

# THORNGAL

THE BOARD GAME

- RULEBOOK -

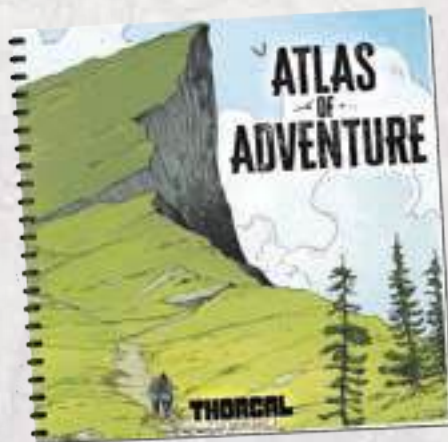


WATCH THE VIDEO  
AND LEARN  
HOW TO PLAY!

# GLOSSARY, COMPONENTS

## GLOSSARY

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1 ATLAS OF ADVENTURE



1 BOOK OF TALES



1 RULEBOOK



4 DOUBLE-SIDED ADVENTURE SHEETS  
1 SIDE FOR EACH ADVENTURE







43 ACTION CARDS



15 TERRAIN CARDS  
10 STANDARD, 5 BARREN



30 ENEMY CARDS  
10 MINOR , 10 MODERATE ,  
8 MAJOR , 2 MASSIVE 



60 EVENTS CARDS\*  
10 MOUNTAIN , 10 VILLAGE ,  
10 SURVIVAL , 10 WARRIOR ,  
10 SEA , 10 MAGIC 



30 ITEM CARDS



12 ADVENTURE-RELATED CARDS\*  
1 PLOT, 6 ABDUCTEE, 3 FLEET, 1 AUSLOK, 1 THE CALIPH'S PALACE



10 DISCOVERY CARDS



12 DICE  
3 OF EACH COLOR

# COMPONENTS

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**111 POLYOMINO TILES (WOUND AND JOURNEY TILES)**  
 9 , 9 , 9 , 9 , 9 , 12 , 12 , 21 , 21

**IMPORTANT:** POLYOMINO TILES HAVE 2 USES—AS WOUND TILES, AND AS JOURNEY TILES. WHEN A RULE REFERS TO A **WOUND TILE** OR **WOUND**, IT REFERS TO A POLYOMINO TILE THAT IS PLACED OR RECEIVED AS A WOUND, EITHER IN A CHARACTER'S WOUND AREA OR ON AN ENEMY CARD. WHEN A RULE REFERS TO A **JOURNEY TILE**, IT REFERS TO A POLYOMINO TILE PLACED ON TERRAIN CARDS IN THE JOURNEY PATH.



**108 GOOD MARKERS**  
 18 MATERIAL , 18 ORE , 18 GOSSIP , 18 MAGIC ,  
 18 POWER , 18 FATE



**51 ENEMY TOKENS**  
 12 MINOR , 12 MODERATE ,  
 12 MAJOR , 6 MASSIVE ,  
 9 MYSTICAL\*



**105 OTHER TOKENS**  
 15 BLOCKADE , 18 ENTRY , 15 COLLECTION ,  
 6 ADDITIONAL COST , 9 SACRIFICE , 21 THREAT ,  
 12 SOURCE (3 OF EACH TYPE), 9 OBJECTIVE\*



**4 ACTION CHIPS**  
 ACTIVE SIDE , INACTIVE SIDE



**1 FIRST PLAYER MARKER**



**1 ROUND MARKER**



**1 ADVENTURE TRACK MARKER\***



**1 SHIP MARKER\***

**NOTE:** COMPONENTS ARE CONSIDERED UNLIMITED; IF YOU EVER RUN OUT, YOU MAY USE A SUBSTITUTE OF YOUR CHOICE. IF A DECK RUNS OUT OF CARDS, RESHUFFLE THE CORRESPONDING DISCARD PILE AND CREATE A NEW DECK.

**NOTE 2:** COMPONENTS MARKED WITH \* ARE USED ONLY IN SPECIFIC ADVENTURES. IF THEY ARE NOT DEPICTED IN THE ADVENTURE DESCRIPTION, YOU MAY LEAVE THEM IN THE BOX. RULES REFERRING TO THESE COMPONENTS ARE EXPLAINED IN THE INTRODUCTION OF THE ADVENTURES.

**4 CHARACTER SETS, EACH CONTAINING:**



**1 CHARACTER BOARD CONSISTING OF A TOP AND BOTTOM BOARD**



**1 CHARACTER SKILL CARD**  
 ACTIVE & INACTIVE SIDE



**1 CHARACTER ITEM CARD**



**1 JOURNEY TRACKER**



**1 CHARACTER MINIATURE**

# SETUP

1. Choose the Adventure you want to play and open the Book of Tales to the Adventure Description and read it aloud **(A)**.

**NOTE:** FOR YOUR FIRST GAME, WE SUGGEST PLAYING "TORKAN'S TEMPLE."

2. Open the Atlas of Adventure to the Map corresponding to the Adventure Description and place it in the center of the play area **(B)**.
3. Place all tiles, tokens, dice, and markers to the left of the play area **(C)** to create the general supply.
4. Place the corresponding Adventure sheet to the right of the Map **(D)**. Place the Round marker (⊕) on the space marked "1" on the Round track **(E)**.
5. Find the Event decks depicted in the Adventure Description, shuffle each of them separately, and place them above the Adventure sheet **(F)**.
6. Shuffle the Terrain cards and place the deck below the Map as shown (these will be used to create the Journey Path) **(G)**. Reveal the top card and place it to the right of the deck **(H)**.
7. Shuffle the Discovery cards and place the deck face down to the left of the Terrain deck **(I)**.
8. Place the Action cards depicted in the Adventure Description below the Terrain cards to create the Action Row **(J)**. Place the cards in numerical order from lowest to highest. Place the 4 Action chips (with their active side face up) next to the Action Row **(K)**.
9. Place the remaining Action cards in a stack near the Map **(L)**.

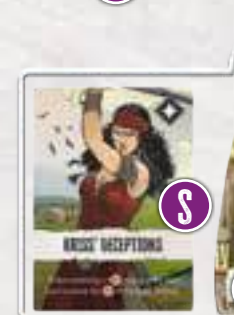
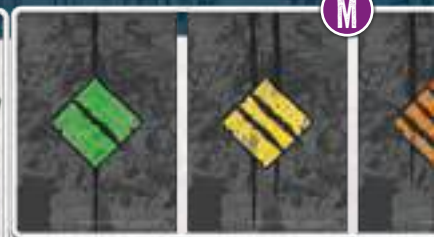
**NOTE:** EVEN IN GAMES WITH FEWER THAN 4 PLAYERS, YOU ALWAYS USE 4 ACTION CHIPS.

10. Separate and shuffle the Enemy cards into the Minor, Moderate, Major, and Massive Enemy decks. Place the decks face down above the Map **(M)**.

11. Each player takes a bottom Character board **(N)**.
12. Each player chooses a Character (or is assigned one randomly) and takes the matching top Character board **(O)**. They gain the Goods according to the reverse side of their top Character board **(P)**.
13. Each player attaches the top Character board to the bottom Character board. Then they gain the following corresponding components for their Character:
  - The Character miniature **(R)**.
  - The Character's Skill card **(S)**.
  - The Character's Item card (marked by the illustration in its upper right-hand corner) **(T)**.
  - Journey tracker **(U)**.

Return any unused Character components to the box. They won't be used during the game.

14. Each player places their Character board face up in front of them, sets the Combat dial and Journey tracker to the 1 spaces **(W)**.
15. Shuffle the Item cards and reveal the top 5 cards to create a Display near the top edge of the Map **(X)**.
16. Choose a player to become the First player and give them the First Player marker **(Y)**.
17. Resolve any additional Setup steps indicated by the Adventure Description in the Book of Tales (including placing Character miniatures, markers, tokens, etc.) **(Z)**.



## HOW TO ASSEMBLE YOUR CHARACTER BOARDS



# SETUP



# KEY CONCEPTS

## - IT IS NOT A CHOOSE YOUR OWN ADVENTURE GAME -

*Thorgal: the Board Game* has a rich and compelling story, but don't be fooled—it's as much about experiencing the story as it is about picking the right actions within a limited number of rounds. Each Adventure has various Goals that must be fulfilled by resolving different actions. Each type of action grants you a different outcome and many of them allow you to read part of the story, which may affect various Locations on the Map in the Atlas of Adventure.



