



UNLIKELY HEROES

RULEBOOK



IMMERSIVE PLAY

Welcome to an unlikely world of tall tales and exploration. This game is a collaborative experience between heroes, finding hidden clues within narrative, and visual encounters. To succeed, the heroes must work together to solve the quest, as you decipher the story.

UNLIKELY HEROES

AN ADVENTURE GAME



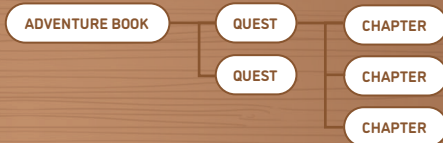
Unlikely Heroes is a narrative adventure game with many different Adventure Boxes, each with unique quests, featuring... well... unlikely heroes, tasked to save the day.

Explore each corner of the maps, as more and more tiles are added to the table. Your heroes will encounter enemies, treasures, tools, weapons, and in the end, hopefully, succeed in their quest.

BEFORE YOU BEGIN...

This rulebook uses the **Vikings Adventure Box** when illustrating card examples, but this rulebook is universal for all Adventure Boxes.

Each Adventure Box contains an Adventure Book, consisting of multiple quests and chapters, explaining what you must find or do in order to continue to the next chapter, until you unlikely reach the end and win the quest.



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ADVENTURE PACK COMPONENTS

200+ x Encounter cards
 24 x Luck cards
 20 x Energy cubes
 8 x Out of Luck cards
 4 x Starting Hero cards
 Starting Item cards

9 x Meeples
 6 x Adventure Booklet
 1 x Rulebook
 1 x



*Not to scale. Final contents may vary.

STARTING CARDS

ITEM FRONT



HERO FRONT



Starting Card Icon:

Cards with this icon are defined as a **Starting Card**. Some Starting Cards are available from the beginning with either a Hero or Item backside. Some will be unlocked during your encounters. When unlocked, these new additional Starting Cards will now be available during setup in future quests, without needing to encounter them again.



SETUP

Take all the encounter cards belonging to the Adventure Box you wish to play.

ORDER YOUR ENCOUNTER DECK

Before you begin a quest, make sure the encounter cards are face-down and all the cards are stacked in sequential order **xx** to form the encounter draw pile. Do not look at the front of the cards until instructed. Place the pile upright in the box, for easy access, and in reach of all players **1**.



CHOOSE STARTING CARDS

Each player picks a Starting Hero **S** **E** (Normal or Hard variant) and a Starting Item **S** **G** for their Hero (when playing solo, pick 2-4 heroes). Some items have special rules during setup; in such cases, see Card Anatomy, Module and/or Expansions for the individual rules. Place the remaining starting cards *out of play* (put them aside until further notice).

PLAYER 1



COMMON
COMPONENT
POOL



PLAYER 2



LUCK
DISCARD
PILE



LUCK
DRAW PILE



OUT OF LUCK
DRAW PILE

TABLE SETUP



STARTING MAP CARD

COMMON
DISCARD
PILE



ENCOUNTER
DRAW PILE



PLAYER 3



CLOCK CARD



PLAYER 4

LUCK CARD TABLE

	EASY	NORMAL	HARD	UNLIKELY
-3				1
-2			1	1
-1		2	2	2
0	8	8	8	8
1	8	8	8	8
2	2	2	1	
3	2			

Example: Normal difficulty requires 2 cards of value -1, 8 cards of value 0, 8 cards of value 1, 2 cards of value 2 (20 cards total).

LUCK CARD EXAMPLE

BACK




FRONT

BUILD YOUR LUCK DECK

Use the **Luck Card Table** to choose the quest difficulty, and create the shared Luck deck accordingly.

You can also increase the difficulty by using the Hard variants of the Hero cards.

Sort the Luck cards by value, and find the 20 required cards using the **Luck Card Table** (see example beneath the table). Then, shuffle the 20 cards together and place them face-down within reach of all players .

This is the luck draw pile for this quest. Remove the rest of the Luck cards from the game by placing them in the box lid.

CHOOSE A QUEST

Grab your Adventure Booklet. If this is your first time playing, we recommend you read the **Origin** story, which will tell you the tale of how the **Unlikely Heroes** in this Adventure Pack, came together.

Now, choose which quests from the Adventure Booklet you will be playing. Read **Chapter 1** out loud to the players.

Each chapter will instruct you on how to start and progress to the next chapter, and so on,

until you have completed all chapters and won the quest.

STARTING ENCOUNTER

When instructed to take a specific encounter card in the first chapter, take the card from the encounter draw pile **I** and read the back side, before revealing and placing it in the center of the table **D**.

This is where you begin your quest.

Place each unlikely hero meeple on the map. The meeple represents the location of each hero.

START THE CLOCK

Place an energy cube on the 12 o'clock space on the clock card **J**, without activating the effect, if any.

Heroes take their turns in clockwise order, starting with the hero of the players' choice.

You're now ready to begin!

HOW TO WIN

You win when you solve all chapter objectives of your chosen quest.

