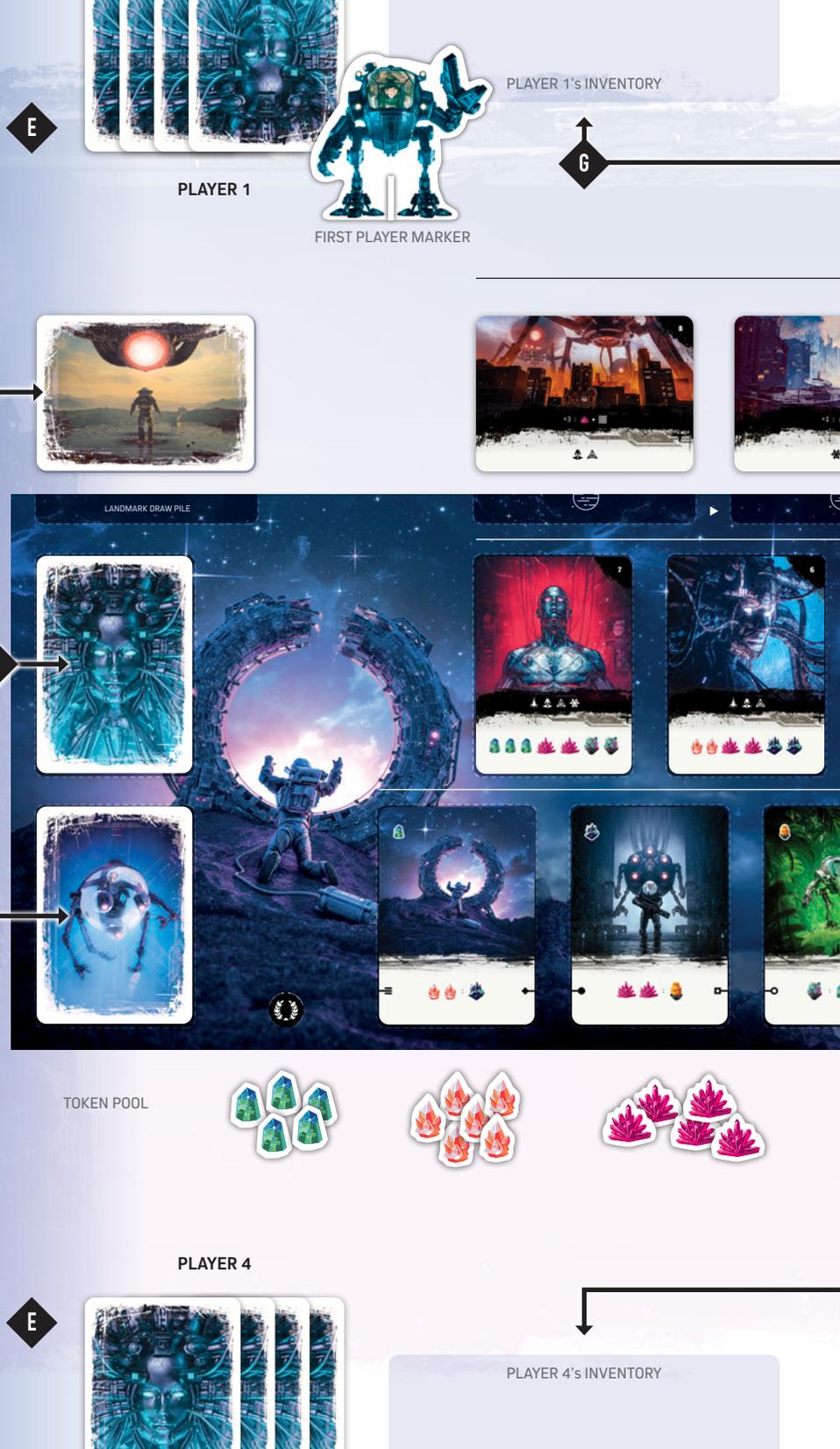
Reveal 5 **RACLOIR MATERIAL** cards to form the *Material row* **B**, 4 **ARKHEIN INFLUENCE** cards to form the *Influence row* **C**, and 3 **INSULA LANDMARKS** cards to form the *Landmark row* **D** in individual rows on the board.

Deal 4 **RACLOIR MATERIAL** cards from the *Material draw pile* to each player, face-down **E**. These cards form each player's starting hand (*hand limit* 7) and are kept private. The youngest player is the starting player, continuing in clockwise order.

Example A:

The example to the left depicts the suggested set up for a 4 player game. The draw piles **A** are placed to one side of the 3 rows and the discard piles **F** are on the opposite side.

