

1 Instructions: Navigation



A Game by Gregory Favro
Illustrations by Benjamin Wiesemann

1

Navigation

Your expedition into the spire is transcribed on this deck of cards. They are in numerical order. To progress, you simply reveal the cards like pages in a book. Navigational prompts will be highlighted in **RED** to guide you.



Reveal: This prompt will instruct you to advance to the next indicated card number.

For example, if you are on card #10 and it states **Reveal Card 20** you must advance to that card. Any card in between must be removed from the game. These cards are flashes of alternate realities that are not meant to be.



Discard Pile: This is where you place cards you **HAVE** experienced. You can revisit these at any time. They are your memories to hold and to reference. They may come in handy as you proceed.



Pull: On occasion you will be asked to “pull” a card. In these cases, you will reveal a card out of sequence without advancing from your current card.

If there are no advancement instructions on a card, move on to the next numerical card when it's time. You will know when.

Once your journey begins do not reveal or shuffle any cards without specific instruction to do so. Such insight into the future will drive you mad. The mind is a frail thing that cannot handle the harsh realities of a rip in the space-time continuum.



Reveal Card 2

2 Instructions: Set Up



*Edited by
Christian Thomas & Erica Perez*

2

Ally Selection & Set Up

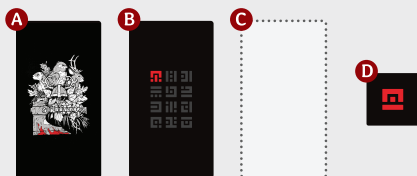
There are 7 of you now. Seven of five hundred and eighteen souls. Be it divine intervention, or fool's luck, who knows? What I do know is that each of you will serve a purpose. Follow these steps carefully.

1. Shuffle the 7 Ally Cards.

2. After you feel good about fate's course, Reveal 2 Allies.

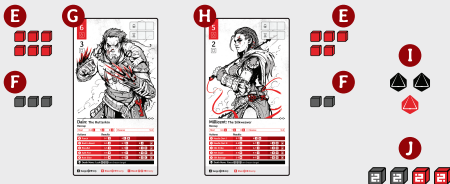
Place those two in front of you. These are your starting Allies. You can only use two Allies at a time. All interactions, scenarios, combat, or anything else you encounter will be with these two characters until they die. We will cover the unpleasuries of death a bit later. For now, let's take a moment to identify the different kinds of cards and components.

Components & Play Field



Play Field: Active Story Card(s) go here.

- A** Ally Deck
- E** HP Cubes
- I** Dice (3)
- B** Story Deck
- F** AP Cubes
- J** Key Dice (4)
- C** Discard Pile
- G** Ally #1
- D** Action Deck
- H** Ally #2



Reveal Card 3

3

Instructions: Ally Card Anatomy



Ally Card Anatomy

Rest & Boost Meters

Hit Point Threshold (HP)

Armor Point Threshold (AP)

Hit Point
Cubes

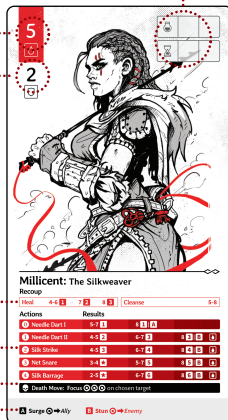
Armor Point
Cubes

Recoup Bar

Attack Bars

Death Bar

Status Effects



Hit Point & Armor Point Cubes

After drawing your 2 starting Allies, locate their Hit Point & Armor Point Thresholds. These are their starting points for HP & AP which will be represented by Cubes. Allies cannot exceed their thresholds.

Place the indicated number of Hit Points & Armor Points next to your starting Allies.

In the Ally Card above, you would place 5 HP Cubes and 2 AP Cubes.



Hit Points: are your Allies' life/energy. They are spent to perform actions. If an Ally runs out of HP, they die.



Armor Points: are your Allies' physical protection. Armor takes damage until it's depleted. If you run out of AP, damage is then taken from HP.

Reveal Card 4

4

Instructions: Combat/Actions



4

Step 1: Actions

An Ally's turn in combat consists of three steps: **Actions**, **Recoup & Upkeep**. Ally #1 must complete these three steps before Ally #2 does.



Actions: are options you have available during combat to deal damage, heal and perform special abilities.

In Step 1, an Ally has the option to perform 1 Action per turn. Actions are performed by spending HP (Hit Point Cubes). Actions are indicated by the red bars on the bottom half of your Ally cards. The number on the far left of each bar is the HP cost for these Actions (see example below).

- | | | |
|---------------------|-----------------------------|---------------------------------------|
| Action Steps | 1) Choose an Action. | 3) Roll 1D8 (eight sided die). |
| | 2) Pay the HP. | 4) Perform the results. |

Action Bar Example



Example: You roll 3
DMG: 0



Example: You roll a 5
DMG: 1 damage to an Enemy

If any action result contains a boxed letter (**A** through **H**), it has triggered a Status Effect. (See Status Effects on Instruction Card 6).

Kickbacks

There will be times you get bonuses off lucky rolls called Kickbacks! In the action bar example above the Kickback is circled. If you had rolled an 8 you would do 3 DMG and receive 1 HP Kickback to give to an Ally.