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## - COOPERATION -

In *Thorgal: the Board Game* there are various ways to cooperate:

- You may place Action chips on the Action Row to boost the next player's actions.
- You may spend Goods from other players' supplies, as long as they agree.
- You may discuss revealing new Terrain cards so other players may gain Goods from them.
- The most crucial thing is communicating with other players, so you can plan your strategy together without disturbing others' plans.



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# KEY CONCEPTS

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## - WINNING AND LOSING -

Once you have accomplished the Adventure's Goals, the game ends and you win! There are many ways to fulfill Goals, but your choices may narrow your possibilities. So even though accomplishing the Goals always results in a win, sometimes there are fewer or more positive outcomes.

Players lose once **any** Character is defeated. This happens by receiving more Wounds than they can fit on their Character board or if you run out of time. Some Adventures may also have additional conditions for winning and losing.

## - READING THE STORY -

The story is interwoven through various elements of the game: the Map, the Adventure sheet, and, most importantly, the Book of Tales, which contains the Adventure Descriptions and story Entries. When an effect instructs you to read an Entry (📖), you must find the appropriate Entry in the Book of Tales and read it aloud. Each Entry ends with a choice of following one of the two available Side Plots. Remember, you may not read an Entry unless instructed (see **ENTRIES** on page 26).

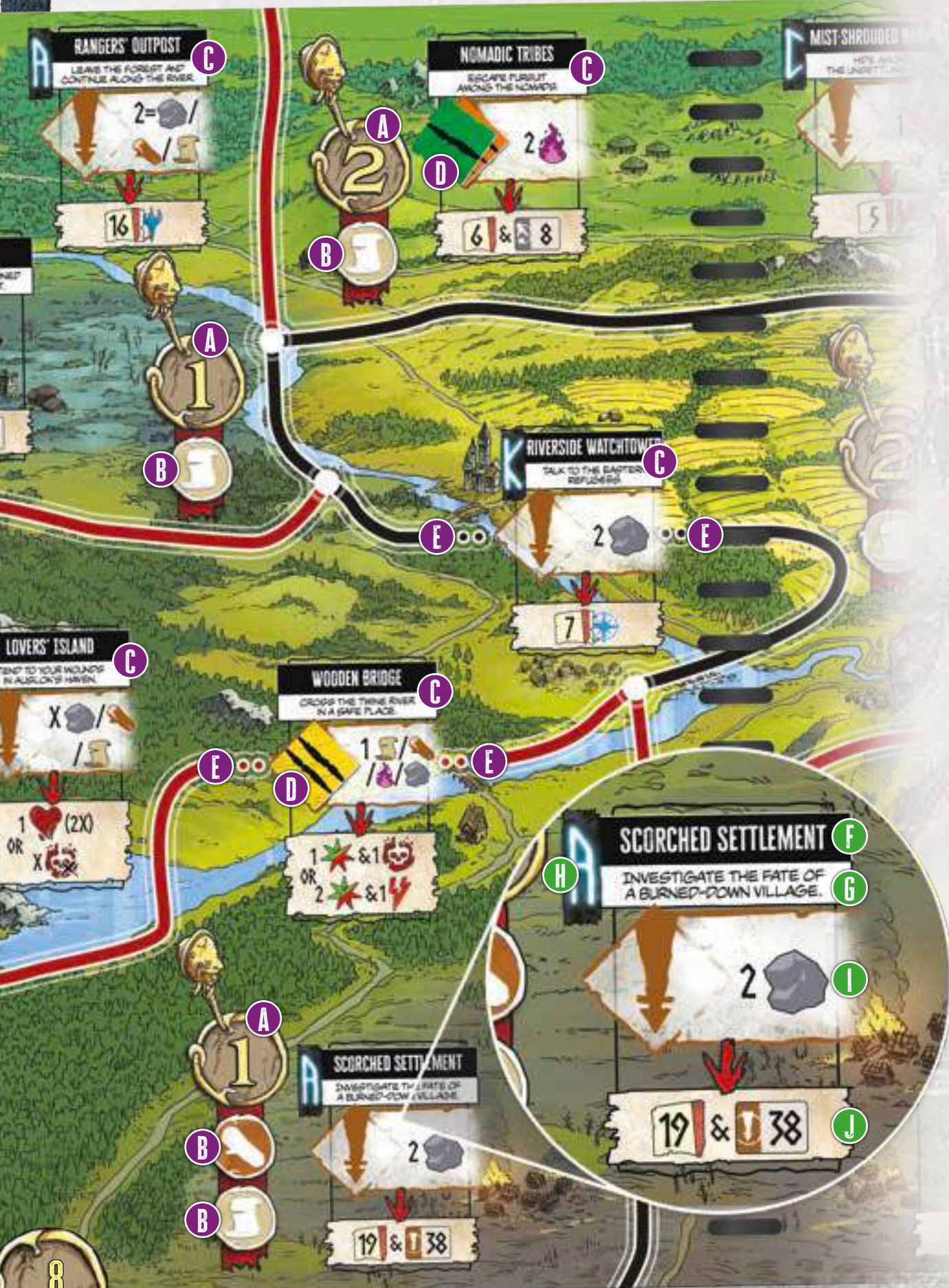


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# ATLAS OF ADVENTURE



Each Map in the Atlas of Adventure is composed of several Areas, which are divided by colored Borders (see Borders on page 14).

Each Area contains the following:

1. A number depicted within a gold circle **A**. Areas are unavailable to players if their numbers are greater than the current round number.
2. Source icons (if any) depicted below the number **B**. Source icons indicate which Goods are available to gain in the Area by resolving the Area-specific icon **C**.
3. One or more Locations in which you may perform actions **C**. Character miniatures are placed in Areas, not Locations, so once your Character is in an Area, you may interact with all its Locations.
4. If there are 1 or more Enemies (♦/♦/♦/♦/♦) on a Location, you must first remove them before resolving any other actions there **D**.

**IMPORTANT:** The ♦ icon represents any Enemy.

**NOTE:** IF A LOCATION IS DEPICTED ON A BORDER BETWEEN 2 DIFFERENT AREAS **E**, YOU MAY INTERACT WITH IT FROM EITHER SIDE OF THE BORDER.

## - LOCATION -

Each Location is composed of several elements:

- F Name of the Location**
- G Description:** Describes what you can accomplish at this Location.
- H Runes:** Indicates Locations that are affected when specific game effects are resolved.
- I Action:** Indicates which action players may resolve in the Location, as well as the requirements in order to resolve it.
- J Effect:** The result of the action, which is resolved once the requirements are met.

**Example:** players may resolve the Assign action (**I**) in this Location. Once they assign 2 to it, they immediately read Entry 19 and gain card 38. Additionally, this Location is marked with the **H** Rune, which means it may be affected by various game effects.



# ADVENTURE SHEET

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**A**

If there are 4 or more on the Action cards, draw 1 .

**A**

Otherwise, draw 1 .

PURSUIT OF THE BLOOD LILY

WIN: **B**

FIND THE BLOOD LILY

Find out which ship the Thief is hiding on and then catch them to regain the Blood Lily.

LOSE: **B**

CAUGHT BY THE GUARDS

If you must place a on an Action card and it is not possible, read .

THE THIEF ESCAPES

If you run out of time, read .

**C**

Place 1 on a **Green** or **Red** Border of the Area containing the Character with the most .

**C**

Place 1 on 2 Action cards of your choice.

**C**

Place 1 on an Action card of your choice. Place 1 on a with no or (if possible).

**D**

HYPNOTIZED CITIZENS

represents citizens hypnotized by the magic of the Blood Lily. Whenever you resolve a Combat against a , draw a card. After the Combat (regardless of its result), do not discard the token. Instead place it on any Location in an adjacent Area with a higher number (if possible).

**D**

LOOKING FOR THE THIEF:

**E**

2 3 4 5 6

**F**

Each Adventure has an Adventure sheet to track your progress. It also acts as a player aid, explaining the summary of Goals and the most crucial rules changes.

