

TANXI

Design and illustrations by Ignacio Mc Manus
3 to 5 players · 10+ years old · 60 minutes

INTRODUCTION

Centuries ago, deities brought forth the Island of Defiance from the depths of the sea, giving rise to its inhabitants, who could harness the power of gemstones to unlock their full potential.

In the present day, deities have chosen the island as the ideal place to find someone worthy of carrying the Tanxi, a mysterious gemstone that bestows unparalleled power. The confrontation will be a fight to death.

GAME OBJECTIVE

In Tanxi you must be the last surviving character to win the game. To achieve this, you must overcome other characters and avoid the dangers of the island. To survive, you will need to take care of your life ♥ and strengthen your character by increasing its attack and defence powers by using **weapons**, **equipment** and magical **items**.

During their turn, each player will play with their character, exploring, interacting with the island, equipping themselves or attacking other characters.

COMPONENTS



1 Board: Depicts the island in which the game develops and the round counter.



1 Round marker: Indicates the current round.



1 Town marker: Indicates which was the last resident with whom a player interacted.



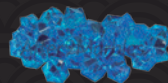
5 Character meeples



5 Ice tokens



20 1-Life tokens ♥



25 Power gemstone tokens



5 Ice orb chips



5 Fire orb chips



10 5-Life tokens ♥



25 Ammunition tokens



5 Reference cards



3 Defence dice (numbers: 0, 0, 1, 1, 1, 1, 2, 2)



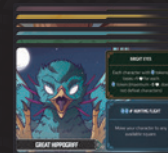
4 Resident cards



20 Monster cards



12 Character cards



6 Deity cards



64 Loot cards: **Equipment** objects, **weapons** and **power gemstones** cards.



15 Initial loot cards ★: 5 knives, 5 canteens, and 5 **power gemstones**.



18 Relic cards: Most powerful loot cards.



1 Rulebook

GAME SET UP

1. Sort the cards according to their type: Initial loot, loot, relic, monster, deity, resident, and character.



2. Place the board in the centre of the table **A** and leave the round marker **B** in the first square of the counter.

3. Place the 4 resident cards next to the board and leave the town marker **C** next to it. Choose at random 4 loot cards, 1 relic card and without seeing them, place them face down next to the town Merchant **D**.

4. Next, use the leftover loot and relic cards, along with all the monster cards to form the 4 **exploration decks** of the island as follows:

- ◆ Shuffle the loot cards and divide them in 4 groups of 15 cards each.
- ◆ Shuffle the monster cards and divide them in 4 groups of 5 cards each.
- ◆ Draw 4 relic cards at random, forming 4 groups of 1 card each.
- ◆ Form each exploration deck by **secretly** shuffling a group of 15 loot cards with one of 5 monster cards and 1 relic card. Place each exploration deck in the corresponding square to each quadrant of the island **E**.



5. Shuffle the remaining relic cards, form a deck, and place it face down in the relics square **F**.

6. Define a sector near the board for the discard pile **G**.

7. Shuffle the deity cards and without seeing them, place 3 cards at random face down in the deities' square **H**. The remaining deity cards will not be used in the game.

8. Sort the initial loot cards ★ and deal each player 1 card of each type (1 **power gemstone** ⚡, 1 knife, and 1 canteen). Each player takes the **power gemstone** ⚡ and the canteen to their hand, while the knife is left face up in front of them **I**. Characters start the game with this card already **equipped** (see page 6, "**CHARACTERS' ACTIONS**"). The remaining initial loot cards ★ are not used in the game.

9. To determine who will be the initial player, each person must roll the 3 **defence dice** 🎲 and the **attack die** 🎲. Whoever gets the highest amount will be the initial player of every round in the game.

10. Starting with the initial player and following a clockwise direction, each player must look the character cards and choose one to use during the game (you can also choose one character at random as an alternative). Place your character card face down in front of you **J**. The remaining character cards will not be used during the game.

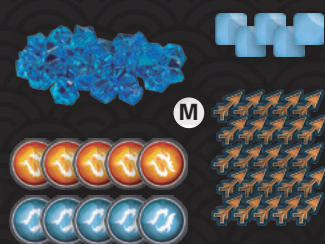
11. Each player takes the character token of their choice and a reference card of the corresponding colour **K**. Starting with the initial player and following the turn order, each player must position their character token in a starting square **L**. These can be identified because they show a beach with a boat on the shore.

12. Leave the dice, the ⚡ tokens, the ammunition tokens 🎯, the ice chips and the fire and ice orbs 🔥 within reach of the group **M**.

