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THE LORD OF THE ICE GARDEN

Based on the novel by JAROSŁAW GRZĘDOWICZ



KRZYSZTOF WOLICKI



THE LORD OF THE ICE GARDEN

"Welcome, wanderer! Come, join me at my table and shake off the wearies of the road. Settle in friend; order us a jug of ale and listen to the words of this old man. Listen closely and I'll tell you a story about a Garden..."

1. A new world

"The first anthropoidal civilization in recorded history has been discovered among the explored cosmos. They appear oblivious to the fact that they are not alone in this universe. The opportunities this presents are priceless..."

Our story takes place on a distant planet, occupied by a fledgling civilization. The world of Midgaard is very similar to that of Earth, only locked forever in the jealous arms of a more sinister era. Like the Dark Ages of our own history, it is a place controlled by superstition and magic; only here, those powers are real. Hidden forces are at work and soon Midgaard will become an arena for those who are brave – or foolish - enough to take the power of the Gods for themselves. Teetering on the threshold of destruction, the natural order has been unsettled and a war between Chanters looms...



2. The Mission

"To the survivors of the Midgaard II station. I came to help you. Ask for Ulf – the Night Wanderer."

Having learnt what they could from orbit, a group of Earth scientists were delivered in secret to the surface of Midgaard in order to continue their studies. A stealthy approach was considered best, for who knew what manner of welcome would greet these newcomers?



Soon after receiving reports of the discovery of an unusual power source, 'M-factor' (the power behind all that the men of Midgaard called Magic), disaster overtook the team; those who were not killed, fled and all communication was lost...

Coming to the planet under the guise of Ulf - The Night Wanderer, Vuko Drakkainen's mission is, at first glance, simple: to track down those scientists who remain unaccounted for and return them to Earth. However, this will be harder than it appears; they left the Earth as mere scientists, but now obsessed in their pursuit for power and knowledge, ruling this world seems much more alluring.

"Incline thine ear and hear the words of the wise. Listen carefully, wanderer. Get to know those who became the most dangerous Chanters..."

3. The Scientists

"...not an accident! They got... ..gone mad... ..he's found us, oh my go..."

"They say she came from the desert. Straight from the waterless hell of Nahel Zym, where there is nothing but stone, sand and clusters of iron grass."



Ulrike Freihoff – Nahel Ifrija, the Desert Fire. Like a wildfire, her influence is spreading across the land, creating the largest empire Midgaard has ever seen. Her beauty and allure have made her the spiritual leader of the Underground Mother cult, and the only purpose in life she now sees is in the worshipping of the old beliefs; Everything belongs to the Mother. Using her influence, she desires to create her own utopia where her fanatical followers are ready to sacrifice everything in the name of their religion. Freihoff intends

to continue research on everything that was forbidden to her by the code of Earth – primarily the collection of the laws established by the Underground Mother cult. She desired to give the world back to the Mother so that everything might become one again; believing happiness will reenter the world, bringing with it renewed order. At least that's what they say...

She has given orders to build red towers where the Underground Mother cult may flourish. Everyone knows that she rules over the priests in silver masks, who are ready to enslave people and perform dark rituals in her name...

"I create because I must and it's this world that gives me that power, it needs my guiding hand."



Pier van Dyken, also known as Aaken – Lord of the People of the Snake. A twisted artist and innovator, Aaken is possessed by constantly changing visions. In magic he sees the perfect tool to change the world according to his own cruel fancy and fulfill his greatest desire, to create his own contorted works of "art". Believing himself a God, he sends his faithful snakes in search of new magical reserves, from whence he derives the power needed to give life to his visions. He lives to the South of the Coast of Sails,

far away from the Land of the People of Fire. Enclosed within The Thorn, a contorted, spiraling, ever-changing fortress, he experiments constantly with the "M-factor". He twists the land similar to the paintings of Bosch, seeing in them the most perfect allegory of power.