The play area in front of a player is called the *inventory* **G**. **RACLOIR MATERIAL** cards placed into the *inventory* can be activated to use their abilities during your turn. Acquired **INSULA LANDMARK** cards and **ARKHEIN INFLUENCE** cards are also placed directly into your *inventory*, and never enter your player hand.



PLAYER 2's INVENTORY



E

PLAYER 2

D

LANDMARK ROW



LANDMARK DISCARD PILE

SOLO MODE ONLY

C

INFLUENCE ROW

DESOLATED

LUUDOS STUDIO

LANDMARK DISCARD PILE - SOLO MODE

INFLUENCE DISCARD PILE

B

MATERIAL ROW



MATERIAL DISCARD PILE

F

HOW TO WIN

The player with the most victory points wins the game. After the game ends count the number of visible victory points on your **ARKHEIN INFLUENCE** and **INSULA LANDMARK** cards, taking into account any multipliers. Compare the final scores to determine the winner.

The final round is triggered when one player achieves three **INSULA LANDMARK**, or if all Landmarks in the pile are depleted.

The game ends at the end of the final round, so all players have an equal number of turns. (see pg.09)

TURN SEQUENCE

A player's turn consists of the following phases:

1. DRAW PHASE

i Draw

2. ACTION PHASE (CHOOSE ONE)

- ◆ Upgrade
- ◆ Trade
- ◆ Earn
- ◆ Harvest
- ◆ Pass

3. STATUS PHASE

- i Refill
- ii Upkeep

G

PLAYER 3's INVENTORY

PLAYER 3



E

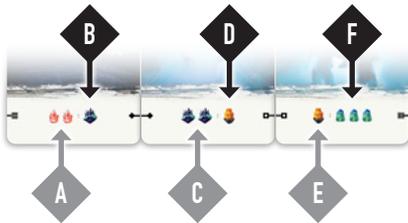
WHAT IS A CHAIN?



A chain (chain engine) is one or more linkable cards in your *inventory* (your play area). In order to form a chain, linkable cards are placed into your *inventory*. The chain can then be extended by placing other cards beside it that share matching link symbols on the touching edges.

There is no limitation to the amount of chains you can have or how many cards are chained together.

HOW TO USE A CHAIN



Pick any right or left side of a single card in the chain engine. Discard the required materials, then trace the conversion in the opposite direction, through the chain and stopping on a result from the opposite side.

ie. Discard **A** (Fire, Fire, Fire) to gain **B** (Water, Water), **D** (Wood, Wood) or **F** (Green, Green, Green).
Or discard **D** (Wood, Wood) to gain **A** (Fire, Fire, Fire) or **C** (Water, Water).

DRAW PHASE

i - DRAW:

Take up to two **RACLOIR MATERIAL** cards from either the *Material row* or *Material draw pile* in any combination and place them into your hand.

ACTION PHASE (CHOOSE ONE)

In the action phase, the active player takes any one action from following five options: **Upgrade**, **Trade**, **Earn**, **Harvest** or **Pass**. Each card in your *inventory* has a passive effect, that you can use anytime and as much as you are able to, including any built chains.

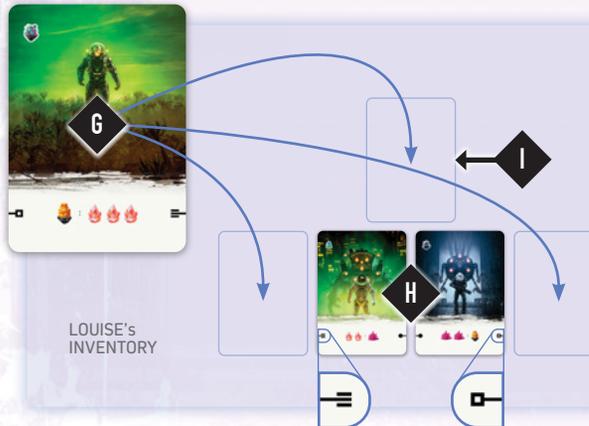
UPGRADE:

Place a **RACLOIR MATERIAL** card from your hand into your *inventory* (your play area). This will now add to your future options and progressively enhance your game play with each card added to your *inventory*.

When placing a Material card into your *inventory*, you can either extend a chain by linking it to an existing card by matching the link symbols together on either side of the card, or create a new chain.

When cards are chained, you can choose to start and stop anywhere in your chain, going from left to right or right to left, through the cards in your chain, thereby gaining better conversions and options.

You pay the resource cost on the left or right side of the effect, by discarding cards from your hand, matching the materials. You gain the materials on the opposite side, for use in this turn only.