Each Adventure sheet consists of the following sections:

**A Event Card Requirements:** Explains which Event cards to draw throughout the game.

**B Goal Summary:** Explains special circumstances concerning how to win or lose the Adventure.

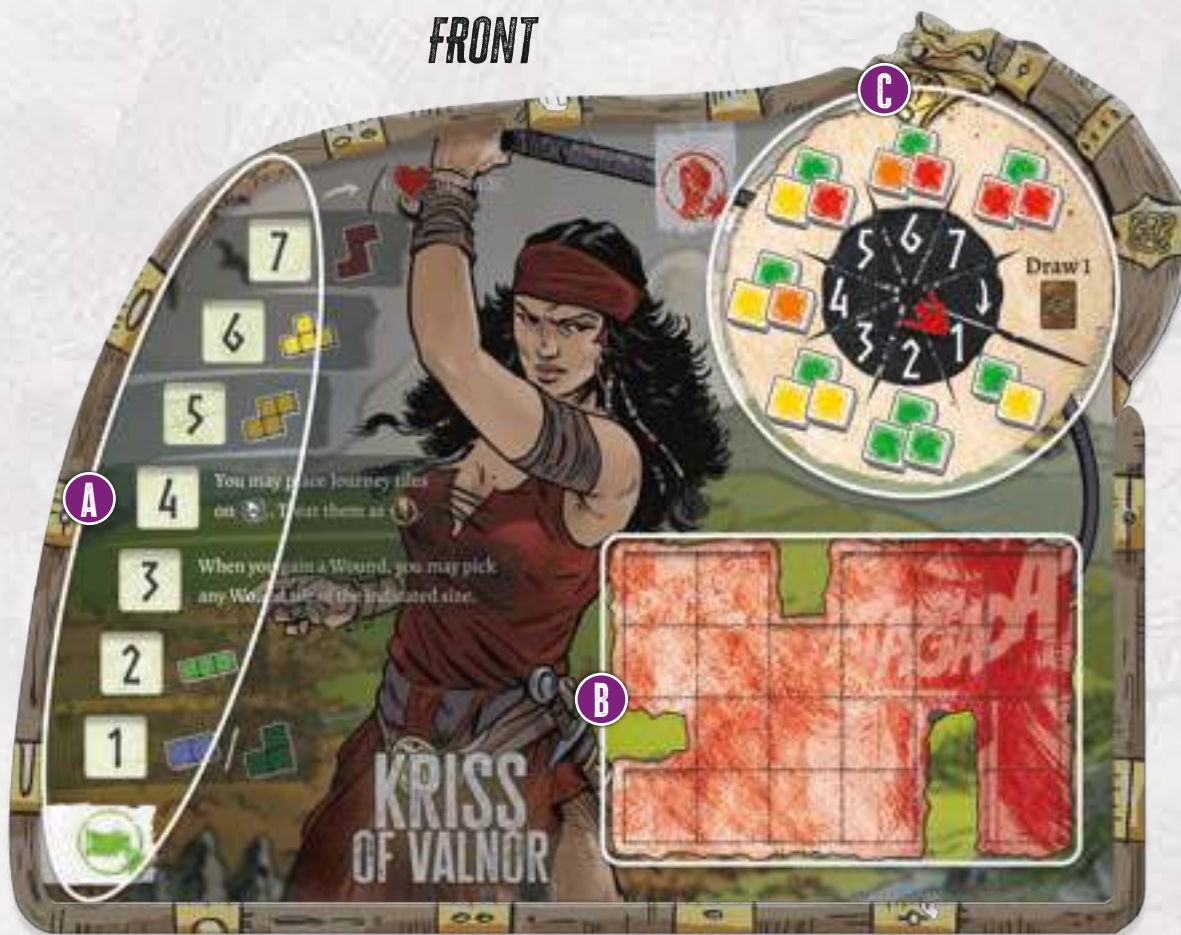
**C Event Icons:** Indicates the 3 effects triggered by Event cards.

**D Special rules:** Explains special rules for the Adventure (all rules are explained further in the Adventure Description in the Book of Tales).

**E Round track:** Keeps track and indicates the rounds of the Adventure. Some rounds are marked with special effects that you must resolve during the indicated round **F** (the special effects are described in the Adventure Descriptions in the Book of Tales).

# CHARACTER BOARD

FRONT



- (A) Journey track
- (B) Wound area
- (C) Combat dial
- (D) Components the Character starts with
- (E) Background story

The Character board tracks your vital statistics, including the amount of Wounds you can gain before you die, your Combat Experience (★), and your Journey Experience (★).

## - SKILL CARDS -

Each player begins the game with a Skill card. The card begins with its active side face up and may be used once per round. Once used, it is flipped to its inactive side. You may flip the Skill card back to its active side at any time by spending the Goods indicated on its back.



ACTIVE SIDE

INACTIVE SIDE

BACK



# CHARACTER BOARD

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## - WOUNDS -

You gain Wounds in various ways. Each time you gain a Wound you must place the indicated Wound tile within your Wound area. The first Wound tile may be placed anywhere within the area, but each subsequent Wound must be adjacent to another. Wounds may be:

1. Indicated by their exact shape.
2. Indicated by their size (shown in parentheses).
3. Indicated by other game conditions.

**If you ever cannot place the specified Wound fully within your Wound area according to the above rules, your Character dies and the team immediately loses the Adventure.**

**Example A:** When instructed to gain 1 Wound , it means that you must place 1  within your Wound area.


**Example B:** When instructed to gain 1 Wound (3), it means that you must place either 1  or 1  within your Wound Area.


**Example C:** If instructed to gain 1 Wound  and you have 2  it means that you must place 1 Wound of size 2 within your Wound area (see **THREATS**  on page 27).








## - HEALING WOUNDS -

Healing Wounds is possible throughout the game by using various Items, Location effects, or abilities.

Unspecified  effects allow you to discard any 1 Wound tile.







When you encounter  effects within parentheses, it indicates which size of Wound tile to discard.

**Example:** When instructed to 1  (3) you may discard any 1  or 1  from your Wound area, whereas 3  (1) allows you to discard up to 3 .

You may always discard smaller Wounds if you wish, but you cannot split the values.

In some situations, Healing may cause you to have Wound tiles within the Wound area that are not adjacent each other. Such a situation is possible and when you gain a new Wound, you must place it adjacent to one of the Wounds within the Wound area as normal.


## - EXPERIENCE -

Each Character has two types of Experience to gain: Combat () and Journey (). Every time a Character gains 1 , they must choose which Experience to increase. For Combat, they rotate the arrow 1 space clockwise. For Journey, they move the  by 1 space upward. If a player gains multiple  at the same time, they may divide them however they wish. If a player cannot gain any more Experience in either Combat or Journey because the dial or track is at the 7th level, they instead gain the bonus shown on the dial/track  (indicated by the arrow icon).



## UNFULFILLED EFFECTS

If you are unable to fully resolve a negative effect, you must resolve it as much as possible.

Then, after resolving the effect as much as possible, each Character affected by the game effect gains 1 Wound . If the game effect refers to a single Character, they are the only Character that gains the Wound. If the effect is neutral or positive, simply resolve it as much as possible.

# GAMEFLOW: ACTION PHASE



The game consists of several rounds, each of which has 2 phases. During the Action phase, players alternately resolve actions. During the Event phase, players draw an Event card to see what challenge awaits them in the following round.

## - ACTION PHASE -

The Action phase consists of 4 player turns. Players resolve turns in clockwise order, starting with the First player. In games with fewer than 4 players, some players take multiple turns during the Action phase.

During their turn, a player takes an active Action chip (with a red icon), flips it to its inactive side (with a grey icon), places it below an Action card, and then resolves the chosen card's effect (A). After the first round, the Action chips will be located below the Action cards from the previous round and must be moved to **different** Action cards during future rounds.

Once all the Action chips are on their inactive side, proceed to the Event phase.

**TIP:** REMEMBER TO DISCUSS YOUR ACTIONS WITH THE OTHER PLAYERS SO YOU CAN PLAN WHAT TO DO TOGETHER AND OPTIMIZE YOUR ACTIONS.

## - ACTIONS -

All actions are generally available in every Area, unless an effect blocks or limits them. Actions are performed for free, unless stated otherwise.

There are 7 basic actions available in the game:



MOVE



COMBAT



JOURNEY



SACRIFICE



COLLECT



CRAFT



ASSIGN

## - ACTION CARDS -

Action cards are placed in a horizontal row below the Atlas. This is known as the Action Row. During the Action phase, you place Action chips below Action cards to activate them.