As though that were not enough of an abomination, rumors of his dark experiments are growing across the land. People say he is trying to forge an army, consisting not only of his faithful, well equipped soldiers, but also of armored crabs, dragons and wyverns.

"It's here where she fell asleep in her fears and started screaming in her dream about harm to her valley; and from her screams grew a tree that surrounded her, protecting her, forming an impenetrable tower."



Passionaria Callo, Our Lady of Sorrow. She went crazy after witnessing unspeakable horrors during the savage clash of Van Dyken and Freihoff. Terrified, she surrounded herself with a tree which she fashioned into a tower. There she fell asleep, and in her dream, created a valley separated from the rest of the world, a sanctuary for all those who live within its borders... whether one wants to or not. Peace of the land depends

on the tranquil sleep of its Lady. Whenever she has a nightmare, bad fortune touches the valley. When this happens, those trapped in her dream sing her a lullaby to calm her and return their home to order. The subjects of Callo are people changed in her dreams into various, fairy-like creatures. She desires to consume all the regions of Midgaard in her dream, creating a new haven that is free from evil and misfortune. However, be careful, wanderer. They say everyone who enters the valley with bad intentions will be destroyed by its nightmares.

"I was afloat on the ice; blind and dreaming of a castle that would protect me. For months I have been in lethargy, trapped in an icy darkness, dreaming of floors, towers and cloisters. I knew each corner of the bailey and every chamber. The Frozen waste gave birth to the Ice Garden upon my head."

Olaf Fjollfinn, Lord of the Ice Garden. Changed by the Chant, he went mad and was left to die by the others; abandoned to the icy seas. Yet, he survived, awakening the Ice Garden within him – a citadel located in the heart of a volcanic island. He designed his castle as an asylum for anyone wanting to hide from the horrors of war hanging over the land; thus, he constantly sends ships made of ice in search of new settlers willing to stay in his solitary keep. Rumor has it that the Chanter kidnaps sailors from Wolfships, and the soldiers he has forged from molten rock plunder sea-side villages...



4. Special Units

"Listen to the words of an old man, wanderer. Listen because he speaks wisely. Hear the stories about those who entrusted their services and lives to the Chanters..."

Nahel Ifrija

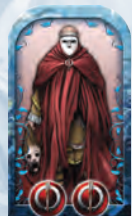
(Ulrike Freihoff)

"You shall be as moonlit brothers. Those who are weak shall be nourishment for the others."



Moonlit Brother. According to the beliefs of the Underground Mother cult, the Mother gave birth to two brothers who number amongst her servants. They were born as men – whose only purpose is to serve the Underground Mother. Faithful and resolute, this growing army of brothers complete all orders without question nor complaint. Their symbol – the two moons – which every soldier of the Underground Mother cult bears on his shield and armour...

"But priests are outside the casts; as Enlightened Ones they are above everything"



Enlightened Ones. Followers of the Underground Mother, and holding high positions within the cult's hierarchy, these Enlightened Ones are considered neither women nor men - they are perfect creatures of unity. These priests, who always wear silver masks and hide their body behind red coats, not only perform bloody rituals, but also exercise power on behalf of the Underground Mother. They also make sure that the Code of the Earth is strictly respected...

"It was a war that took place in the dark and silence, fought by people who were seen by none."



Harrasim. The order of Silent Ones` devotion to the Underground Mother cult is absolute. They are an elite division of perfectly trained spies and assassins. Fanatic worshippers considered invincible, they also possess the power of Makers. Each of these Makers has gone through murderous training since their youth, full of pain and humiliation in order to become a firm and faithful servant; a chamber spy...

Aaken

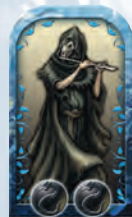
(Pier van Dyken)

"The creature was hellishly fast. A clicking, chittering horror."