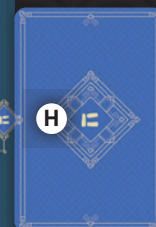
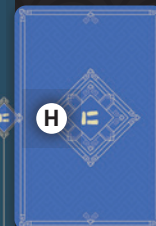
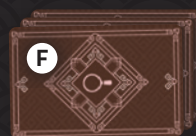
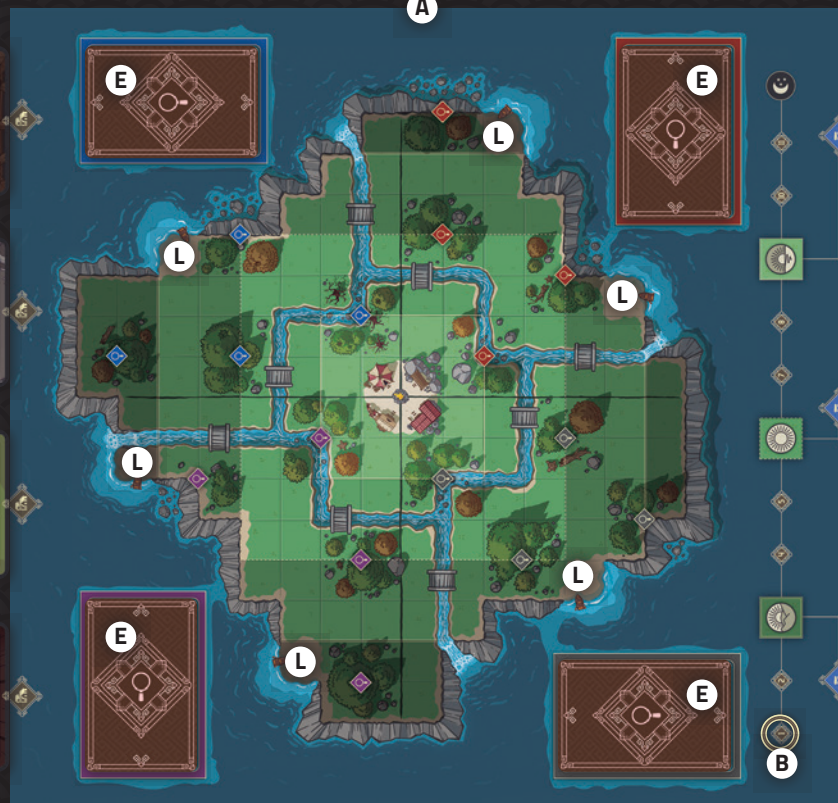
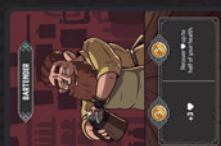
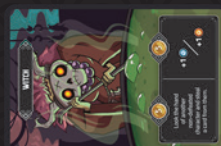
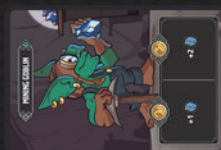
13. Reveal the 5 cards of the Merchant in the town **D**. Then, each player reveals their character and places as many life tokens as the maximum life ♥ on that character card **N**.

Finally, the initial player starts the first turn.





PLAYER GAMING AREA



GAME IDEA

Each game of Tanxi is a pitched battle where the last character to remain alive ♥ on the island will be declared the winner. A game is composed of several rounds, with turns proceeding in a clockwise direction. During your turn, you can use your character's energy ⚡ in different actions: move, explore to obtain new cards or face monsters, equip yourself with loot cards, use **objects**, attack other characters, and interact with the residents of the town or the deities of the island..

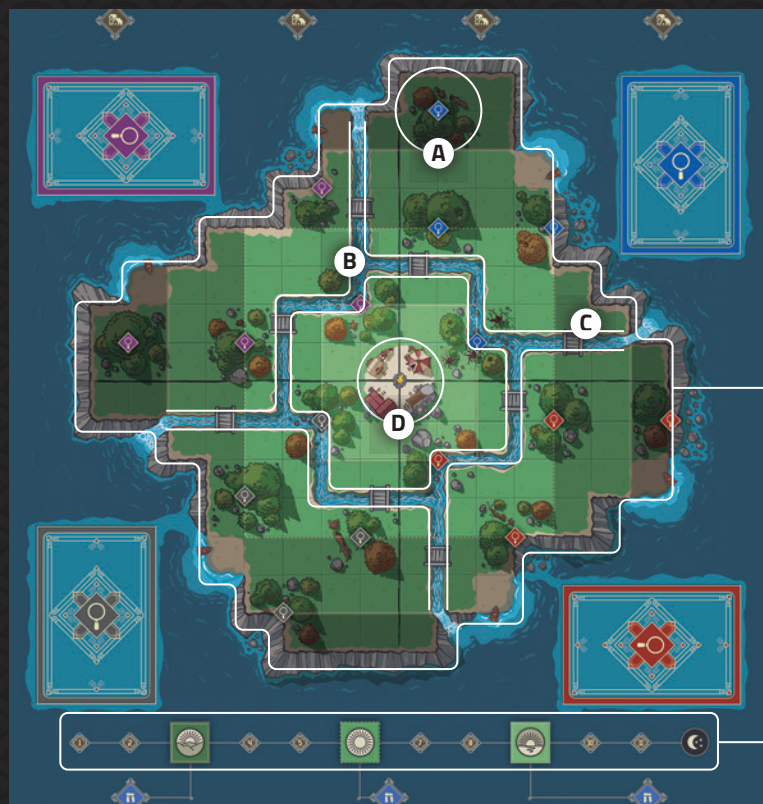
As the sun moves across the sky, a dense fog blankets the island's coast, gradually covering the island. During sunrise, noon and sunset,

the fog will advance, limiting available squares and arousing the wrath of the deities that will affect the characters on the island.

Once night falls, the island unleash its full power to drive away the invaders, further limiting their options and pushing them towards the final showdown.