Example B:

Louise takes the Upgrade action and picks a Material card **G** from her hand to add to her *inventory*. She can either extend her existing chain engine **H** by matching the link symbols on either side. Or begin a new chain **I**.

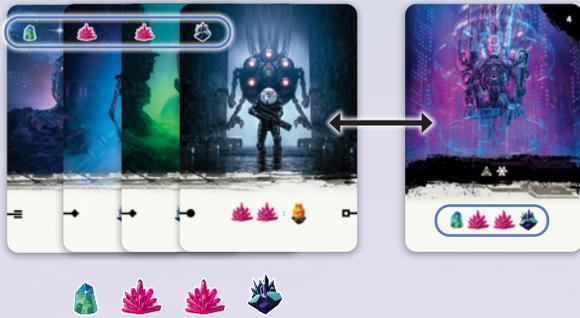
ACTION PHASE CONT.

TRADE:

If you can fulfill the requirement of one **ARKHEIN INFLUENCE** card in the *Influence row*, you can acquire it by discarding Material tokens or Racloir Material cards from hand until all materials are paid. You can use your chain engines to convert materials.

When you gain an Influence card, place the card face-up and its material tokens in your *inventory*. This card does not count towards your hand limit. You can only gain one Influence card when using the **Trade** action.

Any excess materials from your conversions, not used to fulfill a material requirement, are taken from the token pool and placed on any other cards in the *Influence row*.



Example C:
Louise takes the **Trade** action and discards four Material cards from her hand to acquire the **ARKHEIN INFLUENCE** card that costs    . She then places it face-up in her *inventory*.

EARN

If you have enough support from one or more **ARKHEIN INFLUENCE** cards to match the required influence on one **INSULA LANDMARK** card in the *Landmark row*, discard the required face-up influence from your *inventory* to acquire it. When you gain an Insula Landmark, place the card into your *inventory* face-up. Make sure that all players are aware of your current amount of Landmarks. You may only gain one Insula Landmark when using the **Earn** action.

This will count towards your winning condition and end game scoring. Each Landmark has both a victory point value and a victory point multiplier. The more you can build around the bonus conditions for the victory point multiplier, the more points you will score at the end of the game.

If final round has not been triggered yet and this is your third Landmark, trigger the final round (see pg. 11).



Example D:
Louise takes the **Earn** action to gain an **INSULA LANDMARK** card from the *Landmark row*. She discards an **ARKHEIN INFLUENCE** card from her *inventory* that has   to acquire the matching Landmark. She then places it face-up in her *inventory*.

HOW TO STORE A CARD



Cards that have the storage icon  allow cards to be stored beneath them.

The **INSULA LANDMARK** card above has a victory point multiplier bonus of +1 for every two **RACLOIR MATERIAL** cards stored beneath it.

During your **Upkeep**, pick a card in your *inventory* that has the stored icon . Then choose one card from either your hand or your *inventory*, to place beneath it face-down.

There is no limit to the amount of cards that can be stored beneath another card. It is also possible to break a chain to store one of the chained cards and a stored **INSULA LANDMARK** card does not contribute to the three Landmark end game trigger.



ACTION PHASE CONT.

HARVEST

Discard a chained card to gain its material value. Take the gained material(s) from the token pool and place it in your inventory. Tokens in your inventory can be discarded at any time to satisfy a material requirement in other actions.

PASS

If you either cannot or do not wish to play any cards, you can choose to skip this phase. Passing can be a good option so you can build a stronger hand for the next turn, by adding more cards.

STATUS PHASE

i - REFILL:

Refill the *Landmark row*, *Influence row* and *Material row* from the appropriate draw piles to replace all cards gained this turn. If there are not enough cards in the *Influence* or *Material draw piles*, shuffle the discard pile to form a new draw pile. If there are no cards left in the *Landmark draw pile* to fully refill the *Landmark row*, the final round is triggered (see pg. 11).

ii - UPKEEP:

During your **Upkeep**, you may choose to store one card from either your hand or from your *inventory* underneath a card with the storage icon . The stored card is placed face-down beneath the storage card and no longer has any effect.

Then discard any excess cards down to your hand-limit (*default hand limit 7*).

The turn passes to the player to your left (*clockwise*).

(With experienced players, the next player can start their turn during this phase).



FINAL ROUND & SCORING

When the final round is triggered, all players who have yet to take their turn this round will take one last turn. Then each player scores victory points from all face-up **ARKHEIN INFLUENCE** and **INSULA LANDMARK** cards, plus any additional victory point multipliers for bonuses whose conditions are met.

The player with the most victory points is the winner.