Crab. Inside its thick, scaly armor and behind two nightmarish, sharp scythes instead of claws, there is tissue similar to that of a shellfish. Aaken has given orders for his followers to kidnap small children, who are then being changed into crabs through the use of his magical reserves. Short, agile and intelligent, confident of their power, they spread terror amongst their enemies, killing anyone who recklessly strays too close...

"Standing in front of the gate, the creature picked up its strange flute and played. The sound was of a screaming woman. Terrifying, tormented and full of fear; never seeming to pause for breath."



Piper. Looking like a monk with a rat's skull for a head, this hellish piper is another creation of Van Dyken. When threatened, it is able to change its body into hundreds of pudgy moths and scatter itself to the wind. It emerges near settlements, and using the sounds of its organ pipe, it hypnotizes children's minds, who follow him directly to the King of Snakes...

"As it rolled into a turn and dove, it fell wing over tail, and gracefully completed three loops before changing into a sinister smoke. Moving like a harp being strummed by the hand of a dancer."

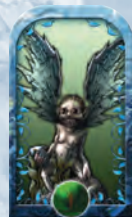


Wyvern. The crowning achievement of his dragon studies. Van Dyken could not overcome the laws of physics, thus he changed his tactics and created a half-material wyvern, lighter than air. In one moment, it looks like a steam cloud, the next, a giant, fanged beast that tears its unaware enemies to pieces. Yet, its brute strength is not everything. The immaterial beast can cause powerful discharges that look like lightning blazing from its huge muzzle...

Lady of Sorrow

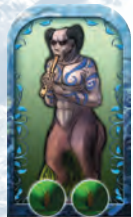
(Passionaria Callo)

"All of those maimed things were yelling out in ghastly voices as they surrounded us. We could only swing our swords and dodge their claws, jaws and javelins in the heart of the frenzy."



Wild children. They were once innocent victims of the war of the gods, brought back to life when the dream of the Lady of Sorrow swallowed them, making them its guardians. When the Lady is sleeping, her children look to be part of the valley surrounding her. However, once someone dares to disturb the peace of the valley, these wildlings go berserk and are ready to kill any unaware intruder...

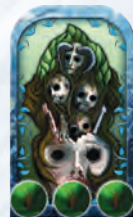
"And then a fantastical creature put a short, thick pipe against its mouth and started to play by tapping his fingers. The melody was curious, unlike anything I had heard before."



Faun. He stands as an impressive figure. The massive arms and torso of a man, the furry thighs and thick hoofs of a horse's back legs, and a ram's antlers crowning his brow. Guardian and guide of the valley, he forever carries a pipe that he plays his sad melodies on. It's solemn tunes are the only thing that can calm the anger of the wild children and lull the Lady of Sorrow back to a peaceful slumber...

"Sometimes the Lady's slumber was beset with bad dreams.

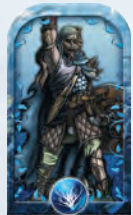
'Twas then that we'd run inside and bolt our doors, burning incense and candles, singing soothing songs to calm her tormented soul."



Nightmare. When troubled by evil, the Lady of Sorrows' dreams turn to nightmares, taking form and unleashing her fear upon the peoples of the valley. Impervious to spear or sword and made of a howling savagery born of pure terror, the only way her worshippers can dispel this blight is through song and prayer. The Nightmare drives her Wild Children berserk with hate and horror such that nothing can stop them. Woe unto those who feel the sorrow of the Lady...

Fjollsfinn

"It happened that strange, half human warriors came out of the sea at night to plunder coastal settlements. Monsters similar to the ghosts from the fog, The Awakened, but these were corporeal creations."



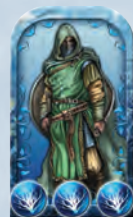
Volcano People. Created by a song, these molten warriors are sent to plunder coastal villages and kidnap their residents. Hulking and mysterious, born from fire, ice and rock, they are ready to serve their Lord...

"The Iced Drakkar cut through the river; the only sound, the splintering of a thin layer of ice as it passed, startling the flocks of water birds that were perched on the pier."