In this rulebook you will be able to find the general rules of Tanxi. In case of any contradictions between the text on a card and this rulebook, **the text on the card takes precedence**. At the end of the rulebook, you can find a glossary with key terms and concepts of the game.

BOARD ANATOMY



ISLAND: The island contains squares where each character can move. More than one character per square is not allowed. A character cannot pass through a square occupied by another character. It is divided into 4 quadrants, delimited by the 2 black lines crossing the town..

A Exploration points: These are the **4 squares** surrounding each exploration symbol (◆). According to their colour, they are associated to a quadrant of the island and related to the action of exploring.

B Rivers: They prevent characters from crossing the island. You cannot cross a river with the action of movement.

C Bridges: They allow to cross rivers.

D Town: It is composed of 4 squares in the centre of the island. They function as normal squares, but when a character is positioned in one of the 4 squares of the town, this player can interact with any of its residents (the merchant, the witch, the mining goblin, or the bartender) to obtain benefits.

ROUND COUNTER: At the end of each round, before the initial player's turn begins, one space must be advanced on this counter. Certain rounds (sunrise ☀, noon ☀ and sunset 🌅) trigger the appearance of a deity and the advancement of the fog. Additionally, when the round marker reaches the last square, the night begins (🌙), triggering the sudden death.

On pages 9 and 10 you will be able to see in detail how to interact with the residents of the town and the events of the round counter.

LOOT CARDS ANATOMY

Equipment **Objects** **Power gemstones**

Weapons



A Loot Name

B Loot Description

C Value in coins (👉) for interacting with the town residents.

D Body part where the equipment or weapon is equipped.

E Attack: indicates the bonus given to the attack.

F Defence: indicates the bonus given to the defence.

G Energy: indicates how much ⚡ to add or subtract from the character.

H Range: indicates the range at which ranged weapons can be used.

I 🗡: Weapons with this symbol **cannot be returned to your hand**. If unequipped, they must be discarded.

J ⚡: Objects with this symbol **do not consume** ⚡ when used.

CHARACTERS' ANATOMY

There are 12 unique characters in Tanxi. Their initial stats and abilities are described in their corresponding cards.



A Name and occupation of the character.

B Life ♥: Indicates the initial ♥ of the character. This number cannot be exceeded at any time during the game. Each time your character receives damage, you must remove as many ♥ tokens as the damage received. If at any point your character's ♥ reaches 0, your character has been **defeated**. This can happen because of an opponent's attack, a monster's retaliation, the favour of a deity or the effect of fog.

BEING DEFEATED



If your character runs out of ♥ tokens, i.e., your ♥ reaches 0, you must immediately remove your character meeple from the island board and place it horizontally on your character card.



On your next turn you must place your character meeple vertically on your character card, this will be your only action during that turn.

At the beginning of your next turn, you must place your character token on a free town square, returning to the game with half its maximum ♥. Thus, if you are defeated, you will remain out of the game for one round.

Exception: If the night has come, your character will return to the town with 3 ♥ (instead of half its maximum ♥).

Remember: If at any time there is only one character meeple on the island board (i.e., there is only one character with ♥), the game automatically ends with the victory of the one who survived.

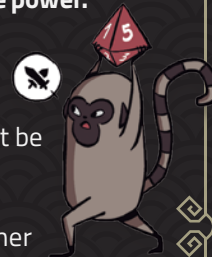
Note: In the odd case that all 4 town squares are occupied when a character returns to the game, it must be positioned in one of the 8 squares adjacent to the town.

C Energy ⚡: Indicates the character's base energy (⚡) points. Each ⚡ can be spent to perform actions during your turn. Unless otherwise indicated, you can perform the same action several times during your turn, as long as you have the necessary ⚡ (*see page 6 "CHARACTERS' ACTIONS"*). There are loot and relic cards that can increase or decrease your ⚡ from the moment they are used or equipped.

D Attack ⚡: Indicates the base attack value of your character. Each time you deal an attack on another character or monster, you must add this value, the result of the 🎲, the bonuses of the equipped cards and the corresponding effects. This sum will be your **attack power**.

E Defence ♥: Indicates the base defence value of your character. When you receive an attack from another character you must add this value, the result of the 🎲, the bonuses of the equipped cards and the corresponding effects. This sum will be your **defence power**.

F Attack die 🎲: When declaring an attack on another character or when fighting with a monster you must roll the 🎲. Its bonuses go from 0 to 5, value that must be considered to know the **attack power**.



G Defence die 🎲: When you are attacked by another character, you must roll your 🎲. Each character starts with only 1 🎲 to roll, but that number can be increased. **The maximum you can roll are 3.** The sum of the result must be considered to know the **defence power**.

If the defence power is equal or greater than the attack power, there is no damage. Otherwise, the damage is the difference between the two values. You must remove as many ♥ tokens as the damage received.

H Passive ability: Each character has a unique passive ability. ⚡ it is not required to use the passive ability as it is present throughout the game. This ability can be used multiple times in your turn, at no cost.

I Special abilities: Each character has two unique special abilities. At any time during your turn, you can activate a special ability by spending 1 ⚡. You do not need to spend ⚡ to activate them, but during each turn you can use **one of your 2 abilities, and only once** (*see page 6 "CHARACTERS' ACTIONS"*).