### (B) MAIN ACTION

The Main action is indicated by the color, icon, and Action value in the upper left-hand corner of the card.

There are also Action cards that have 2 Main actions in the upper area. When you resolve this kind of card, you must always pick one of the available options.

### (C) ADDITIONAL EFFECTS

Some Action cards have additional effects, which may change or influence the actions in various ways.

# GAMEFLOW: ACTION PHASE

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## D BONUS SECTION

Most Action cards feature a Bonus section. Action card Bonuses are affected by the position of Action chips on the Action Row, and generally alter the effect of the Main action itself.



This Bonus is only applied if there is exactly 1 Action chip below this card.



This Bonus is applied for each Action chip below every Action card to the left of this card (not including this card itself).



This Bonus is applied for each Action chip below this Action card (including the one just placed).

Most Bonuses affect the Main action, indicated by a "+". If it has an Action icon without a "+", it is resolved as an Extra action.

Other Bonuses without an Action icon are resolved separately because they are not related to the Main action (i.e., ones that allow you to Heal your Characters).



**INCREASES THE VALUE OF THE MAIN ACTION**



**EXTRA ACTION**

**NOTE:** CARDS WITH AN EXTRA ACTION FOR A BONUS ARE STILL ONLY CONSIDERED TO HAVE A TYPE OF MAIN ACTION AND CANNOT BE REPLACED USING THE SWAP EFFECTS WITH OTHER CARDS OF THE SIDE'S ACTION.

**IMPORTANT:** Unless otherwise stated, if a Bonus section does not affect the Main action, it must be resolved after the Main action.

## E NUMBER

Action cards are placed on the Action Row from left to right in ascending order, indicated by their number. If 2 cards have the same number, you may place them in any order.

## REPLACING AN ACTION CARD

Throughout the game you gain new Action cards. When you gain a new Action card, find the indicated card among the unused Action cards and show it to other players. Decide together if you want to swap your current Action card with the newly drawn Action card of its matching type. If you choose to swap the card, discard the old Action card and place the new Action card in the Action Row according to the number at the bottom, in ascending order from left to right. When gaining and placing a new Action card in the Action Row, do not move or change the position of any of the Action chips that are currently under Action cards.

Some Adventure or Event effects may make you place different components on Action cards. When swapping such a card, discard all the components from it.

# ACTION: MOVE



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## MOVE

This action allows you to move between Areas on the Map.

To resolve the Move action:

Move your Character miniature through a number of Borders equal or lower than your Move Action value (min. 1). In the first Round of the game, you may only enter Areas marked with a 1. From the second round onward, you may also enter Areas with a 2, and so on into subsequent rounds.

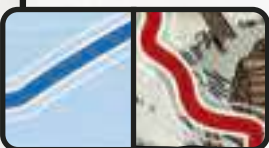
There are 5 types of Borders separating Areas:



**Regular Border:** You can move through Regular Borders without any special effects.



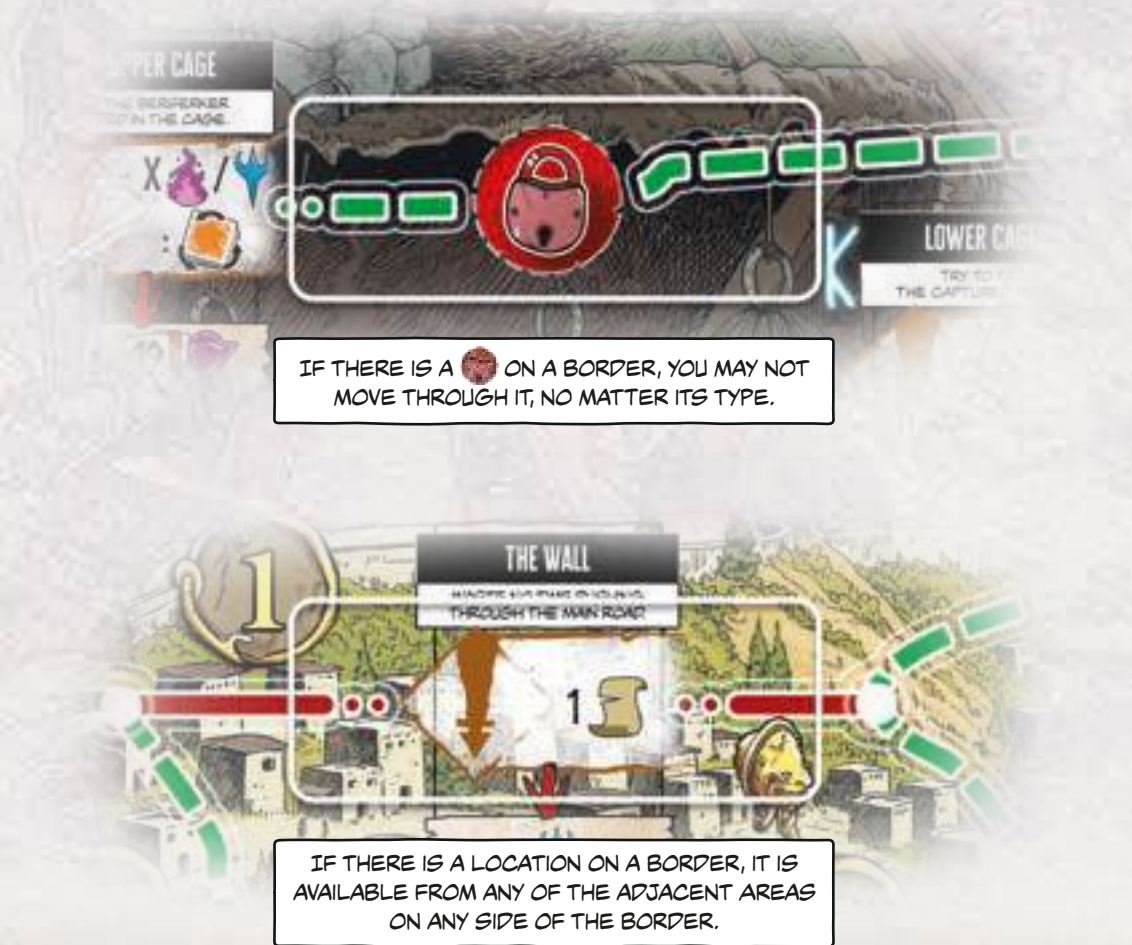
**Multiple Borders:** Moving through multiple Borders requires more powerful actions. For example, moving through a double Regular Border requires a Move value of 2.



**Special Border:** These Borders have special rules, depending on the Adventure, and they are described in the Adventure Description in the Book of Tales.



**Impassable Border:** You may never, under any circumstance, move through an Impassable Border.



# ACTION: JOURNEY



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## JOURNEY

This action allows you to progress along the Journey Path and is available in every Area.

To resolve the Journey action complete the following steps:

1. You may choose any number of your Items that affect the Journey action and resolve their abilities (see **ITEMS** on page 24).
2. Take any one of the Journey tiles indicated on or below the Journey tracker on your Journey Experience track.
3. Place the Journey tile so at least 1 of its edges is adjacent to the previously rightmost placed Journey tile. The Journey tile must be placed adjacent to the rightmost placed tile so that it is on the current rightmost column and/or farther toward the right. This creates a path of tiles proceeding toward the right—upward or downward—but **never toward the left**. Tiles may not overlap any component or extend outside of the grid created by the Terrain cards.
4. Resolve the effects of **each** space you cover with the Journey tile. All effects are described in the **COVERING EFFECTS** section on the next page.
5. If an effect allows you to place more Journey tiles during a single action, repeat steps 2-4 with each newly placed tile.



YOU MAY PLACE THE  TILE VERTICALLY.



YOU MAY PLACE THE  TILE HORIZONTALLY.

# ACTION: JOURNEY



## REVEALING NEW TERRAIN CARDS

If the Journey tile you just placed is the first tile placed in the column marked by the on the rightmost Terrain card, reveal a new Terrain card and place it as the new rightmost Terrain card. You may not rotate Terrain cards.

Then gain the bonus indicated in the upper right corner of the newly placed card. If you reveal new Terrain cards because of any other effects, ignore the bonus.