If tied, the tie-breakers are the following:

- Most victory points on cards in play (*face-up in inventory*).
- Most **INSULA LANDMARKS** cards in play.
- Most **ARKHEIN INFLUENCE** cards in play.
- Most chain engines in play.
- Total number of cards in play.

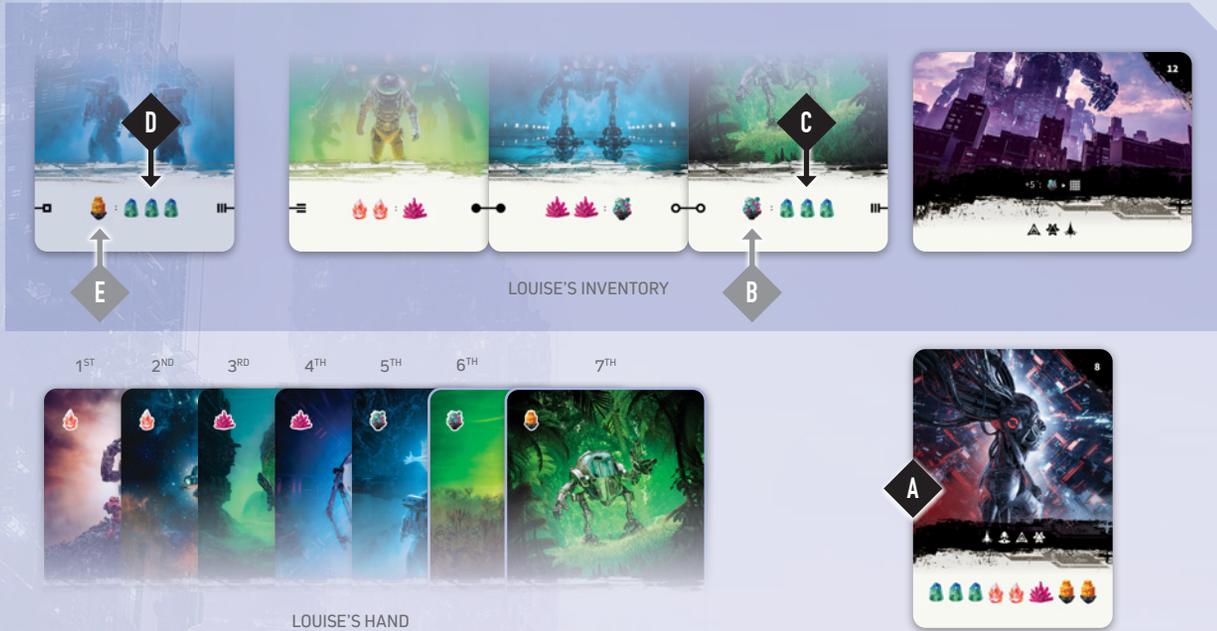


Example E:

Louise is calculating her victory points (VP) at the end of the game. She has **32 VP** ($8+12+12$) for her three **INSULA LANDMARKS** and **8 VP** for the unused **ARKHEIN INFLUENCE** card. She also has additional **12 VP** ($+3$ per  in a chain) from Landmark **A**, **15 VP** ($+5$ per  in a chain) from Landmark **B** and **12VP** ($+12$ per **INSULA LANDMARK** stored beneath) from Landmark **C**. So Louise has **79 VP** for her final score.

The diagram shows three Insula Landmark cards labeled A, B, and C. Landmark A has a score of 8, Landmark B has a score of 12, and Landmark C has a score of 12. Below these are two chains of Arkhein Influence cards. Chain 1 is labeled 'CHAIN 1' and Chain 2 is labeled 'CHAIN 2'. Each card in the chains has various icons representing bonuses. A separate card with a score of 8 is shown to the right.

SAMPLE TURN



Draw Phase:

Louise begins her turn by drawing two Material cards into her hand from the *Material draw pile*.

Action Phase - Trade:

For her Action phase, Louise decides to Trade for one of the **ARKHEIN INFLUENCE** card available in the *Influence row*.

The cards in hand are not enough to match the cost of the chosen Influence card **A** which requires three , two , one  and two . However if she uses her chain engines, she can cover the cost.

She starts by discarding the 5th card from her hand to convert **B**  into **C**   .

Current Available Materials:



Next she discards the 6th card from her hand to convert **B**  into **C**   again.

Current Available Materials:



She then converts **D**    into **E** .

Current Available Materials:



Finally she discards the 1st, 2nd, 3rd and 7th card from her hand for    & .

Current Available Materials:



Louise now has the correct available materials to discard to acquire the **ARKHEIN INFLUENCE** card **A**.