In addition, each character has 6 body parts on which to equip **weapon** and **equipment** cards to strengthen themselves: head 🧠, chest 🐻, feet 🦶, accessory 🕒 and the 2 hands 🖐️.

GAMEPLAY

CHARACTERS' ACTIONS

During your turn you can use your ⚡ in the actions described below. You can leave ⚡ unused, ending your turn early. Generally, you can perform the same action multiple times in your turn as long as you have the necessary ⚡.

- A. MOVEMENT
- B. EXPLORE
- C. EQUIP
- D. USE AN OBJECT
- E. ATTACK
- F. INTERACT WITH THE TOWN

In addition, there are 2 actions that do not consume ⚡, but cost **power gemstones** 💎. These actions can be performed at any time during your turn (even after using all your ⚡), but each one can only be **used once per turn**.

- G. CHARACTERS' SPECIAL ABILITIES
- H. INVOKE THE FAVOUR OF A DEITY

A. MOVEMENT

It is the action of moving a character orthogonally from one square to another available adjacent square on the main board. Each movement action costs 1 ⚡. You cannot cross rivers or other characters.

B. EXPLORE

It is the action of taking the first card from one of the exploration decks. To explore, you must be in one of the 4 squares around an exploration point (🔍), spend 1 ⚡ and draw the first card from the corresponding exploration deck.

You can explore multiple times per turn, **but you can only explore once at the same exploration point (🔍) in each turn**.

You can find 3 different types of cards when exploring:

1. Loot cards



If a loot card appears when exploring, secretly add it to your hand. There is no limit to the number of cards you can have in your hand. If the card is **equipment** or a **weapon**, you can later equip it to your character. If the card is an **object**, you can use it later to apply its effect.

2. Relics



Just like loot cards, if a relic appears when exploring, secretly add it to your hand. You can equip or use it later.

3. Monsters



If you draw a monster card when exploring, place it face up in front of you. A monster has appeared in your path! Read the description **A** of the monster as they usually have special abilities.

If the monster has **!**, it will ambush you **B**. This means the monster will inflict damage before the fight begins. Refer to the monster's text and the effect that follows **!** to determine how much damage your character receives.

Next, you must decide whether to run away or face the monster.

If you run away, shuffle the monster card back into the exploration deck where you found it and leave it in its corresponding space. Your exploration action has finished.

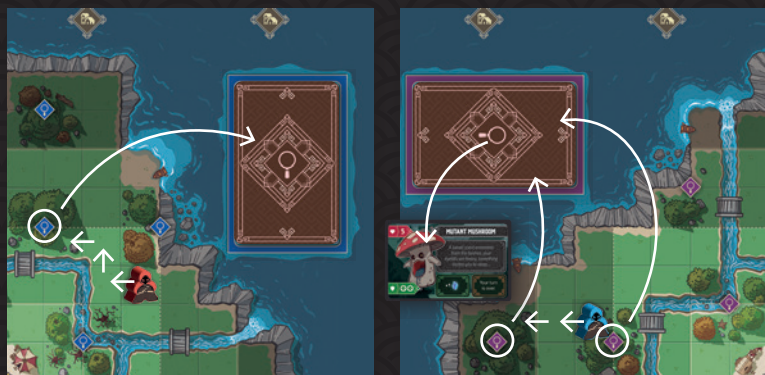
If you face the monster, you must reduce its ♥ **G** to 0 in a **single attack**. If successful, you will receive a reward **D** and must discard the monster card. However, if you fail, you will lose as many ♥ as indicated in its retaliation **E** and you must shuffle the monster card back into the exploration deck where you found it.

If your ♥ reaches 0 due to a monster's retaliation or ambush, you have been defeated. Your turn ends automatically, and you must follow the regular steps for being defeated (**see page 5, "CHARACTERS' ANATOMY: Life"**).

When facing a monster, you must declare which **weapons** you will use to attack, whether they are ranged or not. If you use ranged weapons, deduct the corresponding ammunition ↗. While you have them equipped, **you can attack a monster with several weapons, as long as they have the same attack range ↗**. You can also attack without **weapons**. To determine your attack power, roll the 🎲 and add the result to your character's base value, the bonuses from the weapons used, and/or corresponding effects.

Next, to determine the monster's defence power, any other player must roll the corresponding **F**.

You will have defeated the monster if the difference between your attack power and the monster's defence power is equal to or greater than its .



Example: Paula Percebe is the red character meeple. On her turn, she uses 3 ⚡ to move and her last ⚡ to explore. She draws an **equipment** card directly into her hand from the corresponding deck.

Ian Frost is the blue character meeple. He starts his turn by using 1 ⚡ to explore. Then, he uses 2 ⚡ to move to a new exploration point and spends his last ⚡ to explore again. In this case, a Mutant Mushroom has appeared. Ian decides to fight the monster, attacking him with his knife.



Ian's attack power:

$$2 (\text{Ian's base}) + 2 (\text{knife}) + 4 (\text{result of } \text{dice}) = 8$$

Mutant Mushroom's defence power:

$$1 (\text{result of } \text{dice}) + 2 (\text{result of } \text{dice}) = 3$$

$$\text{Damage calculation: } 8 - 3 = 5$$

Ian dealt 5 points of damage to the Mutant Mushroom. Since the Mutant Mushroom's is 5 , Ian has defeated it. The monster card is discarded, and Ian receives 1 as a reward.