Explore the map, gear up and look for clues to complete each chapter in the quest.

You lose when you encounter the chapter failure condition of your chosen quest.

Your luck deck is your shared lifeline amongst all players, so be careful how you spend it.



CARD BACKS

ENCOUNTER BACK



STANDARD BACK FOR ALL
ENCOUNTER TYPE CARDS
(MAP, HERO, ITEM & CHALLENGE)

- A** **Reference number:** The number of this Encounter card.
- B** **Narrative text:**
The main text that will be read aloud to the group.
- C** **Adventure pack icon:**
Which Adventure Pack it belongs to.
- D** **Help text:** The upside down text adds more clues, if you find the main text too difficult.
- E** **Dependency** : Required Item before you may reveal.

GENERIC HERO BACK



GENERIC ITEM BACK



CARD ANATOMY

There are many different cards in Unlikely Heroes. They are divided into the following categories: **Hero**, **Map**, **Challenge**, and **Item** cards.

These cards have the following features in common:

- The back of the card can either be a generic category illustration (usually used during setup) or an encounter (used during quests).
- The front of the card will have a unique layout, depending on the type of card. This is described in the following sections.

MAP CARDS

A map card is a small visual fragment of a larger piece of artwork. Maps contain visual clues and encounter anchors for further exploration. An anchor is marked by a number within a circle **xx** or half-circle **xx**.

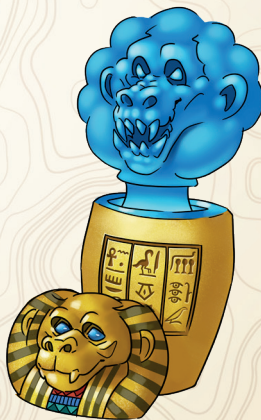
CHALLENGE CARDS

Challenge cards consist of a narrative situation and a challenge.

Resolving a challenge will either end in succeeding or failing.

HERO & ITEM CARDS

Both Hero cards and Item cards consist of a narrative, skills, and an effect.



MAP CARD BREAKDOWN



FRONT ONLY



Encounter Anchors: These anchors will let you explore the map, using the Explore action.



Map Illustration: A small visual fragment of a larger piece of artwork hiding small clues.

HERO CARD BREAKDOWN



FRONT ONLY



Hero name



Hero story & image



Meeple Color & Backpack Limit



Effect: Some heroes will allow you to trigger an effect.



Energy: Some effects have Energy spaces.









Skills: The heroes' skills are Strength Wit and Dexterity

ITEM CARD BREAKDOWN



FRONT ONLY

- G** Encounter number
- H** Item name & keywords
- I** Narrative text
- J** **Effect:** Some items will allow you to trigger an effect.
- K** **Modifiers:** These modifiers can improve or reduce your skills; Strength  Wit  and Dexterity 
- L** **Discard**  / **Draw**  / **Dependency** 

CHALLENGE CARD BREAKDOWN



FRONT ONLY

- P** Encounter number
- M** Challenge name & keywords
- N** **Narrative text:** This tells you more specifically about the encounter that you are about to undertake.
- O** **Challenge:** This is the skill requirement that you are about to undertake.
- Q** **Dependency:** Items required to read and resolve the challenge.

CHAPTERS & QUESTS

To complete and win a quest, you must solve all objectives in chapter order.

Some chapters have multiple variants, marked with an **xx** Item number in front of the chapter title. Only read the variant, matching an **xx** Item in play.

Each chapter will mark in **bold** the item, hero or such, needed for you to **continue** to the next chapter. As soon as you see a match in an encounter card with the objective requirement, you may follow the instructions of the objective. Do not **continue** to the next chapter before you've found what is required. So, keep your eyes open for **clues**!

EFFECTS, TRIGGERS & TIMING

Most effects can be triggered during your hero's turn only, if the effect applies to the situation and action taken. Some effects have activation triggers and timings, which changes the *who*, *when* and *where* of the effect.

ACTIVATION TRIGGER

Some effects have various activation triggers, conditions for either automatic activation, or who/where you may activate the effect.

Passive: This effect can be triggered by any hero, during their turn.

Adjacent: This effect can be triggered by your hero, or a hero on the same map card as you, during their turn.

Reveal: This effect is triggered immediately when you reveal the card, and only once.

Play: This effect is triggered immediately when you equip the card anywhere in your Backpack, and only once.

Forced: This effect automatically triggers whenever applicable.



ACTIVATION TIMING

Some effects have various activation timings, conditions for when an effect applies. An effect can only be activated once during these activation timings.


After: When an effect references a timing *after* a specific action or subset of an action; the effect is applicable immediately after the referenced action/subset, and before any other action/subset is started.

Before: When an effect references a timing *before* a specific action or subset of an action; the effect is applicable immediately before the referenced action/subset, and after any other action/subset is ended.

During: When an effect references a timing *during* a specific action or subset of an action; the effect is applicable at any time within the referenced action/subset, and *before/after* any other action/subset is started/ended.