**NOTE:** IN AN EXTREMELY RARE CASE WHEN THERE ARE NO MORE TERRAIN CARDS, YOU DO NOT REVEAL ANY MORE CARDS.



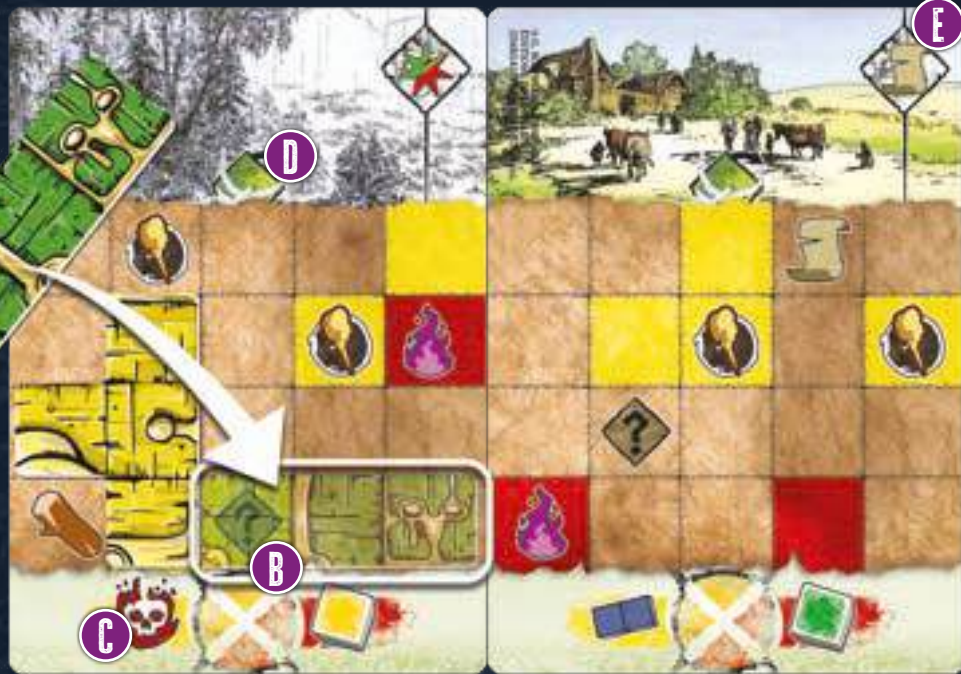
YOU MAY NOT PLACE THE TILE AS SHOWN BECAUSE PART OF THE TILE IS LEFT OF A PREVIOUSLY PLACED TILE (PLACING IT ONE SPACE FARTHER RIGHT WOULD BE ACCEPTABLE SINCE IT ONLY MOVES UPWARD FROM PREVIOUSLY PLACED TILES).



YOU MAY NOT PLACE THE TILE AS SHOWN BECAUSE IT IS NOT ADJACENT TO THE PREVIOUSLY PLACED TILES.

YOU MAY ROTATE OR FLIP THE TILE FREELY.

**Example:** the tile may be placed in any of the following ways: , , or .



**Example:** Gregory resolves the Journey ( action). His Journey Experience track depicts 2 available Journey tiles: and . He chooses to place the (A). He places the Journey tile and covers the , so he draws a Discovery card (B). Since he covered a space, he must also resolve the effect once and gains 1 (C) (if he would have covered 2 spaces he would have resolved it twice and gained 2 ). Gregory's tile is placed in the column with the icon, so he must also reveal and add a new card to the Journey Path (D). Finally he gains the bonus on the new Terrain card: 1 (E).





# COVERING EFFECTS

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## - COVERING EFFECTS -

When you cover icons using Polyomino tiles (Journey or Wound), resolve them as follows:



Area Specific: gain 1 Good provided by any Source in the Area with your miniature.

- : Provides
- : Provides
- : Provides
- : Provides
- : Provides
- : Provides

If there are multiple different Sources in your Area and you gain more than 1 Good at once, they must all be of the same type.



Gain 1 of the indicated Good.



Discard 1 Wound tile of any size from your Wound area (see **HEALING** on page 11).



Covering this space is how you defeat enemies during Combat (see **COMBAT** on page 20).



Gain 1 Experience by rotating your Combat dial (★) or advancing your Journey tracker on the Journey track (★) by 1 space.



Draw and resolve 1 Discovery card.

Discovery cards represent unusual events, meetings, and surprises during your voyages. You may gain them by covering spaces on Terrain cards. First, draw and resolve the card and then place it in its discard pile. Discovery cards always provide beneficial effects, including gaining new Items, Healing, etc.



Each time you cover a or space, you must resolve the effect indicated on the card you placed the tile on.



### Effects:

- For each : Gain 1 (see **THREATS** on page 27).
- , , , , , , : place the indicated Wound tile in your Wound area (see **WOUNDS** on page 11).
- , , , , : discard 1 of the indicated Goods.
- : roll the indicated die and gain the depicted Wound.

If there are multiple icon effects, resolve it once for each such icon.



**Example:** Danielle covers a space **(A)**, therefore she gains 2 Wounds **(B)**.

## - GOODS -

There are 6 types of Goods in *Thorgal: the Board Game*, which represent the resources that you use for various purposes.



**Material** corresponds to what things are made of and can be used to build: boards, bricks, clay, straw, etc. It is generally spent to activate Locations.



**Ore** corresponds to objects that can be mined and used to forge, such as nuggets of silver and other metals, stone, flint, etc. It is generally spent to activate Locations.



**Gossip** corresponds to the common knowledge people may share with you. It is generally spent to activate Locations and resolve Side Plots.



**Magic** corresponds to secret or forgotten knowledge about mysticism, ancient times, Gods, and the People of the Stars. It is generally used to refresh Skill cards and activate various game effects.



**Fate** and **Power** Goods are used for various purposes in each Adventure and have different mechanics and purposes. Before starting each game, make sure you know how they are used in the particular Adventure you are playing.



Fate and Power are generally not Collected nor gained during the Journey action; however, they may have corresponding Sources in some Adventures ( and ).






# ACTION: COLLECT





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This action allows you to gain Goods and it is available in every Area as long as you have the indicated Good or  icon on any of the Terrain cards on the Journey Path.

To resolve the Collect action complete the following steps:





1. Place 1  on any space of a Terrain card in the Journey Path with a Good icon or  and gain the corresponding Goods equal to the Collect Action value.
2. If you covered a  or  space, resolve the  effect **once**.

### IMPORTANT:



- The Collect action allows you to gain multiple Goods by covering a single icon.
- You may place the  on **any** space with a Good icon or  on the Journey Path—it is not connected to the Journey Path in any way.



## COLLECT



**Example:** Gregory resolves a Collect 3 action. He may place 1  on any chosen space of any of the Terrain cards. He chooses the space **(A)**. Gregory gains 3  because it corresponds to one of the Sources in his current Area **(B)**. Then he gains 1 Wound  tile for covering a  space that he must place within his Wound area **(C)**.

**NOTE:** YOU MAY NOT RESOLVE ANY EFFECT OTHER THAN THOSE PROVIDING GOODS WHEN USING A COLLECT ACTION (EXAMPLE: YOU CANNOT DRAW A DISCOVERY CARD).

**NOTE 2:** IF THERE ARE NO SOURCES AVAILABLE IN YOUR AREA, THEN PLACING A  ON A  HAS NO EFFECT.

**TIP:** YOU MAY PLACE A  ON ANY TERRAIN CARD, WHICH ALLOWS YOU TO COLLECT PREVIOUSLY UNCLAIMED GOODS. HOWEVER, IF YOU PLACE A  TILE TO THE RIGHT OF THE JOURNEY TILES, IT MAY BE HARDER TO PLACE THEM DURING FUTURE JOURNEY ACTIONS.



# ACTION: ASSIGN



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



## ASSIGN

The Assign action instructs you to place Goods from your supply on Locations to resolve their effects. You may not assign Goods to Locations with Enemy tokens, , or .



To resolve the Assign action complete the following steps:

1. Choose an Area where you are present and place the number of Goods indicated by the Assign Action value into a Location of that Area. You may assign many different types of Goods during a single action; however, you may not assign Goods to different Locations during a single action.

**REMEMBER:** EACH TIME YOU SPEND GOODS (I.E.: DURING AN ASSIGN ACTION), THEY MAY COME FROM ANY CHARACTER'S SUPPLY THAT IS PRESENT IN YOUR AREA, AS LONG AS THEY AGREE TO SHARE THEM WITH YOU.