C. EQUIP

This action involves moving cards from your hand to your gaming area face up, strengthening your character. You can equip yourself with **equipment** cards (chest protectors, boots, helmets, and accessories) or **weapons** (weapons and shields).

When you equip a card, its effect is immediately applied.

Each equip action costs 1 ⚡ for each card you want to equip. You can only have one card equipped for each body part: head , chest , feet and accessory at the same time. While a card is equipped to your character, its bonuses and effects become part of your character.

The equip action can also be used to unequip a card. This means spending 1 ⚡ to take an equipped card and return it to your hand.

Alternatively, for just 1 ⚡ you can swap an equipped card with another card from your hand of the same type (, , ,).

Additionally, each character has 2 hands to equip **Weapons**. Some **weapons** use 1 hand , while others use 2 hands . Thus, your character could have 1 **weapon**, 2 **weapons** or 1 **weapon** equipped.

Weapon swaps are special: for just 1 ⚡ you can exchange any combination of cards that have the and symbols, respecting that each character has only 2 hands.

For example, for 1 ⚡ you could exchange 1 already equipped card for 2 cards from your hand.

: **Weapons** with this symbol cannot return to your hand. If you unequip them, you must discard them instead of returning them to your hand.

D. USE AN OBJECT

With this action, you can spend 1 ⚡ to activate the effect of an **object** card. Keep in mind that some effects are immediate, while others may last until the beginning of your next turn. After resolving the effect of the **object**, the card is discarded.

The effect of **object** cards it is exactly what is indicated on the card, except for the orbs, which require some clarifications:

Fire orb : When using this **object**, discard the card and place a chip in your gaming area. Your next attack (against another character or a monster) gets +3 . Then, return the chip to the supply. You cannot have more than one chip at the same time.

Ice orb : When using this **object**, discard the card and place a  chip in your gaming area. Depending on what happens first, the  either grants you +3♥ the next time you suffer an attack from another character or negates the retaliation (or ambush) from the next monster you face. In either case, after using it you must return the  chip to the supply. You cannot have more than one  at the same time.

E. ATTACK

This action involves attacking another character with ♥ on the island. You must spend 1⚡ to perform this action. You can attack multiple characters during the same turn, as long as you have the necessary ⚡ but **you can only attack each character once during the same turn.**

The type of attack (melee or ranged) depends on the range ➡ between you and the character you want to attack.

For a melee attack, you must be in an orthogonally adjacent square to your target and not separated by a river.

For ranged attacks, you must be at the exact same range ➡ from the ranged **weapon** you want to use, and there should be no obstacles in the attack line. In a ranged attack, you must spend 1 or more ammunition ⚡ from the **weapon**. Other characters are considered obstacles for the range of a ranged attack.

You can use more than one **weapon** to attack a character as long as they are equipped, have ammunition ⚡ (if applicable), and share the same range.

x⚡: +x⚡ Cards that with this indication can be reloaded using the specified ⚡ You can reload ⚡ multiple times in a turn.

When attacking another character, you must declare which **weapons** you will use for the attack. You can also attack without a **weapon**, using your character's base ⚡ value. To determine your **attack power**, roll the  and add the result to your character's base ⚡ value, the bonuses from the equipped **weapons** and any corresponding effects.

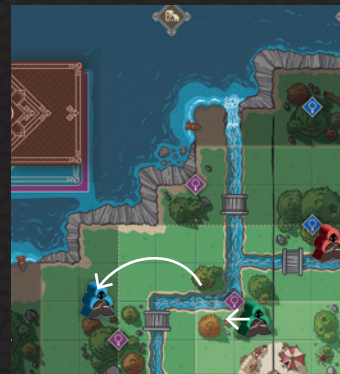
Next, the character being attacked must roll the corresponding . To calculate their **defence power**, add their character's base ♥ value, the bonuses from the equipped cards, the corresponding effects, and the result of the .

If their defence power is greater than or equal to your attack power, then your attack has not caused any damage. However, if their defence power is less than your attack power, then you have dealt damage. The character that received the attack loses as many ♥ tokens as indicated by

the difference between your attack and their defence power. The damage is the amount of ♥ that you have managed to subtract with the attack.

Remember: If after receiving an attack, your character is left without ♥, tokens, it has been **defeated**. You must follow the corresponding steps of being defeated (**see page 5 "CHARACTERS' ANATOMY: Life"**).

If you manage to defeat another character after attacking, you will automatically receive a reward: 1  y 1 .



Example: Isaac Fleesa is the green character meeple. On his turn, he spends 1⚡ to use the fire orb  **object**. He places the card in the discard pile and takes a  chip. Then, he uses 1⚡ to swap his Knife and Hunting Crossbow for a Forest Sceptre, he decides to use 1⚡ to move and his last ⚡ to attack Ian Frost from a distance with the Forest Sceptre.