Energy cubes  are spent to trigger certain effects with energy spaces








Energy Activation Example:



Louise activates the effect on the card above by removing an energy cube. Since this used the last energy cube on the card, it will be discarded  afterwards because of the discard icon.




ENERGY


Reveal: When you reveal an Item or a Hero, either during setup or during a quest, place an Energy cube  from the common component pool on each charged  Energy space, avoiding the uncharged .

Gain: If you gain  an Energy cube  during a quest, place it on any available Energy space in your Backpack, or discard it.

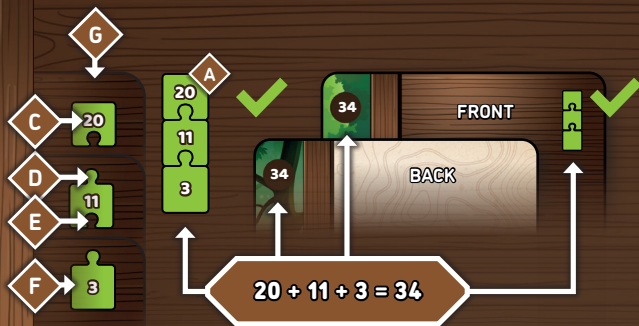
Activation: To use an effect with Energy spaces , remove an Energy cube  to activate its effect.

Depletion: If an effect with Energy spaces  holds no Energy cubes  it is depleted.

If instructed to, items are discarded  when it is depleted.

Strain: Some actions, steps, and effects, will allow you to spend energy. In such case, discard  an energy cube from your backpack without activating its effect.

Energy cubes are finite. If a required energy cube is not available, then you can't gain or place that energy cube. If multiple options are listed, choose a different available option.

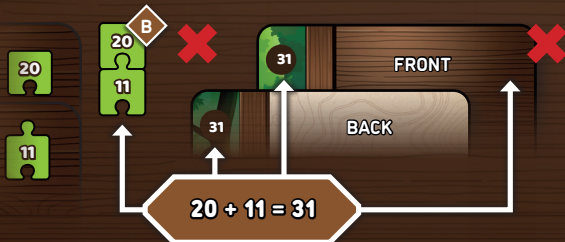


SOLVING A PUZZLE

Some items have puzzle pieces . Each piece has a specific number **C**. When you put it together with other pieces it gives you an encounter number **xx**.

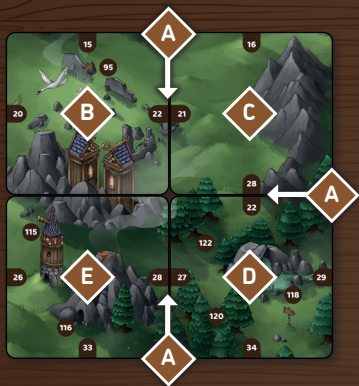
Correct Solution: Once you have a series of matching puzzle pieces that completes each other in both tabs **D**, knobs **E** and color **F**, you may choose to solve the puzzle by adding the numbers together, and reveal an encounter card with that number.

*Some puzzles can be solved with more or less puzzle pieces **A**, as long as all piece's tabs **D** and knobs **E** are interconnected. Be carefull how and when you choose to solve the puzzle, as once solved, you can not change it.*



Incomplete Solution: You may never try to solve a puzzle with incomplete pieces **B** or in different colors.





Travel Example:

Jacob is on map **B**, and would like to reach map **E**.

He can move up to three spaces with a Travel action.

A space is a map card, e.g., **B C D E**.

He may move through adjacent connected maps **A**. He can not go directly from **B** to **E** as they are not connected **A**.

He can use his Travel action, to move through **C** and **D** to reach **E** within three spaces.

TURN ORDER

Heroes take their turns in clockwise order, starting with the hero of the players' choice. During each hero's turn, that hero may take up to **two actions** or pass.

The available actions can be performed in any combination, including performing the same action twice. At the end of the turn, advance the clock on the clock card, by moving the energy cube clockwise to the next square space, and activate the effect on the space, if any.


BACKPACK ACTION

When you take the backpack action, you may solve a puzzle, rearrange an item in your backpack, or give/get/swap an item with an adjacent hero. When gaining an item, equip it anywhere in your backpack. Items moved during this action, do not recharge. Any energy cubes are moved along with the item if the effect is still visible, otherwise they are discarded (this does not trigger any discard effect).

TRAVEL ACTION

When you take the travel action, you may move your hero three spaces orthogonally, moving from one connected map card to another adjacent connected map **A** card.

Maps are connected when two matching anchors **G** point towards each other.

Strain: You may discard one energy cube  to move one additional space.

EXPLORE ACTION

The explore action allows you to choose an encounter anchor and reveal the corresponding encounter card (flip the card).