**Example:** Danielle resolves an Assign 3 action. She places 2  from her supply **(A)** and 1  from Gregory's supply **(B)** (because his Character is also present in the Area **(C)** and he agreed) on the Location. Since there are 3  on the Location, Danielle resolves the indicated effect: she reads  **(D)**.

2. If there are enough Goods of the stated type(s) on the Location, resolve the indicated effect.
3. After resolving the effect, discard **all the Goods that were required** for the resolved effect from the Location, unless otherwise stated. Goods that were not used for the resolved effect remain on the Location.

Some game effects instruct you to place a  next to Locations with the Assign action (). These increase the number of Goods you must assign there to resolve the effect by 1 Good. If the Location requires more than 1 type of Good, you may decide which cost is increased.



# ACTION: COMBAT



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## COMBAT

This action allows you to fight Enemies in your Area.

To resolve a Combat action complete the following steps:

1. Choose an Enemy token on any Location in your Area.
2. Draw the top Enemy card, from the deck corresponding to the Enemy token you chose, and place it in front of you.

For this token:



(Minor)



(Moderate)



(Major)



(Massive)



(Mystical)

Draw this card:



Resolve Adventure specific effects.

3. Make the Combat roll by rolling the dice shown on your Combat dial and take the Wound tiles indicated by the rolled results. Then place the tiles on the Enemy card so that each tile has at least 1 edge adjacent to the other. Tiles may not overlap each other or extend outside of the grid on the Enemy card.
4. Resolve the effects of each space you cover with the Wound tile. All effects are described in the **COVERING EFFECTS** section on page 17.
5. Determine whether you win or lose the Combat according to the table below:

Win

Lose

If you covered all the ♥, discard the Enemy token from your Area.

Gain 1 🗡️ for each ♥ you did not cover (see **THREATS** 🗡️ on page 27). Do not discard the Enemy token.

6. Discard the Enemy card (to its corresponding discard pile) and return the Wound tiles from it back to the supply (regardless of if you win or lose the Combat).

# ACTION: COMBAT



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## COMBAT DICE

Each Combat die has multiple results. The two sides of each die containing the smallest shapes also have black squares, these are the Critical Results and they only resolve when you activate a Critical effect (see the **CRITICAL** section below). If you do not activate a Critical effect, you only resolve the white squares on the die.



## - COMBAT EFFECTS -

Many effects are resolved during Combat and may be resolved before or after the Combat roll.

### ADDITIONAL DICE

If an effect provides you with additional dice, you must decide if you want to use them before you roll the dice. Once you roll the dice, you cannot decide to roll more dice.



THIS EFFECT ALLOWS YOU TO ROLL 2 MORE DURING A COMBAT.

### REROLL

When an effect allows you to reroll dice, reroll 1 die at a time up to the number of times indicated by the effect. You may reroll the same die multiple times (unless stated otherwise).



THIS EFFECT ALLOWS YOU TO REROLL UP TO 3 DICE DURING A COMBAT.

### UPGRADING DICE

You must decide whether you want to upgrade any of your dice before the Combat roll. When upgrading dice, discard any die and replace it with a stronger die according to the following order:



THIS EFFECT ALLOWS YOU TO UPGRADE A DIE ONCE FOR EACH TO THE LEFT DURING A COMBAT.

### CRITICAL

When you are instructed to activate a Critical effect, you must place the larger Wound tiles, which include the black spaces on the Combat dice. You may resolve the Critical effect after rolling the dice. If you do not activate a Critical effect, you only resolve the white squares on the die.




THIS EFFECT ALLOWS YOU TO ACTIVATE THE CRITICAL EFFECT ON 1 DIE FOR EACH TO THE LEFT DURING A COMBAT.

# ACTION: COMBAT




## DEFEATING ALL ENEMIES IN A LOCATION



Once you defeat all Enemies in a Location marked with a , you must immediately resolve the effect of the Location.

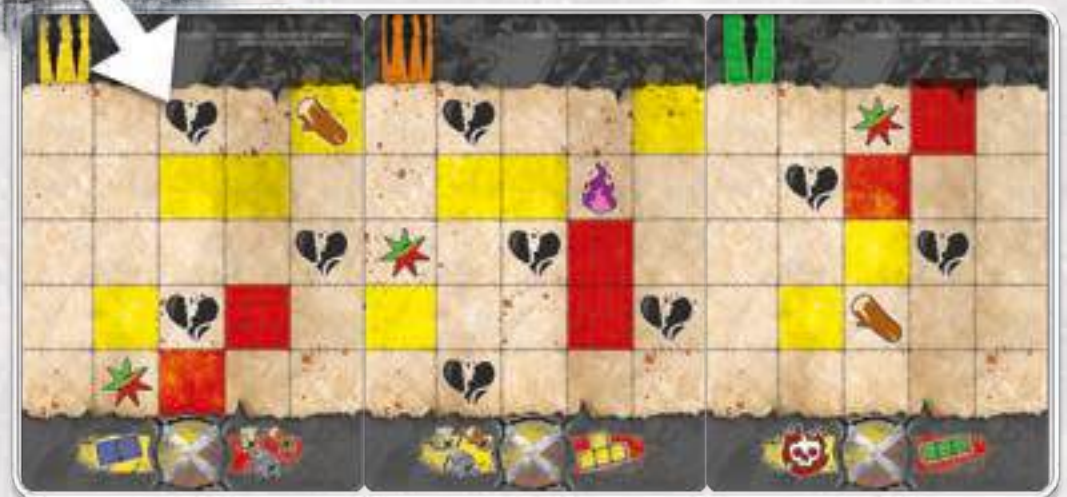





## MYSTICAL ENEMIES



Many Adventures have additional rules for Enemies, including Mystical Enemy tokens (

## MERGED ENEMIES

This effect indicates that you must place all the Enemy cards next to each other in an order of your choice as a single Enemy group. They are composed of the number and type of cards corresponding to either all the Enemy tokens on the Location or all Enemies stated in an Entry. To defeat them you must place the Wound tiles adjacent to each other across all the Enemy cards.














**Example:** Danielle resolves the Combat action () in a Location with a  token. She draws an Enemy card from the corresponding deck () as shown below.

She takes the dice indicated on the Combat dial (orange and red) () and decides to use an Item to roll an additional yellow die (). She rolls the following results:

She places the corresponding Wound tiles (, , and ) on the Enemy card.



Unfortunately, she is unable to activate the Critical effect on the yellow die.

She covers 2 , so she gains 2  (). She also covers a  space, so she gains 1  (). She didn't manage to cover all the , so loses the Combat and gains 1  for each uncovered  (1  total) (). Finally, she discards the Enemy card and all the Wound tiles placed on it, but the Enemy token remains on the Map.

# ACTION: SACRIFICE



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## SACRIFICE

The Sacrifice action forces you to gain Wounds depicted on Locations to resolve their effects. You may not Sacrifice in Locations with Enemy tokens, , or .

To resolve the Sacrifice action complete the following steps:




1. Choose a Location with the Sacrifice action in your Area. Gain a number of indicated Wounds equal to the Sacrifice Action value.
2. Resolve the indicated effect.

**NOTE:** THIS ACTION CANNOT BE PARTIALLY PERFORMED—YOU MUST GAIN ALL THE INDICATED WOUNDS.

## SACRIFICE COVER TOKENS



Some game effects instruct you to place these tokens so they cover actions printed on the board. When such a token is present on a Location, the depicted Sacrifice action must be resolved instead of the covered action (see **COVERING SPACES/ICONS** on page 27).

**Example:** Gregory decides to resolve the Sacrifice action. He has 1  in his supply (A) so the Action value is 3 (B), therefore he gains 3  Wounds (C), and then resolves the indicated effect (D): he gains 1 .

THE ISLE OF SEAGULLS  
ACQUIRE THE IDEA OF EMPLOYING  
FOR BETTER EQUIPMENT.



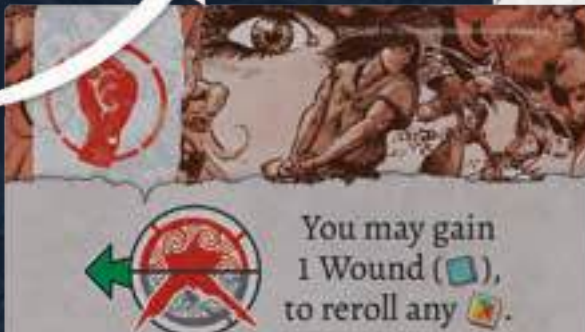
A



C

D

B

op in an Area  
er Character,  
n 1 



You may gain  
1 Wound (  ),  
to reroll any .