Isaac's attack power:

$$3 (\text{Isaac's base}) + 3 (\text{Forest Sceptre}) + 2 (\text{result of } \text{dice}) + 3 (\text{fire orb}) = 11$$

Ian's defence power:

$$2 (\text{Ian's base}) + 1 (\text{Peeping Mask}) + 2 (\text{result of } \text{dice}) = 5$$

Damage calculation: $11 - 5 = 6$

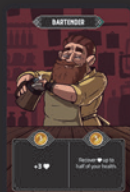
Isaac dealt 6 points of damage to Ian, causing him to lose -6♥ tokens. Finally, Isaac discards the  and 2 ammunition tokens (⚡) from the Forest Sceptre.

F. INTERACT WITH THE TOWN

This action involves interacting with one of the 4 residents of the island. To interact with the town, your character must be positioned on one of the 4 town squares, and you must spend 1⚡. Additionally, each time you interact with a resident, you must place the town marker on them, blocking their use.

You can interact multiple times with the town on your turn, but **you cannot interact with the resident who currently has the town marker**. When you interact with the town again, you must move the town marker again, and so on. In this way, you cannot interact twice in a row with the same resident.

Several residents offer more than one benefit, and to obtain them, you must pay with cards from your hand their value in coins 🟡. You can reach the cost by using more than one card from your hand, but the town residents do not give change. The cards from your hand that you use to interact with the town should be placed in the town Merchant's deck, making them available for the following interactions.



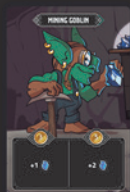
The Bartender: If you interact with him, you have 2 options:

- ◆ You can pay 3 🟡 to recover +3 ❤️.
- ◆ You can pay 5 🟡 to recover up to half of your maximum ❤️.



The Witch: If you interact with her, you have 2 options:

- ◆ You can pay 5 🟡 to view another character's hand and take one of their cards into your hand.
- ◆ You can pay 5 🟡 to get 1 fire 🔥 or ice ❄️ orb.



The Mining Goblin: If you interact with him, you have 2 options:

- ◆ You can pay 3 🟡 to obtain 1 🔵.
- ◆ You can pay 5 🟡 to obtain 2 🔵.



The Merchant: If you interact with her, you can obtain one of the Merchant's cards by paying its value in 🟡. Merchant's cards can be consulted at any time.

The term "coin 🟡" refers to the value of each card. To pay to any resident, you must discard in the Merchant's deck a number of cards that add up to or exceed the sum requested by the resident. Residents do not give change.



G. CHARACTER SPECIAL ABILITIES

Each character has 2 unique special abilities. At any time during your turn (even after using all your ⚡) you can activate a special ability by spending 1 🔵. During each turn, you can use **one of your 2 abilities, and only once per turn**.

Several special abilities are similar to other types of actions ("Attack and...", "Explore and..."). In such cases you must follow the rules and limitations of the base action (for example, you cannot attack the same character twice in one turn, even if one of your attacks comes from a special ability).



Example: Darla Olcay is the yellow character meeple. On her turn, she uses 2 ⚡ to move. Then, she uses 1 ⚡ to interact with the town. She decides to buy 2 🔵 by interacting with the Mining Goblin, so she discards a Knife and travel boots **into the Merchant's deck**, totalling 5 🟡. She places the town marker on the Mining Goblin card, indicating that it has been blocked.

Then, Darla uses 1 ⚡ to move to an exploration point and finally uses 1 🔵 (but no ⚡) to activate her special ability: "Luck", allowing her to draw 3 cards and choose one.

H. INVOKE THE FAVOUR OF A DEITY

When starting the sunrise, noon, and sunset rounds, along with advancing the fog, deities appear. When a deity appears, its wrath is automatically applied (see page 10 "MOVE THE ROUND MARKER FORWARD"). From the moment a deity is revealed, its favour becomes available, and characters can interact with it.

At any time during your turn (even after using all your ⚡) you can invoke the favour of an available deity by spending 2 🔵. **You can only use this action once per turn.**

If you defeat several characters by invoking the favour of a deity, you will receive rewards for each one.

MOVE THE ROUND MARKER

Each time a round ends and before starting a new one, you must move the round marker one space forward.



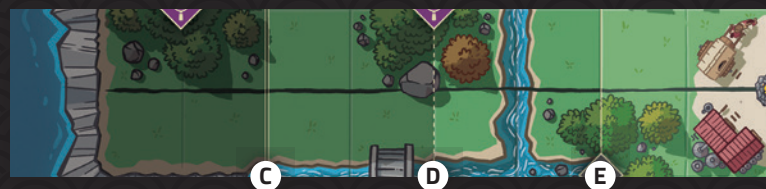
On the counter, there are 3 milestones represented by the different phases of the day: sunrise (round 3), noon (round 6) and sunset (round 9). Before starting each one of these rounds, a deity card must be revealed, and **the effect of its wrath is immediately applied** (A). The wrath of a deity represents its displeasure at the arrival of the characters on the island, it corresponds to a unique effect and affects all characters that are not defeated.

The wrath of a deity cannot reduce a character's ♥ to 0. In case this happens, the character remains at 1 ♥ instead.

After applying the deity's wrath, the deity card remains revealed, and its favour can be invoked (B).



Along with the appearance of the deities during sunrise, noon, and sunset (beginnings of rounds 3, 6, and 9), a dense fog rises from the coast, gradually covering the island.