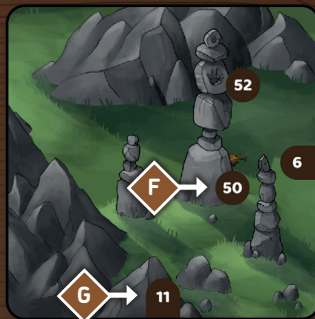
An encounter anchor is marked (primarily on maps) by a number within a circle **xx** **F** or half-circle **xx** **G**.

Only encounter anchors on the map card that your hero is currently on, are eligible.

All players are free to read the back side of any eligible anchored encounter card, at any time (peek), without spending an explore action to officially reveal it.

When you draw a corresponding encounter card, you read the text on the back side, before turning the card to the other side and revealing a **map**, **challenge**, **item** or **hero**.

Some encounters have subtle hints on the back side, to what might be on the front side. In such cases, discuss the situation with your fellow players before spending an action to reveal the encounter.



Explore Example:

Jeppe is on map **5** and chooses to peek at encounter **52**. So he flips through the encounter draw pile, finds encounter **52**, and reads the backside out loud.

He takes the explore action, flips the card, reveals a challenge, and reads the frontside out loud. He must now decide if he wishes to proceed with the challenge, or forfeit.





Example:

Some Encounter cards also cause you to discard or draw another Encounter card. These are listed on the left, underneath the Encounter card number. After revealing card **38**, using the Explore action, you must discard card **37**.

Discarding a card is never optional. If the card you must discard is not in play, simply ignore it.

When you reveal an Item card, either equip it anywhere in your Backpack, give it to an adjacent Hero, or discard it.



DISCARD CARD XX AFTER THIS CARD IS REVEALED



DRAW ENCOUNTER CARD XX AFTER THIS CARD IS REVEALED



DISCARD THIS CARD WHEN YOU DO NOT HAVE CARD XX EQUIPPED



ENCOUNTER DRAW PILE

If the card you're looking for isn't in the Encounter draw pile, that card is not available for play. This might be because you've already resolved that encounter, or other game effects have removed the possibility.

If there are multiple cards with the same number, shuffle the cards before drawing, and take one at random. Place the rest back in the Encounter draw pile.

When an Encounter card is discarded, place it in the common discard pile.



ENCOUNTERS

HEROES

When you draw a new hero, you may retire your hero in play by replacing it with the new hero. Discard the hero not used. The new hero inherits any cubes, tokens, items and other cards from the previous hero.



Example:

Jacob has unlocked a new hero. Jacob decides to retire his current hero Bjerke, and use the new hero. Jacob moves the 3 items from Bjerke to the new hero in the exact same order (along with any Energy cubes).

He then moves the 2 Energy cubes on Bjerke's special ability across onto the new hero's special ability. If for any reason the new special ability does not have enough energy spaces to hold all the cubes, discard any that do not fit.

Lastly, Bjerke's Hero card is discarded.



MAPS

HERO & ITEMS

C

E

F

I

G

+1

ARTIFACT • SATCHEL OF GROWTH

0

1

-1

BJERKE NORMAL

ADJACENT : Add +2 for the duration of this turn.

ARMOR • FAFAIR'S RING

You got a magic ring! And, as every hero knows, magic rings bestowed on you by villains are never, ever a problem. You'll definitely be able to take it off, you could take it off whenever you wanted to!

ADJACENT : Discard 4 Luck cards, to succeed a challenge.

H

D

MAPS

Add it to its corresponding place on the table, so that artwork and/or numbers on the previous cards point towards the new card and vice versa **A**, creating a connection.

The hero that revealed the map may move to the new map card if the hero's current map card is adjacent to the new map card. If the map replaces an existing map, discard the existing map card before placing the new map card.

ITEMS

When you reveal an item card during setup or an encounter, you can choose to either discard it, or equip it in your backpack **D**.

Some items are required to solve key challenges. Follow the clues in each quest, as keeping or discarding the wrong item might lose you the game.

Place it either on your hero's left side for its modifiers **E**, or on your hero's right side for its effect **F**.

When placed into your backpack, discard items down to your backpack limit **B** afterwards. Your limit applies to either

side. New items are always placed beneath previous items **C** **I**, hiding either its modifiers **G**, or its effect **H**.

Modifiers: When you equip an Item for its modifiers **G**, your skills will be improved or reduced as long as the item is equipped. Deactivate its effect **H** by sliding the card beneath **C** the previous card, until the effect **H** is covered.


Effect: When you equip an Item for its effect **H**, you will be able to use it immediately if its activation window is eligible. Deactivate its modifiers **G** by sliding the card beneath **I** the previous card, until the modifiers **G** are covered.




CHALLENGES



When you draw and reveal a Challenge card, resolve one of the listed challenge requirements or forfeit the challenge.

FORFEITING A CHALLENGE




After revealing a Challenge card, you may forfeit your action if the encounter is undesired. Return the Encounter card back to the Encounter draw pile.






Challenges are marked with one or more rectangular boxes  2  15, matching a skill on your hero card.


A challenge box consists of two parts. The left side   is the **challenge requirement**, indicating what skill must be used and the value needed to pass the challenge. The right side  is the reward for successfully completing the challenge.