- 29 -

- 35 -

# ACTION: CRAFT



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## CRAFT

The Craft action allows you to gain new Items and is available in every Area.



To resolve the Craft action complete the following steps:

1. Choose a number of Item cards from the Display equal to the Craft Action value and place them below your Character board. If you want, you may choose fewer cards than the Craft Action value.
2. You may discard 1 Item card from the Display.
3. Refill the Display with new Item cards. If you run out of cards, reshuffle the corresponding discard pile to create a new deck and then refill the Display.

## - ITEMS -





AFTER RESOLVING AN ACTION:

- C** Ignore all .  
Gain 1 .

Items allow you to improve actions or perform additional effects during your turn. They are all single-use, and discarded after they are resolved. Each Character begins the game with a single Item. Players gain more Items throughout the game thanks to the Craft action and other effects. Players may not share or exchange their Item cards with each other.

- A** Name
- B** Action: The left side of an Item card indicates during which action the Item may be used. If the Item has a multicolored icon, it might be used during any action. All Item cards are free to play.
- C** Item effect
- D** Character: Indicates which Character begins the game with the Item.

When an effect instructs you to draw a number of Item cards, draw cards randomly from the top of the Item deck. If resolving an effect instructs you to gain Item cards, pick them as you wish from the Display and then refill it.

**Example:** Danielle is resolving a Combat action. Before rolling the dice she decides to use the **STONE OF THE VANIR** **A**. She rolls 1 additional  **B**, gains 1  **C** and then discards the Item.





# EVENT PHASE

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**WIN:**  
Complete any of the following Goals:

**UPRISING**  
Assign more ♠ to ♣ than there are ♠ on all ♣ combined. Read 3.

**DESTROY THE TEMPLE**  
Move the ⚪ to the leftmost space of the Adventure track. Read 7.

**LOSE:**  
**THE TEMPLE IS BUILT**  
If the ⚪ moves onto the rightmost space of the Adventure track or you run out of time, read 8.

**DISTRUST**  
After you resolve ⚪ in a ♣, you may immediately resolve the effect, or wait and leave the assigned Goods at the Location. If you decide to resolve the effect, roll the indicated die. If there are at least as many Goods assigned at this Location as are shown on the die result, resolve the Will effect. Otherwise, discard all the Goods assigned there and resolve the LOSE effect.

**ACTIVE EVENT CARD**  
**IMMEDIATE:** Each Character in an Area gains 1 Wound.  
**ACTION PHASE:** During this round, treat all ♠ as ♠.

**ROCK FALLS**  
THIS IS A DANGEROUS AREA. ENTER AT YOUR OWN RISK!

**ACTION PHASE:** When you move into or resolve an action in an Area with ⚪, gain 1 Wound.

**NEXT EVENT PHASE:** Resolve ⚪.

Once all Action chips are on their inactive sides, and the actions are completely resolved, proceed to the Event phase by completing the following steps:

1. Advance the Round marker (⚪) by 1 space (A).

If the Round marker is on the last space and cannot advance, you lose the game.

2. Flip all the Action chips to their active side (B).
3. Resolve the "Next Event phase" effect of the active Event card (C). This usually instructs you to resolve the ⚪, ⚪, or ⚪ effect explained on the Adventure sheet.
4. Draw and resolve a new Event card (D). First, starting with the Event card deck on the left, check the requirements of drawing an Event card. If the requirement has been met, draw and reveal the Event card, then resolve all of its immediate effects.
5. Pass the First Player marker to the next player in clockwise order.

**Example:** During the Event phase, Gregory must resolve the middle effect: ⚪ (C). He checks the Adventure sheet and sees that he must upgrade 1 ♠ on a ♣.

**NOTE:** EACH ADVENTURE USES 2 DECKS OF EVENT CARDS. THEY AFFECT THE GAMEPLAY IN VARIOUS WAYS, BUT THE CARDS FROM EACH DECK ARE SIMILAR, SO ONCE YOU UNDERSTAND HOW SOME CARDS FROM A DECK FUNCTION, YOU MAY BE ABLE TO ASSUME HOW OTHER CARDS WITHIN THE DECK ALSO WORK.

(B)

(A)

(B)

(C)

(D)

(E)

## - EVENT CARD -

- (A) **Title:** Sets the scene for what Event is happening.
- (B) **Image:** Illustrates what the Event looks like.
- (C) **Description:** Flavor text about the Event.
- (D) **Effect:** Mechanical effects that must be resolved in the indicated moment.
- (E) **Next Event phase effect.**


# END OF THE GAME & RULES IN DETAIL


## - END OF THE GAME -


Each Adventure has its own winning and losing conditions; however, the death of a Character and running out of time (having no rounds remaining) always ends in a loss. Adventures have multiple possible endings, so make sure to read the right Entry to check how well you did.





## RULES IN DETAIL

### - ENTRIES -

Many actions and effects instruct you to read Entries from the Book of Tales, indicated by the  icon. Each Entry may only be read once during each Adventure, unless otherwise specified.

When instructed to read an Entry, read it, resolve the depicted effects and mark the corresponding Location with an Entry () token.




Each Entry ends up with a choice of following one of the two Side Plots. The active player may spend 1  to resolve **either** of them.




Many Entry icons are connected to another icon to indicate which aspect of the game it refers to. For example, the  icon means this Entry corresponds to  (it may mean gaining, placing, discarding, moving it, etc. depending on the Adventure) whereas the  Entry refers to .

**NOTE:** IN SOME EXTREMELY RARE CASES, READING ONE ENTRY MAY ALLOW YOU TO READ ANOTHER ENTRY. ALWAYS COMPLETELY RESOLVE THE FIRST ENTRY BEFORE READING THE NEXT ONE.

Entries consist of the following:

- A Entry number:** Helps identify and locate the Entry.
- B Name:** Sets the scene for the Entry.
- C Story:** The story has no direct bearing on gameplay, however the information presented here may help you decide what to do next.
- D Effects:** You must resolve these effects. They are applied either to all Characters or a single Character, depending on the instruction and must be applied in the given order.
- E Side plots.**

**Example:** Gregory resolved an Assign action () and assigned 3  to the Location **A**, which means he reads .

He reads the Story aloud and resolves all effects **B**. He may spend 1  from his supply or any other Character in that Area, to resolve either of the Side Plots **C**. He decides to resolve the bottom-most effect **D** to discard all  from 2 Terrain cards of their choice. Finally, he places the  on the Location where he resolved the action **E**—no Character may resolve it again until the end of the game.






### MERCHANT COLONY **B**

The merchants spit when you mention Torkan's name. His Captains confiscated the merchants' equipment recently, leaving them with little **C**ndise. When they hear about the rebellion, one of them hands you a mysterious package with Thor's sigil embedded in it and warns you not to open it until you're in complete darkness.



Gain 1 .


Move any 1  from a Location with multiple Enemy tokens to **K** or **L** without a .

Spend **C**  to resolve either of the Side Plots:






**E** ASK THEM TO PROVIDE SUPPLIES FOR THE REBELS. — Any 2 Characters gain 1 Item each from the Display and refill it.





**D** HELP THE MERCHANTS FOR A DAY AND LEARN ABOUT THEIR GATHERING METHODS. — Discard all  from 2 Terrain cards of your choice in the Journey Path.

## - THREATS -

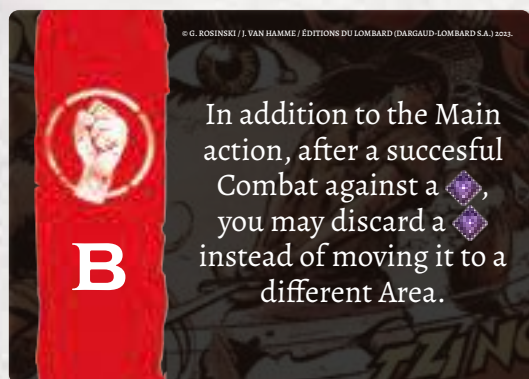
Threat tokens represent the dangers and pressure that build up as you progress through your Adventure. Many game effects depend on the number of Threat tokens you have. Most of the Adventures have additional effects described in the Entries and on Event cards connected to the Threat tokens.