Louise discards the required materials and she places the newly acquired Influence card face-up in her *inventory*.

Current Available Materials:

-

Status Phase:

Louise now refills the *Influence row* back up to 4 cards and she ends her turn with the 4th card in hand. The turn passes to the next player to her left.



RACLOIR MATERIAL CARDS

RACLOIR MATERIAL cards, also referred to as Material cards, are a combination of the word “Racloir,” a prehistoric scraping tool suggesting the humans’ scavenging nature, and their game play purpose as material, used to gain Influence from the Arkheins.

TYPES OF MATERIALS



25%

INDICYL



25%

HESSON



16%

RUBEL



16%

KYAN



8%

SPEESSART



8%

SPECTROL

The percentage listed above is the rough probability of encountering a **RACLOIR MATERIAL** card with the specified material on it. The rarer the material type, the more difficult it is to find. Adding modules or expansions to the base game may adjust these odds.

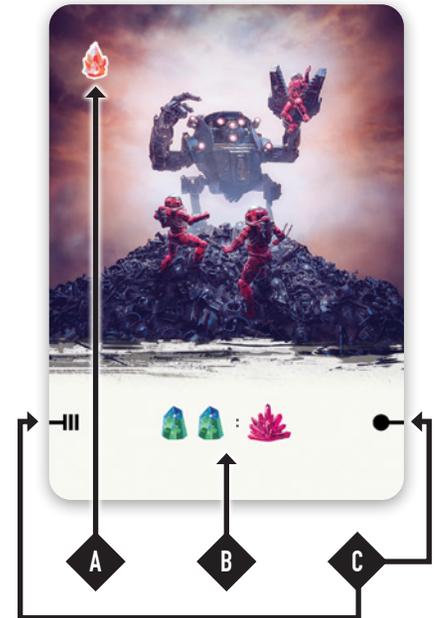
Racloir Materials have many uses, primarily as either currency to gain influence or for their engine building effects. If you spend them as materials, they are discarded to gain an **ARKHEIN INFLUENCE** card, thereby progressing towards victory. If they are played into your inventory, they will give you ongoing passive effects that make future trades more effective, by either swapping material types or giving you access to more expensive materials which can be otherwise hard to come by.



Isabel Wright, logbook, year 3,217: “129,084 days and 23891 seconds have passed since the high council announced the desolation of earth. The atrocities committed against nature in the name of progress had finally revealed their cost, and every last being was now to pay the price. An almost complete drain of the world’s natural resources meant that soon the balance of power would tip; the thought of starvation clouding the minds of the peoples of the world before hunger had even begun to gnaw at their bones. Chaos erupted, and in its wake remained only dim signs of the once great nations of the world, now buried deep below the barren surface of the earth, along with mankind’s sense of humanity.”



RACLOIR MATERIAL CARD BREAKDOWN



A

Material value:

This is material value of the card.
Eg. Discard this card to gain one 🔥.

B

Ability:

The ability of the card. Most **RACLOIR MATERIAL** cards will allow players to discard the specified material(s) on one side to gain the material(s) on the other. It must be in your inventory to activate.
Eg. Discard two 🟢🟢 to gain one 🌸 or discard one 🌸 to gain two 🟢🟢.

C

Link symbols:

By matching the link symbols on the edges of the cards, effects can be chained together to create an engine in your play area. (see pg.08) A card is linkable if it contains at least one link symbol on either side.



ARKHEIN INFLUENCE CARD BREAKDOWN



A

Victory point value:

This is victory point value of the card at the end of game if it is not traded in to claim an **INSULA LANDMARK** or stored.

B

Material cost:

Discard the listed materials to gain this card during the Action phase. Eg. Discard two , three , one  and two  to gain this **ARKHEIN INFLUENCE** card.

C

Arkhein influence:

The types **ARKHEIN INFLUENCE** you gain from the card. You can trade in this card and use the influence to gain a **INSULA LANDMARK**. Any unused influence when trading is lost. You may discard multiple **ARKHEIN INFLUENCE** cards to pay the cost when gaining a Landmark.

TYPES OF INFLUENCE



ARKHEIN INFLUENCE CARDS

ARKHEIN INFLUENCE cards, also referred to as Influence cards, are a means to an end. They are gained by trading materials, either with or without the use of your engine. Once gained, they become influence; enough influence can in turn be discarded in exchange for **INSULA LANDMARK** cards. Most **INSULA LANDMARK** cards require more than one type of influence. These cards are harder to acquire, but in return offer higher victory points.