If the value on the left side  has a Hero icon , the value is multiplied by the number of heroes in the game, thereby increasing with more heroes.




If the reward  has an  XX effect, the XX indicates an encounter card .

Draw  or relocate  to the encounter cards listed. If the reward is separated by a vertical line  1  72  1, choose **only one** of the listed effects.

1. Preparation: Choose a challenge-requirement, then draw a minimum of one Luck card (plus one additional Luck card per participating hero during a  challenge). You can draw as many additional Luck cards as you like, however, you must announce **before** drawing the **total** number of Luck cards you intend to draw.

Once you begin to draw, you are required to continue until you have revealed the number of announced cards, or there are no luck cards left in the luck draw pile or luck discard pile.

If the number exceeds the luck draw pile, reshuffle the discarded luck cards to continue with a new luck draw pile.

2. Strain: You may discard one energy cube  to draw an additional luck card.

3. Resolution: After you have revealed the Luck cards, add your skill and any eligible effects to the value. This is your challenge result.

4. Result: If your challenge result is equal to or higher than the challenge requirement, you succeed the challenge. Otherwise, you fail.

SUCCEED

If your challenge result is equal to or higher than the challenge requirement, the challenge is a success, and you gain the right part **C** of the challenge box.



FAIL

If the challenge result is lower than the challenge requirement, the challenge is a failure, and you must return all challenge cards in play to the Encounter draw pile. You may retry the challenge if the challenge is available during future actions.

SOLVING A CHALLENGE EXAMPLE:

42

BIRD WATCHER

"What an oddity, perfect for my nose!" you exclaim loudly as your nostrils expand out of pure excitement. The more you look at the man in front of you, the more he puzzles you. You soon convince yourself that the tool in his hand, that which initially caught your attention, must be meant for bird watching. Do you let him be, or do you wrestle to get it?

3 **43**



Jacob is playing Bjerke, who entered a challenge **3**. Jacobs hero Bjerke has **1** from his Hero skills.

Jacob decides to take a chance, as they are running low on luck in the Luck deck. So he reveals two Luck cards – one card, as the minimum requirement to take the challenge, the second card to hopefully succeed at the challenge.

Jacob draws a luck of **1** and a luck of **0**, then adding Bjerke's skill of **1** , gives Jacob a total challenge-result of **2**, making it a failed challenge.





JOINED ENCOUNTERS

When you reveal a joined encounter, any adjacent Hero (on the same map card) may choose to participate.

When another Hero participates in a joined encounter, the active Hero may add any one of their skills to the test (including modifiers).






FORCED ENCOUNTERS

When you reveal a forced challenge, you can not forfeit the challenge. You must repeat the challenge until you succeed or you're Out of Luck. Repeating the challenge is not a new action.




DEPENDENT ENCOUNTERS

When you see an encounter with a dependency icon , you may only read, reveal or resolve beyond the icon, if you or an adjacent Hero (only applicable during a  challenge) have the dependent card in play; either indicated by an Item number or an Item tag next to the dependency icon .

USING YOUR LUCK

Luck cards are numbered from **-3** to **3**, and in each quest you will have 20 luck cards in total. Some items and heroes might have special effects that can restore luck cards from the luck discard pile.

RESTORE LUCK CARDS

When you restore luck cards , shuffle the discard pile and draw the required number of cards and add them to the bottom of the luck draw pile. Then, return the leftover cards back to the luck discard pile face-up.

OUT OF LUCK

Reshuffle: When required to draw a Luck card from an empty Luck draw pile, shuffle all discarded Luck cards together to form a new Luck draw pile.

Reveal: At the end of your turn, draw and reveal an Out of Luck card for each time you *reshuffled* this turn. The card effect remains in play for the remainder of this quest. When starting a new quest (unless otherwise specified), discard all Out of Luck cards.

REGROUP

When the game instructs you to regroup, follow these steps:

- 1 You may discard or rearrange your hero's Item cards and Energy cubes in your Backpack or share with other heroes.
- 2 For each Item discarded, gain one Energy cube.
- 3 Move all meeples to the map card indicated by the quest. If the quest does not indicate a map, move all meeples to the last revealed map card.
- 4 The next player in clockwise order takes their turn as the active player.

SAVE

You can save the game at any time, by using the save-game dividers.

Follow the instruction on the front of each divider. To continue the game, follow the instructions in reverse and regroup.

EXPANSIONS

Use expansions to add a new twist to an old story. **Unlikely Heroes** have several expansions available, sold separately.

We recommend adding one or more expansions after playing the game a few times, if you want more complexity.

Each expansion has a unique icon to identify its content, if you want to add or remove specific cards.

You can mix expansions together, for more variety.

EXPLORATION DECK

Some expansions may introduce a common exploration deck, containing exploration cards. If using one or more expansions with exploration cards, shuffle them all into a common exploration draw pile, and place it within reach of all players, face-down.