Each Character may have up to 5 . If, at any time, a Character receives a 6th , they gain 1 Wound () instead (as described in the UNFULFILLED EFFECTS section on page 11).

**NOTE:** IF YOU GAIN A "WOUND ()", IT MEANS THAT YOU MUST PLACE ANY WOUND TILE WITH A SIZE EQUAL TO THE NUMBER OF  IN YOUR SUPPLY INTO YOUR WOUND AREA.

## - SPECIAL ACTION CARDS -



Some Adventures have Special Actions cards, marked by letters at the bottom instead of numbers. When you gain such a card, place it below the corresponding Action card. If the Action card is swapped later during the game, move the Special Action card so it remains below the corresponding Action card.



**THIS SPECIAL ACTION CARD AFFECTS THE COMBAT ACTION**

### 6 THE HARBOR OFFICES



You bash through the locked doors and into the office. You expect it to be empty, but inside you find a terrified clerk hiding under a desk. He tells you about a man who came here just a moment ago and took the documents allowing him to command the Captains of the dhows moored in the port to take him wherever he needed to go. He was carrying a red crystal in his hand, and whenever someone looked at it, their eyes turned red and they set off into the city, screaming maddeningly. He only managed to remain thanks to the talisman he's wearing. You convince him to give you the charm—it will be useful in the fight against the charmed citizens.

Place Special Action card  below the Combat Action card.  
Place 1  on any Action card.

**Example:** This Entry made you place Special Action card B below your Combat card. From now on, when you place an Action chip there, you resolve the Main action (Combat) and apply the effects depicted on the Special Action card.

## - COVERING SPACES / ICONS -




If you cover anything using a , it is now considered unavailable and you may not interact with it (e.g.: you may not interact with a Location or any Goods, Enemies, etc. on it if it is covered with a ).

If you ever cover anything with another component, treat the component covering it as if it were printed there.

**Example:** Gregory covers a red  with a . From now on, each time anyone must resolve a red  on this Terrain card, they gain 1  Wound.



These tokens are placed on Action spaces covering the printed requirement. They may cover Action spaces with , but also with different Actions.



## - AMBIGUITY -

If an effect does not indicate the exact target or can be resolved in multiple different ways, players can choose any of these ways.

## - EXHAUSTED TERRAIN DECK -

If you run out of Terrain cards and you have placed tiles on a space in the last available column, you may no longer resolve the Journey action!

# RULES IN DETAIL

## - UPGRADING AND DEGRADING ENEMIES -

There are 4 types of Enemies. When you are instructed to Upgrade an Enemy token, replace it with an Enemy token that has 1 more Strength (♦ > ♠ > ♣ > ♠). If you must Upgrade a ♦, all Characters resolve the Unfulfilled effect (gain 1 Wound) instead.

When you must Degrade an Enemy token, replace it with an Enemy token that has 1 fewer Strength. If an effect instructs you to Degrade a ♦, ignore it without consequence.

## - ...AS A GROUP -

Each time you must do something as a group, resolve the effect considering all Characters.

*Example: when you must discard 3 🗑️ as a group, all Characters together must discard 3 🗑️ total.*

## - UPDATING THE ACTION ROW -

When you decide to swap an Action card you must take it from the Action Row. All cards must still be in ascending order, so if the new card must be placed in another space of the Action Row, move the remaining Action cards to create this space **without** moving the Action chips below them.

*Example: Your initial Action Row is shown below:*



*You have resolved an Action in the PRISON CELL that allows you to swap Collect Action card 22 (A) with Collect Action card 8 (B).*

*You decided to do so, therefore your Action Row now looks as shown below.*



# SOLO GAME, CREDITS

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## - SOLO GAME -

When playing Solo, you control 2 Characters and resolve turns for each of them separately as if playing with 2 players. There are no significant rule changes. However, when resolving an effect referring to the number of players, resolve it as if there were 2 players.

## - CREDITS -

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**Special thanks:** Weronika Spyra



Miniatures by Titan Forge

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# ICON GLOSSARY



Assign Action card



Sacrifice Action card



Combat Action card



Journey Action card



Collect Action card



Move Action card



Craft Action card



Special Action card



**Green** Border: regular movement



**Red** Border: Adventure specific rules



**Blue** Border: Adventure specific rules



**Impassable** Border: impossible to cross



Any Action chip



Active Action chip



Inactive Action chip



The only chip below an Action card



Each chip to the left of the active Action card



Each chip below the active Action card



Any die



Die of the indicated color



Any Good



Gossip Good



Ore Good



Material Good



Magic Good



Fate Good (it has Adventure specific special rules)



Power Good (it has Adventure specific special rules)



Area Specific, refers to the Area you are in



Gossip Source



Ore Source



Material Source



Magic Source



Fate Source



Power Source



Threat



Discard

# ICON GLOSSARY

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	Experience		Blocked Location, Border, etc.		Mystical Enemy		Reveal a new Terrain card
	Combat Experience		Collect token		Strength of an Enemy		Discovery card
	Journey Experience		Heal (discard 1 Wound)		Runes		Objective token
	Active Skill card		Enemy spaces you must cover to defeat them and win Combat		Size 1 Polyomino (Wound/Journey) tile		Increased cost token
	Penalty		Any Enemy		Size 2 Polyomino (Wound/Journey) tile		Sacrifice cover token
	Red Penalty		Minor Enemy		Size 3 Polyomino (Wound/Journey) tiles		
	Yellow Penalty		Moderate Enemy		Size 4 Polyomino (Wound/Journey) tiles		
	Entry		Major Enemy		Size 5 Polyomino (Wound/Journey) tiles		Adventure Track marker (described in some of the Adventure Descriptions)
	Completed Entry token		Massive Enemy		Round marker		Move the  by 1 space in the indicated direction

# RULES SUMMARY

You must accomplish all the Goals within the number of rounds shown on the Adventure sheet. During each round, resolve the following:

## 1. ACTION PHASE

Starting with the First player, each player completes these steps:

- Choose an active Action chip, and flip the Action chip to its inactive side.
- Place it below a different Action card.
- Resolve the action according to the text of the Action card under which they placed the Action chip.


During their turn, each Character may use their Skill and/or Item cards if applicable.




### MOVE

Move through a number of Borders equal to the Move Action value.




### JOURNEY

Place any Journey tile shown on your space (or any space below) on the Journey Path. The Journey tile must be placed adjacent to the rightmost placed tile so that it is on the current rightmost column and/or farther toward the right.

Then resolve every covered space. If you covered a space in the column marked with the  of the rightmost card, reveal and add a new Terrain card to the Journey Path. Gain the bonus depicted in its corner.

Resolve the corresponding  once for each  or  you cover.

### COLLECT



Place 1  token on any Terrain card. The token may be placed on any Good or  icon. Then gain a number of matching Goods equal to the Collect Action value. If you covered any  space, resolve its effect **once**.

### ASSIGN









Place up to a number of Goods equal to the Assign Action value on a Location in your Area requiring assigned Goods. You may take them from your supply or from other Character's also present in the Area, if they agree.

### SACRIFICE

Choose a Location that requires a Sacrifice in an Area where you are present. Gain the number of Wound tiles (shown on this Location) equal to the Sacrifice Action value and place them within your Wound area. Then resolve the Location effect.

**NOTE:** YOU CANNOT RESOLVE THE ASSIGN/SACRIFICE ACTIONS IN LOCATIONS WITH AN ENEMY, , OR .

### COMBAT


Choose an Enemy token (, , , , or ) in a Location in an Area where you are present and draw the top Enemy card from the corresponding deck, and roll the dice shown on your Combat dial. Place the rolled Wound tiles adjacent to each other and resolve the covered spaces. If you covered all of the , discard that Enemy token. If you didn't, gain 1  for each uncovered . Discard the Enemy card and all Wound tiles placed on it.

### CRAFT

Gain up to a number of Items from the Display equal to the Craft Action value. You may discard 1 card from the Display. Then refill the Display.

After all the Action chips have been used and flipped to their inactive sides, resolve the Event phase.

## 2. EVENT PHASE

1. Advance the Round marker () by 1 space.
2. Flip all the Action chips back to their active side (without moving them).
3. Resolve the Event phase effect of the revealed Event card.
4. Check the requirements for drawing the next Event card, and then draw it (if it has any Immediate effects, resolve them).
5. Pass the First Player marker clockwise.