At the beginning of sunrise (round 3), the fog will cover up to a certain part of the island (C).



At the beginning of noon (round 6) it will cover more squares on the island (D).



At the beginning of sunset (round 9) it will be the last time the fog advances (E).

Characters can move through squares covered by fog, but if they **end their turn** on a fog-covered square, that player must roll the die and subtract as many ♥ as the resulting number. If a character is defeated by fog, they must follow the usual steps, although no one receives a reward for their defeat.

The last square on the round counter represents night, phase when sudden death begins. From that moment on, the round marker will no longer be moved forward at the start of a round. **The only difference is that when a character returns to the game during the night (after being defeated, they will return to the town with 3 ♥ (instead of half their maximum ♥).**

END OF THE GAME

A game of Tanxi comes to an automatic end when there is only one player with ♥ left on the island. That character has triumphed, receiving the Tanxi and its unparalleled power.



GLOSSARY

Ammunition ⚡: A counter that represents how many times a ranged **weapon** can be used for an attack. Each **weapon** has a different number of counters, and whenever a ranged attack is declared, counters must be discarded. Some weapons can reload their ammunition ⚡.

Attack ⚡: Represents how skilled a character is at dealing damage to an opponent. The value indicated on the character card is their base attack, and when combined with various bonuses, and the result of the ⚡, it determines the attack power.

Attack, action of: It is the action by which a character can attack another. It costs 1 ⚡ and the **weapons** used must be declared.

Attack, power of: Result of adding the base attack, different modifiers granted by **equipment** and the ⚡. It opposes to the defence power for calculating damage.

Beaches: These are the 6 squares of the island where characters can be located at the beginning of the game. They can be identified by having a boat on them.

Bridge: These are points on the island where rivers can be crossed.

Character: There are 12 different characters. Each character card indicates their unique abilities and base statistics.

Coins 🪙: It is the value of each loot or relic card. The coin 🪙 value is used to interact with the inhabitants of the town.

Damage: Each time you receive damage, you must remove as many ♥ tokens from your character as required. It can originate from an attack (if the attack power is greater than the defence power), but you can also receive damage directly through a special ability, monster retaliation, deity's wrath, or favour, or by ending your turn on a fog-covered square.

Day phases: Represents the passing of the day during the game. They can be sunrise, noon, sunset, and night. At the beginning of the first three, a deity is revealed, applying the effect of its wrath, and the fog advances. During the night, sudden death begins.

Defeat: A character is defeated when they have no ♥ tokens left. Their meeple is removed from the island, and they lose a turn before returning to the game with half of their initial ♥ (or 3 if it is nighttime).

Defence ♥: Represents how resistant a character is to damage. The value indicated on the character card is their base defence, and when combined with various bonuses, and the result of the ♥, it determines the defence power.

Defence, power of: The result of adding the base defence, different modifiers granted by **equipment** or **weapons** and the result of the ♥. It opposes to the attack power for calculating damage.

Deity: One of 6 different deities that protect the island. In each game, only 3 deities appear at the beginning of specific rounds. Each deity has a wrath and a favour.

Deity, invoke: Action by which a character can gain the favour of a deity by paying 2 ⚡. This action does not require energy ⚡ and can be used only once per turn. Each deity has a unique favour and its effects are beneficial to the one who invokes it.

Deity's wrath: Represents the deity's displeasure at the arrival of the characters on the island. It corresponds to a unique effect activated at the beginning of the round when the deity card is revealed. It affects all characters on the island and cannot reduce a character's life ♥ to 0.

Energy ⚡: Represents the ⚡ used to carry out various actions. Each character has a base energy ⚡, which can increase or decrease with different **equipment**, **weapons** and **objects**. It is spent by on performing the various types of available actions.

Equip, action of: Action by which a character can equip, unequip or swap an **equipment** or **weapon** card from their available body parts.

Equipment Slots: The slots each character for equipping themselves. The available slots are: head 🧠, chest 🗡, feet 🦶, accessory 📖 and 2 hands 🖐.

Equipment, cards of: These are the cards that each character can equip on their head 🧠, chest 🗡, feet 🦶 or accessory 📖 slots. They are brown in colour, and their effects are diverse, but they tend to grant defence bonuses.

Exploration, action of: Action by which you can draw the first card of the exploration deck from the quadrant where the action is performed. It costs 1 ⚡, it must be done on an exploration point, and can only be done once per turn for each exploration point.

Exploration, deck of: Deck composed by loot, monster and relic cards. It contains 21 cards in total, and there is one for each quadrant of the island.

Exploration, point of: Corresponds to the 4 squares around the exploration symbol 🔍 distributed in each quadrant of the island. If a character is located on an exploration point, they can use the exploration action to draw the first card from the corresponding exploration deck.

Fog: An element of the island that advances progressively as the game progresses. Whenever a character ends their turn on a fog-covered square, they must roll the ⚡ and lose as many ♥ as the number indicated on the ⚡.

Initial loot, cards of: At the beginning of a game each character receives a **power gemstone** 💎, a canteen, and an equipped knife. They have the ★ symbol.

Interact, action of: It is the action of interacting with the town. It can only be performed if the character is located on one of the 4 squares of the town. You must choose an unblocked resident and pay the corresponding coin 🪙 cost. Cards used when interacting with the town are left in the Merchant's deck.