USING EXPLORATION CARDS



EXPLORATION CARD BACKSIDE

The top card of the draw pile is always revealed (face-up). When drawing a card from the draw pile, the card below is flipped face-up.

L After completing a map encounter numbered 1-36, draw and activate the top card of the exploration draw pile.

The card is in play until resolved and discarded to the exploration discard pile when no longer in play. If the draw pile is empty, shuffle the discard pile to create a new draw pile.

WEATHER EXPANSION

The Weather module expansion contains 20 exploration cards, adding a unique directional effect to your map discovery.

If you draw a weather card **L** after placing a map card, apply the effect **B** matching the explored direction **A**, if any.

Example: George is placing a map card to the south (down) of his current position, and draws a weather card. The weather card has a matching south-effect **A**, with the text "Fully recharge an Item" **B**. George follows the effect **B** to completion immediately.

DETOUR EXPANSION

The Detour module expansion contains 20 exploration cards, adding a unique, rewarding distraction effect to your map discovery.

If you draw a detour card **L** after placing a map card, place it in an empty space, next to the placed map card, based on its placement conditions **C** **E** following the priority arrow **E**.

Example: Stephanie draws a detour card. The first priority condition **C** is north (above) of the placed map card. There is already a map placed north (above), so she follows the priority arrow **E** to the next condition **D** which is east.

There is no map placed east (right) of the placed map card. She must therefore place the detour to the east (right) of the placed map card.

*If following the conditions all the way around without being able to place the card, discard the card **G**.*

When placing a map card in a space containing a detour, first resolve the detour effect **F** and discard the detour card. Then place the map card following the standard rules.

NIGHTFALL EXPANSION

The nightfall module expansion contains 20 exploration cards, adding a unique timing effect to your map discovery.

If you draw a nightfall card **L** after placing a map card; match the current interval on the clock card **J**, with the intervals on the nightfall card **H**, and activate the matching effect **I**.

Then discard the nightfall card and advance the cube on the clock card **J** to the next square space in clock-wise order **K**.

When using the nightfall expansion, do not advance the clock at the end of a hero's turn. Only when drawing a nightfall card or if an effect instructs you to, do you advance the clock.





USING CURSED & BLESSED CARDS



TRAIT CARD BACKSIDE

Cursed & Blessed are two new modules, introducing 6 new card sets in total; blessed traits, cursed traits, blessed items, cursed items, blessed luck, and cursed luck cards.







You can choose to play with one, some or all of the 6 new card sets.



The dice in the Cursed & Blessed expansion have a variation of plus and minus modifiers, which can be applied to skills, luck cards and effects when their  or  symbols are present. If you roll a blank, the value is zero, empty, or none depending on the effect. If an effect allows/require you to roll for an amount of resources, a minus value will discard and plus will gain.




CURSED & BLESSED EXPANSION

The **Cursed & Blessed** expansion contains two modules, Blessed and Cursed, adding either a periodic helping hand or a chaotic burden to carry during gameplay.





Each module contains 3 card sets; 9 item cards, 9 trait cards and 11 luck cards.

Luck: If you are playing with the blessed and/or cursed luck cards, shuffle them all together during setup, then draw 4 cards and shuffle them into your standard Luck Draw Pile. When drawing a blessed or cursed luck card , roll a blessed  or cursed  die for each listed  or  to determine the luck value .

***Example:** Mia draws a luck card during a challenge and reveals a cursed luck card. The luck card has two  icons, and she rolls two  dice accordingly to determine the luck value. The dice result adds -2 to her luck value.*

Traits: If you are playing with the blessed and/or cursed traits, shuffle them all together individually during setup and deal a blessed trait card and/or a cursed trait card to each hero, placing blessed traits above and cursed traits below the hero card. Then place an energy cube on each middle effect  . You can use the currently active effects  when applicable.

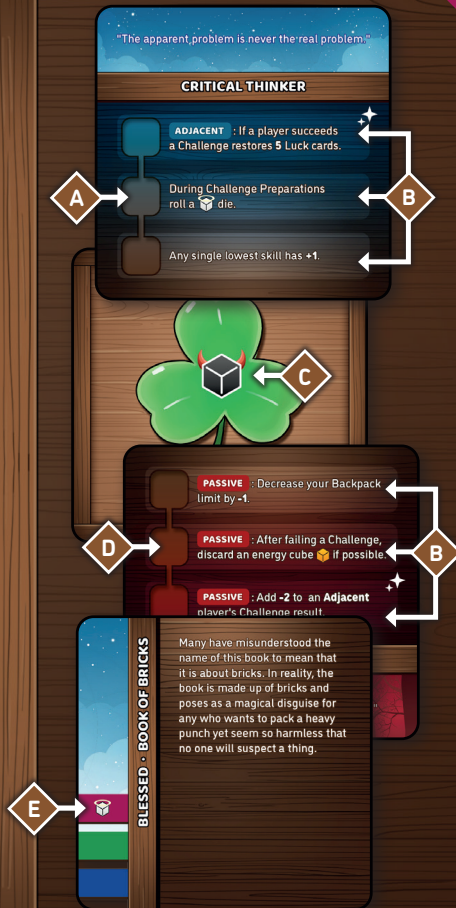
Important: When using traits, your shared energy cubes are limited by the energy spent on blessed and cursed traits.