The **ARKHEIN INFLUENCE** cards also have victory points of their own. If they are not discarded to trade for Landmark cards, they will offer a small reward at the end of the game. Collecting **ARKHEIN INFLUENCE** cards, without trading them and competing for Insula Landmarks against other players is a viable underdog strategy.



“

While it took mankind almost wiping itself out to make us reach out beyond the outskirts of the Milky Way, many other species had long before established a vast knowledge of the galaxy. Among these species, one was considered more advanced than its counterparts, having long ago eliminated the need for nutrition. While few know the race's true name, its members are commonly referred to as Arkheins, reflecting their position in an unspoken hierarchy that places them above the lesser beings of the universe. The ranking of a race often coincides with its age and thus how far it has progressed since coming into existence; the human race, being still very young in the grand scheme of things, is considered lesser and easily disposable. This is why out of all races, humans make up the majority of Raclairs known to the galaxy. For this work - their primary purpose, unwanted by other races - is a most deadly one.

”

INSULA LANDMARK CARDS

INSULA LANDMARK cards, also referred to as Landmarks, are the combination of the word “Insula,” which is a tenement in a city in ancient Rome, and their game play purpose as acquirable lands.

Gaining Landmarks will help you reach the ultimate goal, having the most victory points at the end of the game. Each **INSULA LANDMARK** has both a victory point value and a point multiplier, either by gaining different card types, materials or storing cards.

Storing cards is a unique ability that some Landmarks offer. At the end of the turn you may store one card on an Insula, forfeiting the stored card’s material, ability or points. Instead, the Landmark will offer a multiplier reward for each card stored (see pg.08). This is similar to games where tokens or cards are stored on a multiplier card to give end game victory points.

Landmarks also trigger the game end when one player attains three Landmarks or when you cannot draw or refill from the *Landmark draw pile*.

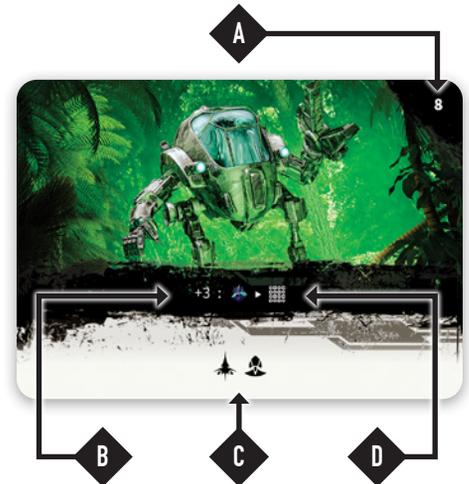


Entering trade with the lesser races, the Arkheins would offer small bits of land for prosperity - known as Insulas - over which they held dominion. These came with minor influence in exchange for the materials needed to sustain not only their machinery, but their position in the hierarchy. The Arkheins have no intention of surrendering power, and while it seems to the lesser races as if they are to gain influence from these trades, the outcome of every trade is always the same, and it always favors the Arkheins. Being a Racloir is a dangerous line of work, and the lifespan of a Racloir is very short given their chosen way of life. Whenever a Racloir sign a contract with an Arkhein, he or she may choose to receive land and influence as their reward upon completing their task. But upon the said Racloir’s death, all will be returned to the Arkhein with whom the contract was signed. So far, in a seemingly endless loop of suppression, no one has lived to gain enough power to threaten the Arkheins.



Example F:
Louise discards two **ARKHEIN INFLUENCE** cards to Earn an **INSULA LANDMARK**. She uses one & influence from the discarded cards to gain a Landmark with the cost of . The leftover is lost.

INSULA LANDMARK CARD BREAKDOWN



- A Victory point value:**
This is victory point value of the card at the end of game.
- B Bonus:**
The additional victory points multiplier that can be gained if the bonus conditions to the right are met.
- C Influence cost:**
The influence that is required to gain this **INSULA LANDMARK** card. Eg. Discard one and one to gain this Landmark.
- D Bonus conditions:**
The required conditions to gain the bonus additional victory points listed to the left. Eg. +3 victory points for every per chain (a chain being one or more linkable cards linked together).

- Chain
- ARKHEIN INFLUENCE** card
- Storage
- RACLOIR MATERIAL** card
- Discard
- INSULA LANDMARK** card
- “for every”
- Each round

INSULA LANDMARKS REFERENCE



+12 : [Icon] [Icon]

+12 VP for every stored **INSULA LANDMARK** card.



+8 : [Icon] [Icon]

+8 VP for every stored **ARKHEIN INFLUENCE** card.



+5 : [Icon] [Icon]

+5 VP for every [Icon] in a chain.