Kickback Icons



Hit Points



Armor Points



= 1 HP



= 2 HP



Reveal Card 5

5 Instructions: Combat/Recoup



5

Step 2: Recoup



Recoup: is a chance for an Ally to recover, heal or undo unwanted Status Effects after his or her Actions.

In Step 2, an Ally has the option to perform **1 Recoup roll per turn**. There is no HP cost for Recoup. The Recoup bar is located directly above the red Action bars. **BE AWARE**, an Ally can give points gained to another Ally but they **CANNOT** be split up.

Steps 1) Choose a Recoup. 2) Roll 1D8. 3) Perform results.

Recoup Bar Example



Example: You roll a 7
Heal: +2 HP to an Ally



Example: You roll 6
Remove 1 Status Effect

Rest & Boost Meters



Rest: is an option to get more HP out of your Recoup roll. If you skip your Action you can elect to Rest. During Recoup/Heal, Rest will add +1 HP (first turn), +2 HP (second turn), +3 HP (third turn) to your Recoup/Heal result. Keep track of your consecutive Rest count with the **Rest Meter** (top right of the Ally Card).

The Rest Meter resets if you perform an Action, or after 3 Rests.

Be Warned! If you roll a 1, Rest fails and the meter is cleared.



Boost: During Recoup, you may receive more Hit/Armor Points than you can use due to the threshold limit. In these cases, place the extra HP or AP Point Trackers in the **Boost Meter**, also located at the top right of the Ally Card. Once you have the meter filled you can spend it for **Strength** (1 turn).

Meter - Powering Up



Reveal Card 6

6 Instructions: Combat/Upkeep



6

Step 3: Upkeep

During combat you can be stunned, burned, or healed, to name a few. All of these affect you differently. At the end of each Ally's turn, you keep track of these effects with Cubes.



Upkeep: managing **Status Effects** on an Ally.

To understand **Upkeep**, you will need to learn the basics of **Status Effects**.



Status Effects: are temporary modifiers on a character.

Status Effects Example

Status Effects can affect you positively or negatively. Let's look at the Status Effects Glossary. Keep this card close during combat for reference.

Pull Instruction Card 11

Here are 2 common examples that come into play often.



Regen

Effect: +1 HP on target.



Bleed

Effect: -1 HP on target.

Notice that both Status Effects above have this icon listed after them. This tells you how many subsequent turns the effect lasts. If is not listed the effect is triggered immediately. If it's listed once it occurs the next turn.

If you suffer **Bleed** , you will place 3 Cubes on that Ally. That character will have Bleed for 3 turns.

During Upkeep, remove 1 Cube per turn. Since Bleed's effect is -1 HP on your target, you will remove 1 HP from that Ally. This will continue until all the Cubes have been removed. In this case, the effect lasts three turns. If you suffer Bleed again and you still have previous Bleed Cubes, add the new ones to the existing amount.

There is no limit to the number of Status Effects you can have. All Status Effects are removed once the fight has ended.

Reveal Card 7

7 Instructions: Enemy Combat



7

Enemy Combat

Step 1: Action

Your Enemies will follow the same 3 steps: **Action, Recoup, Upkeep**.
You will act for the enemy during their turn.

At the same time as the attack roll there must also be a **Selection Roll** (1D8) to determine **WHO** they attack. **Use the Selection Roll any time you need to determine which Ally is affected during the course of the story.**



Roll 1-4: Attack Ally 1



Roll 5-8: Attack Ally 2

Once this is determined, select an **Action Card**.
It will determine what action they perform.



For example: If you reveal an Action Card with a 1, the Enemy performs Action Bar 1.

Proceed with this attack like you would an Ally's attack, but **BE WARNED!**
Enemies DO NOT spend HP to perform attacks.

Step 2 & 3: Recoup/Status Effects

Recoup & Status Effects are performed the same as they are for Allies. Roll for Recoup, then tally up any Status Effects.

Damage and Healing Distribution

Damage taken goes through Armor Points, **THEN** Hit Points.

For example: If the Enemy hits an Ally for 5 DMG, and that Ally has 5 AP / 2 HP, the Ally would be left with 0 AP / 2 HP.

BE AWARE! You cannot split up HP, AP or DMG. If a character does 4 DMG, it goes to a single target. If a character heals, rests or rebuilds armor, those points apply to a single target as well.

Reveal Card 8

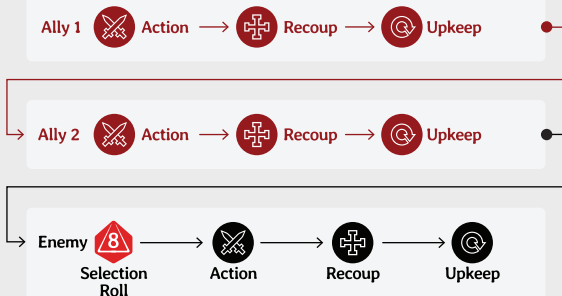
8 Instructions: Combat Review & Icons



Combat Review & Icons

Combat Round: Consists of Ally 1, Ally 2, and the Enemy completing their turns. The rounds continue until the Enemy dies, or all 7 of your Allies do.