Items: If you are playing with the blessed and/or cursed items, shuffle them together individually during setup and deal a blessed item card and/or cursed item card to each hero, placing it according to the standard rules for starting items. Keep the remaining blessed and/or cursed item piles in reach of all players face-down. Blessed and cursed items work like standard items, but when determining their skill value **E**, roll a blessed  and/or cursed  die for each listed  or  in each encounter.

Succeed: When your hero succeeds a challenge, you may choose one; move any one energy cube one step up on a trait, gain a new blessed item (if available) or discard a cursed item.

Fail: When your hero fails a challenge, you must choose one; move any one energy cube one step down on a trait, gain a new cursed item (if available) or discard a blessed item.

Discard: Blessed and cursed items are returned to the bottom of their individually draw pile when discarded. Blessed and cursed items are finite. If the required card is not available, then you can't gain or place that card. If multiple options are listed, choose a different available option.



KEYWORDS

ACTION

There are three types of actions: Backpack, Travel, and Explore.

ACTIVATE

To activate an effect means to use the effect on the card. They can be triggered at different times: Anytime, Adjacent, Reveal or Play (see more in the appendix under each category).

ADJACENT

A card placed orthogonally against another card is adjacent to each other. Heroes sharing the same map card are adjacent to each other. A hero is always adjacent to themselves.

When an effect is marked as **adjacent**, the effect can be used on your turn, or the turn of a hero sharing the same map card as you.

ADVENTURE BOOKLET

This is where you find the Quests, Chapter Objectives, Chapter Failures, and Game scoring.

AFTER

When an effect references a timing *after* a specific action or subset of an action; the effect is applicable immediately *after* the referenced action/subset, and *before* any other action/subset is started.

ANYTIME

When an effect is marked as **anytime**, the effect can be used on any hero's turn.


BACKPACK

Backpack is your play area. The Backpack Action means: discard or give, get or swap an Item with an adjacent Hero. When gaining an Item, place it anywhere in the Backpack.

BEFORE

When an effect references a timing *before* a specific action or subset of an action; the effect is applicable immediately *before* the referenced action/subset, and *after* any other action/subset is ended.

CHALLENGE

Challenges are marked with a rectangular box  matching a skill on your hero card and a challenge requirement indicated by a number in the center of the box.

CHAPTER

A chapter consists of a story with clues, marked in **bold**, and a Chapter Rules box.

CHARGED ⚡



A charged energy space is an energy space marked with a bright yellow lightning icon. When you reveal an effect with charged energy

spaces, place an energy cube from the common pool onto each charged Energy space. You may place additional Energy cubes on both charged and uncharged Energy spaces (if empty), when you gain Energy cubes later in the game.

DEPENDENCY

Some encounters (*challenges*, *items* etc) can only be read/resolved if the hero has the required card in play, either indicated by an *item* number or an *item* tag.




DEPLETED

An effect with energy spaces , but without energy cubes , is considered depleted.

DESTROY

Remove the card from the game by placing it in the box lid. This card is no longer available during this quest.

DISCARD

Remove the card , luck  or cube  and place it in its designated discard pile, or return it to the common component pool.

DISCARD PILE

Unless the type of discard is specified, the card is discarded to the common discard pile, otherwise, the card is discarded to its corresponding discard pile.

DEXTERITY

This is one out of the three skills that a Hero or Item might have. Challenges will match one of the three skills. The Dexterity challenge / skill is about abilities such as speed, precision, and dexterity.



DURING

When an effect references a timing *during* a specific action or subset of an action; the effect is applicable at any time within the referenced action/subset, and before/after any other action/subset is started/ended.

EFFECT

Characters and some items come with effects.

ENCOUNTER DRAW

Draw  the numbered encounter card . If there are multiple cards with the same number, shuffle the cards before drawing, and take one at random.

ENCOUNTER CARD

When you draw a corresponding Encounter card, you read the text on the back side, before turning the card to the other side and revealing a **Map**, **Challenge**, **Item**, or **Hero**.

ENERGY CUBES

These are used to trigger effects on Heroes or Items.


ENERGY SPACE

An Energy space is where you can store Energy cubes to trigger the Item's effect.


EQUIP

Place an Item in your Backpack. When placed, discard other items down to your Backpack limit. When you gain, get, give, or swap, you may choose to equip the Item.



FORCED ENCOUNTER

If an encounter uses the  (forced) icon, the hero taking the encounter is forced to succeed at the challenge before moving on.



FORFEIT

To forfeit a *challenge* means that you return the encounter card back to the encounter draw pile in the correct numerical order. You can not forfeit a *forced challenge* .

GAIN

A hero can gain item cards  and components . In such cases, you may discard or place the card or component in your *backpack*.