+5 : [Icon] [Icon]

+5 VP for every [Icon] in a chain.



+3 : [Icon] [Icon]

+3 VP for every [Icon] in a chain.



+3 : [Icon] [Icon]

+3 VP for every [Icon] in a chain.



+1 : [Icon] [Icon]

+1 VP for every [Icon] in a chain.



+1 : [Icon] [Icon]

+1 VP for every [Icon] in a chain.



+1 : [Icon] [Icon] [Icon]

+1 VP for every 2nd stored **RACLOIR MATERIAL** card.

VARIANTS

SOLO

Playing **DESOLATED** solo, is a race against the destruction of Landmarks by trying to build an engine as quickly and efficiently as possible.

When playing solo, shuffle and randomly select 9 **INSULA LANDMARK** cards to form the Landmark card pile. Return the rest to the box. As for the rest of the set up, it is unchanged and you may also choose to add any expansions (they are all designed for 1-6 players).

There are some game play changes though. In the Action phase, you pick **two** actions from following options: **Trade, Upgrade, Earn, Harvest or Pass.** (*When using expansions, you'll have other options available as well, like technology tracks, schemes etc.*)

At the beginning of the **Status phase** move every **INSULA LANDMARK** one slot to the right. If there is no slot on the right the **INSULA LANDMARK** is discarded instead.



Then at the end of each round after the **Status phase** reveal two **RACLOIR MATERIAL** cards and check their material value (top left icon). Choose one of the cards; discard all cards from the *Influence* row that share the same material value as the chosen card, and add the chosen card to your hand. Then discard all cards in the *Material* row that share the same material value as the second card, and add the second card to your hand.

Then start your next turn.

The game will end at the end of the round when the last Landmark is discarded.

At the end of the game, sum up all points and subtract 2 victory points for each **INSULA LANDMARK** card in the *Landmark discard pile*.

Note: If you are playing with the “**Planetary Destruction**” expansion please shuffle all **INSULA LANDMARK** cards plus expansion cards together and draw nine as usual.

SOLO MODE HIGH SCORE

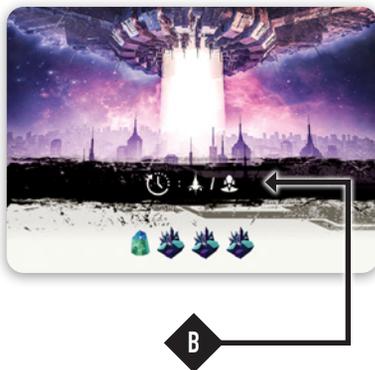
VP	Grade
0-10	Okay
10-20	Good
20-30	Very Good
30+	Exceptional

ADVANCED ARKHEIN INFLUENCE CARD



Eg. Each round pay one  or discard this card.

ADVANCED INSULA LANDMARK CARD



Eg. Each round gain one  & one .

ADVANCED RULES

EXPANSIONS

RISE OF THE ARKHEINS

In **Rise of the Arkheins**, a new breed of **ARKHEINS** offer sinister schemes, new engine building combinations to incorporate into your game play tactics.

Content:

36 x Advanced Arkhein Influence cards.

Set up Changes:

Shuffle the new **ADVANCED ARKHEIN INFLUENCE** cards and randomly draw 4 cards per player. Then add and shuffle these cards into the *Influence draw pile*, after revealing the *Influence row*, returning the unused expansion cards back in the game box.

Rules:

The **ADVANCED ARKHEIN INFLUENCE** cards do not have an immediate cost or victory point value. Instead, when you acquire them, they are placed into your *inventory* for no material cost. Each round, during your **Draw Phase**, you must pay the upkeep cost listed on the icon next to the “Each round”  icon . If you cannot or will not pay the cost, discard the card.

PLANETARY DESTRUCTION

In **Planetary Destruction**, a new variety of **INSULA LANDMARKS** offer alternative roads to victory and end-game mechanisms, as they do not trigger the final round.

Content:

36 x Advanced Insula Landmark cards

Set up Changes:

Shuffle the new **ADVANCED INSULA LANDMARK** cards and randomly draw 2 cards per player. Then add and shuffle these cards into the *Landmark draw pile*, returning the unused expansion cards back in the game box.

Rules:

The **ADVANCED INSULA LANDMARK** cards have a material cost instead of an influence cost. These cards have no victory point value and they do not contribute towards triggering the final round. When you gain an **ADVANCED INSULA LANDMARK** card, place it into your *inventory*. Each round, during your **Draw Phase**, gain any one of the influences listed on the card next to the “Each Round”  icon . This influence can be spent during this turn only and all unused influence is lost in the **Status Phase** during *Upkeep*.