Combat Round Flow



There are a number of important icons associated with combat. Be sure to learn what each of them means.

Combat Icon Legend

-  This attack/ability is performed twice during one action.
-  This attack/ability affects all opposing targets in play.
-  This attack/ability persists and is not removed until the end of an encounter or by other means (such as **Cleanse**).
-  Represents how many subsequent turns the effect lasts.
Example: **Bleed**    indicates bleed lasts 3 turns.
-  Represents the number you roll. For example, if an attack does: **DMG** , and you roll 5, it would inflict 5 DMG.

Reveal Card 9

9

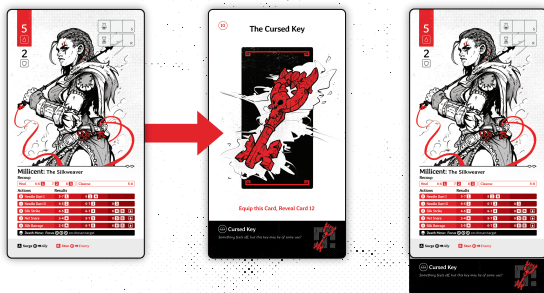
Instructions: Loot



Loot

During your adventures you may find items you can use. Some may bring good fortune; others may not.

Items are listed in black strips at the bottom of the story cards. When you get an item, choose an Ally to give it to. Then place the item under the Ally card, making sure the black strip is visible at the bottom.



Loot Types & Limitations

There are 2 types of loot items: **Combat Items & Story Items**. They can give you new actions and abilities during your journey. Story Items may have abilities, but they can also trigger events outside of combat.

Loot Limits (per Ally)



Combat Items: 3



Story Items: Unlimited

Each Ally can hold up to 3 Combat Items. Story Items are unlimited.

If you have more Combat Items than your two Allies can use, set them aside. You still have these items. They may come into play outside of combat; you just can't use them in encounters.

BE WARNED! You cannot swap out Combat Items during encounters.
Upon death, Items are passed on to the next Ally unless stated otherwise.

Reveal Card 10

10 Instructions: Death & Quick Start



Death & Quick Start

Death. It happens to us all. When an Ally comes to their dramatic end, they will trigger a **Death Move** before you discard them.



Death Move: when an Ally dies they perform a Death Move indicated by a black action bar on the Ally card.

Death Bar Example

Death Move: Strength on chosen target

In the example above, you would cast Strength (for 3 turns).

If an Ally dies during an encounter (and they will!) a new Ally must take their place until all Allies have perished. Remember there are only 7 of you. Preserve yourselves as much as possible. Fate is not on your side.

Your journey ends when all of your Allies die or when your story comes to its natural conclusion (there are many). Most of them are grim.

Your progression is based on your choices. What you do matters. When your journey ends, have the courage to play it out again. Perhaps different choices will garner better results?

Quick Start

To quickly start a new game after your first playthrough follow these steps:

- 1. Shuffle the Ally Cards then draw 2 Allies.**
 - 2. Place the HP/AP Cubes for starting Allies.**
 - 3. Start at Card 5...and you're off!**
-

Co-Op

Try playing with someone else. During a 2 player game, each player controls an Ally. Take turns rolling for the enemy actions. You can also add a 3rd player to read the story and roll for the enemy.

It's time to head back to the Story Deck!

11 Status Effects Glossary



Status Effects Glossary

Positive Effects

Bubble: +3 armor on target/Ignore ally armor threshold/Remove after the enemy's turn

Encore: If an action misses, roll again/If you have **II** only one missed roll can be rerolled

Encourage: +1 attack DMG/If you have **II** +1 on the highest roll

Chant: Take 0 DMG from all attacks

Cleanse: Remove 1 status effect on a target

Luck: On an action, roll twice/Pick best roll/If you have **II** roll three/Pick best two

Pierce: Ignore armor on a target

Rebuild: +1 armor

Regen: +1 HP

Strength: +1 on action roll/If you have **II** +1 on the highest roll

Surge: Additional **I** Action

Negative Effects

Bleed: -1 HP per turn

Confusion: Character attacks themselves/ **2** Action (no HP cost for action)

Cripple: DMG output 50% less (round down)

Dwindle: -1 attack DMG/If you have **II** -1 on the highest roll

Exhaustion: No recoup or rest/Clear rest meter

Harvest: Take 1 HP from a target

Hinder: -1 DMG per hinder amount, per turn (this effect persists **II** until cleansed)

Impaired Vision: -1 on next action roll/If you have **II** -1 on the highest roll

Intimidate: Force a **I** Action next turn

Seduce: Take 1 armor from a target

Snuff: -1 recoup roll

Stun: No action next turn (can still perform recoup or rest)

Turncoat: Force an ally to attack another ally, **2** Action (no HP cost for action)

Status Effects Tracker

If you are overwhelmed, you can use the Status Effects Tracker (Card 12). Assign a cube color to an Ally and mark the effect they have. There is room on each meter for both Allies and one Enemy.

Alternatively, you can track the status effect turns for a single character.