HERO

A Hero is a playable character. Players can each have more than one Hero in play, if they choose. If the  icon is used after a value, the value is multiplied by the number of Heroes  in play.

IN PLAY

A component is **in play**, if it is revealed and played to the table face-up, outside of any draw, discard, or resource pool/pile.

JOINED ENCOUNTER

When you encounter a (joined)  challenge, any adjacent Hero (on the same map card) may choose to participate.

LEAVES PLAY

A card or resource *leaves play* in the moment it is discarded or destroyed.

PASSIVE

Effects that do not require Energy cubes to be activated.

OUT OF LUCK

When there are no luck cards left in your Luck draw pile, and you're required to draw a Luck card, you're *Out of Luck*, and must draw an Out of Luck card at the end of your turn. Shuffle all discarded Luck cards to form a new Luck draw pile, and continue drawing if needed.


OUT OF PLAY

When a card/resource is being put *out of play*, put them aside until further notice.

PLAY

This effect is triggered immediately when you place the card anywhere in your Backpack, and only once.

PUZZLE PIECE

A puzzle piece is depicted with the (puzzle)  icon with a number inside.



RECHARGE

Fill all charged Energy spaces beneath an effect with Energy cubes.

REGROUP

Which map all Heroes must regroup on is instructed in the Chapter Setup box of each chapter.

RELOCATE

The relocate icon , is an effect that allows you to draw a map encounter card  (if not already in play). You may relocate (move) your hero to the indicated map card, even if the indicated map card is not adjacent.

RESTORE

Return **X** number of luck cards from the luck discard pile to the bottom of the *luck draw pile*.

RETURN

Return the card to the Encounter deck in correct numerical order.

REVEAL

(1) Turn a card from its back to its front. (2) When a trigger says REVEAL, immediately activate the effect.

SPACE

Each map card/tile is a space. When moving two spaces, you would move your Hero across two adjacent map cards.

STARTING

Starting cards, either Hero or Items, are depicted by the starting card icon.

STRENGTH

This is one out of the three skills that a Hero or Item might have. Challenges will match one of the three skills. Strength is all about physical strength or muscle power.

UNCHARGE

Remove all energy cubes beneath an effect.

UNCHARGED

An uncharged Energy space, is an Energy space marked with a dark brown lightning icon. When you reveal an effect with Energy spaces, never place an Energy cube during the reveal, on an uncharged energy space. You may place additional Energy cubes on both charged and uncharged Energy spaces (if empty), when your gain Energy cubes later in the game.

WIT

This is one out of the three skills that a Hero or Item might have. Challenges will match one of the three skills. Wit is all about mental skills, focus, empathy, or strategy.

CREDITS

We believe that everyone at our studio plays an important role, bringing passion and purpose to our games, regardless of job title. 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 under Luudos Studio.

We enjoy bringing games to life, so that you can experience our endless dedication to immersive play.

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CARD ENCOUNTER
DEPENDENCY ENCOUNTER
DRAW ENCOUNTER
RELOCATE ENCOUNTER
DISCARD ENCOUNTER
ENCOUNTER NUMBER



JOINED ENCOUNTER
FORCED ENCOUNTER



STARTING CARD
PUZZLE PIECE
STRENGTH SKILL
WIT SKILL
DEXTERITY SKILL
HERO



LUCK RESTORE
LUCK DISCARD
CHARGED
UNCHARGED
CHARGED ENERGY SPACE
UNCHARGED ENERGY SPACE
ENERGY CUBE
GAIN ENERGY CUBE
DISCARD ENERGY CUBE



QUICK REFERENCE

ACTIVATION WINDOW

Anytime: This effect can be used during your turn, or during any other player's turn.



Adjacent: This effect can be used during your turn, or during the turn of a Hero on the same map card as you.



Reveal: This effect is triggered immediately when you reveal the card and only once.

Play: This effect is triggered immediately when you place the card anywhere in your Backpack, and only once.


Passive: This effect is always active and must be triggered when applicable.


ENERGY

When you reveal an effect on an Item or a Hero, during setup or a quest, place an Energy cube  from the common component pool on each charged  Energy space, avoiding the uncharged.

If you gain  an Energy cube  during a quest, place it on any available Energy space or discard it.

Some actions, steps, and effects will allow you to spend Energy. In such a case, discard an Energy cube from your Backpack.

 challenges are forced. The Hero taking the forced challenge must repeat the challenge, until they succeed or run Out of Luck.

 challenges are joined. Adjacent heroes may choose to participate in a joined challenge.

BACKPACK ACTION

When you take the Backpack action, you may discard an Item in your Backpack, or you may give, get, or swap an Item with an adjacent Hero.

TRAVEL ACTION

When you take the Travel action, you may move your Hero up to three spaces (map cards). You may discard an Energy cube to move an additional space.

EXPLORE ACTION

The Explore action allows you to choose an Encounter anchor and reveal the corresponding Encounter card (flip the card).