EXPANSIONS CONT.

RACLOIR TECHNOLOGY

In **Racloir Technology**, you'll gain evolutionary tracks to explore during the game, by rotating cards, gaining free resources every turn.

Content:

36 x Advanced Racloir Material cards

Set up Changes:

Deal the starting hand as normal. Then shuffle the new **ADVANCED RACLOIR MATERIAL** cards and randomly draw 6 cards per player. Add and shuffle these cards into the *Material draw pile*, returning the unused expansion cards back in the game box.

Rules:

When you gain an **ADVANCED RACLOIR MATERIAL** card, place it into your *inventory*. In the **Draw Phase**, activate the effect listed at the top of the card **C** and rotate the card 90°, following the arrows **D**. If the effect is a material: gain the listed material token from the token pool, or if it is **☠**: discard the card.

MODULES

CAMPAIGNS

Content:

6 x Campaign cards

Additional Set up:

Shuffle the **CAMPAIGN** cards and randomly deal one card to each player face-up.

Rules:

Each turn, during your Upkeep Phase, you gain the material token listed on your **CAMPAIGN** card.



ADVANCED RACLOIR MATERIAL CARD



Eg. Each round gain  then rotate the card 90° clockwise in the direction of the arrow.

CAMPAIGN CARD



CHARACTER CARD



RARE MATERIAL CARD



MODULES CONT.

CHARACTERS

Content:

6 x Character cards

Additional Set up:

Shuffle the **CHARACTER** cards and randomly deal one card to each player face-up. Place this card in your *inventory* to form your first chain. You can discard¹ this card at any time to gain the listed material in the top-left corner **A**.

TALENTS

Content:

6 x Talent cards

Additional Set up:

Give one **TALENT** card to each player face-up. During your **Status Phase**, you may place a **RACLOIR MATERIAL** card from hand to cover the lowest visible row on your **TALENT** card, if the Material cards' material value matches the material covered on that row. When scoring at the end of the game, add the value of the lowest visible row, to your end-game score.



Example G:

A **RACLOIR MATERIAL** card with a material value of is used to cover the bottom row (-5 VP) on the **TALENT** card.

RARE MATERIALS

Content:

6 x Rare Material cards

Additional Set up:

Deal the starting hand as normal. Then give each player one **RARE MATERIAL** card to put into their starting hand. Then each player discards a card from hand.

Rules:

RARE MATERIAL cards feature a wild-icon (★) that can be linked and used for any chain or material icon. If used in an activate chain, discard¹ the **RARE MATERIAL** card.

¹Note: This can break an existing chain if the Character card or Rare Material card is in the middle.

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FAQ

Can you link two separate chains together?

Yes, if by placing a new card and its links match the ends of two existing chains.

What are the tokens for?

These can be used to keep track of the various material conversion you are doing during your turn. You can place the **RACLOIR MATERIAL** card to the side and put the tokens that it converts to onto it. Just remember the card has already been used for the conversion and the tokens on it are the only thing on it that can spent.

Any excess materials from your conversions, not used to fulfill a material requirement, are taken from the token pool and placed on any other cards in the *Influence row*. Players gain any tokens that are on cards they pick.

Why is there a second first player marker. Is this a mistake?

The duplicate first player marker is a spare and has no game use at this point.





CREDITS

This game has been through a lot. It has been conceptualized, developed, written, tested, visualized, forged, backed, printed and ultimately unboxed by you.

We believe that everyone at our studio plays an important role, bringing passion and purpose to this game, regardless of job title or influence. This is why you won't find a name on the box. Instead, we wish to give credit to all our amazing, creative and hard working people, united.

We are proud of what we can accomplish together and we enjoy bringing games to life, so that you can experience immersive play and quality time from quality games.

SPECIAL THANKS GOES TO:

Jacob Lindborg for concept. Andreas Børbesgaard for interaction.

Morten Fausing for experience. Louise Bannebjerg for immersion.

Jeppe Jelvin for story. Andreas Sveistrup for production.

Stephanie Gustafsson for layout. Henrik Kemp, all our backers and supporters for giving us strength, courage and momentum.

MATERIAL RARITY

	INDICYL	25%
	HESSON	25%
	RUBEL	17%
	KYAN	17%
	SPESSART	8%
	SPECTROL	8%



TURN REFERENCE

1. DRAW PHASE

 Draw

2. ACTION PHASE (CHOOSE ONE)

-  Upgrade
-  Trade
-  Earn
-  Harvest
-  Pass

3. STATUS PHASE

-  Refill
-  Upkeep