Life ♥: Represents the vitality of each character. If it reaches 0, that character has been defeated. The value indicated on the character card can never be exceeded.

Loot, cards of: It is a general category of cards that includes **weapons**, **equipment**, **objects** and **power gemstones**. They are found in exploration decks and in the Merchant's cards.

Melee attack: Corresponds to declaring an attack without using **weapons** or using any **weapon** without a range value. It can only be declared against a character on an orthogonally adjacent square not separated by a river or against a monster. If the character is equipped with more than one **weapon** without range, the player can declare a melee attack using both.

Merchant's cards: They represent the merchandise available in the town. When interacting with the merchant, player can exchange cards from their hand for one of the Merchant's cards. Whenever you pay a resident, the cards used for payment are left in the Merchant's cards, becoming available.

Monster: These are the creatures that inhabit the island and seek to surprise the characters. They all have a life ♥ value, a reward, a retaliation, and in some cases, a special ability. In the game, they are represented by cards that are shuffled into the exploration decks.

Monster, ambush !: Some monsters can ambush characters. In such cases, the monster will deal damage to the character before the fight begins, even if the character decides not to face it.

Monster, life: Corresponds to a value that the character must reach through an attack to defeat the monster. If the attack equals or exceeds the value, they obtain a reward. If the attack is lower than the value, they suffer a retaliation.

Monster, retaliation: Corresponds to the punishment a character receives when failing to defeat a monster. It is obtained immediately, and then the monster is shuffled into its corresponding exploration deck.

Monster, reward: Corresponds to the benefit a character receives when defeating a monster. It is obtained immediately, and then the monster card is discarded.

Movement, action of: It is the action of moving a character orthogonally from one square to another adjacent square without crossing rivers. It costs 1 ⚡.

Objects, cartas de: These are green-coloured cards. They are used through the action of using **Objects**. Their effects are generally immediate or last until the next turn of the player. After resolving the effect, the card is discarded.

Obstacles: These are the other characters on the island and the counters on Ian Frost's Ice Blocks ability. You cannot pass through them with the movement action or ranged attacks.

Orbs: These are special **Objects**. They can be fire orbs 🔥 (+3 ⚡ to the next attack) or ice orbs ❄️ (+3 ♥ defence to the next attack or nullify the retaliation or ambush ! of the next monster). You can have a maximum of one of each type.

Passive ability: Each character has a different passive ability. It is always available, does not have a cost, and its effect is constant.

Power gemstones 💎: One of the main resources of the game, they can be obtained in different ways: by defeating other characters, defeating monsters, or interacting with the Mining Goblin of the town. They are used to activate the special abilities of characters or to obtain the favour of an available deity.

Power gemstones 💎, **cards of:** Equivalent to a 💎. They can be used when needed to pay for a cost without using 💎.

Quadrant: Corresponds to one of the 4 quadrants of the island. They are differentiated by the colours of their exploration points. Each quadrant has its own exploration deck.

Range ➤: Corresponds to the orthogonal distance at which a ranged attack can be declared.

Ranged attack: Corresponds to declaring an attack using any **weapon** with a range ➤ value. It can only be declared against a character or monster that is exactly a number of squares away equal to the range ➤ value of the **weapon**. If the character is equipped with more than one **weapon** with a range value, the player can use them together only if they share the same range value for the attack. Attacks at a distance can cross rivers but no target other participants or obstacles.

Relics 🗡️, **cards of:** These are cards that represent **weapons**, **equipment** or **objects** of great power. They can be obtained as a reward for defeating some monsters, defeating another character, in the Merchant's cards or, if lucky, in an exploration deck.

Residents: These are the inhabitants of the town. Each one of them has a particular effect, and you must pay their cost with cards that equal or exceed their coin 🪙 value. You can only interact with residents who are not blocked by the town marker.

Rivers: These are elements of the island that prevent the passage of characters. You cannot cross a river with the movement action, nor can you perform melee attacks across the river.

Round marker: A marker that allows tracking the current round of the game. According to the day phases, deities will be revealed, the fog will advance, or sudden death will begin.

Special ability: Each character has 2 special abilities. These are used by spending one 💎 but they do not require ⚡. Only one special ability can be used per turn.

Sudden death: Game phase that begins in the last round and extends until the end of the game. In sudden death, each time a character revives, they return to the island with only 3 ♥.

Town: These are the 4 squares in the centre of the map. Residents inhabit the town, and benefits can be obtained from them through the action of interacting.

Using an object, action of: The action of using an **object** card from your hand to immediately resolve its effect. It costs 1 ⚡.

Weapons, cards of: These are the cards that can be equipped in the hands of each character. They can be **weapons** or shields and are red in colour. They generally grant bonuses to the attack power. There are 🗡️ and 🛡️ **weapons**.

Game design and illustrations: Ignacio Mc Manus

Editing and development: Jorge Larraín, Manuel Warner and Simón Weinstein

Graphic design: Laura Mena, Ignacio Mc Manus and Paulina Vasconcelo

Rulebook writing: Manuel Warner and Simón Weinstein

Rulebook proofreading: Ketty Galleguillos and José Manuel Álvarez