Iced Drakkar. One of the most perfect creations of Fjollsfinn, the master of Ice. These massive, half transparent vessels are more technologically advanced than any ship of the people of the Coast of Sails. Fast and elegant, unburdened by wind and sea currents, these sculpted icebergs can be used during combat missions, and as a mean of transport for large groups of asylum seekers...

"But Tree Brothers are the most frightening warriors that the world could imagine. They will fight to protect the Garden and are not afraid to die for it."



Tree Brothers are an elite troop within the Ice Garden and are the bodyguard of Fjollsfinn. Since Drakkainen took command over them, they no longer participate in open battles. They are now responsible for the quiet removal of enemy leaders and commanders. They have become assassins, the shadows of darkness, perfectly trained and extremely dangerous. Tree Brothers are ready to sacrifice their lives to protect the Ice Garden and its Lord...

5. Additional information

"Stay a while yet, wanderer. The hour is not so late; let an old man finish his tale..."

"Go to the harbor called Viper Gorge, where three fjords meet. Autumn is coming, and the ships are heading back from their southern trade routes, dallying at the Great Autumn Faire before returning to their winter beds."



Viper Gorge is a little town on the border of three fjords. It is well known for its big harbour located on both sides of the river. It is an important trading centre for the people of the Coast of Sails. Each year a tremendous, lavish fair is held, where commodities from all over the world can be exchanged. In turn, a rally is also held during which all arguments and feuds can be resolved...

"I sell magic items. Do you want a dagger that puts a curse on its owner? A stone that returns when thrown? I have gems my dear, amulets of black dream, and plumages of the thunder bird. I have everything..."



Raven Shadow is a mysterious old man, roaming all over the world to sell his magical commodities. He is as wise as he is sour, often meeting the Night Walker during his travels. He is extremely knowledgeable about everything that is happening in Midgaard, and will always partake this knowledge for a price...

"This is a different snow. It covers the world like winter, but bears an unworldly aura. It means the end and the beginning. The entire world will fall asleep under its touch. Animals and people alike, the Dead Snow stealing from them their memory."

Dead Snow feels more like ash than snow as it holds no chill. It is followed closely by darkness and fog that causes everyone in its embrace to fall into deep sleep. When they awake, they remember nothing from their past life. Dead Snow means the end and beginning of the new world. It is being sent by the true Gods of Midgaard as the world approaches the edge of its destruction...

"Then those who possess the power of magical reserves can breathe form into their thoughts."



Making means creating things through the usage of words, gestures, and even thoughts. People who manage to master this difficult art are called Chanters, and the act of making is called the Chant of the Gods. In order to create something, you have to imagine it precisely, down to its most minute detail, lest the making fail. Then those who possess the power of magical reserves can become a Maker. Yet, it is a risky undertaking; since most people are unable to control these powers; they will be changed or destroy themselves. Each attempt of making consumes the magical reserves of the Maker...

"I will be swallowed, and I will stand and face the King of Snakes..."



Voracious Mountain is no ordinary mountain. Atop its walls, near its peak are monstrous jaws, ready to eat anyone reckless enough to come too close. However, feeding the mountain opens a deep tunnel that leads right to the lair of a mysterious creature. The winged beast that resides there can quickly whisk the traveller to various lands, thousands of kilometres away. The mountain is well-guarded by Those Who Whisper To Shadows. The aim of these hideous creatures is to protect the mountain itself as well as satisfy its hunger...

"What say you, wanderer? Do you feel cheated? Are you asking about the story itself? Believe me, you will write it yourself, as you wish..."

COMPONENT OVERVIEW

• game board • rulebook • 4 reference sheets



4 Character sheets



4 Vuko tiles



24 population tokens



22 Golden Gwichts tokens



16 M-factor tokens



4 magical reserve tokens



3 empty magical reserve tokens



6 Red Tower tokens



10 Vuko tokens



4 Nightmare tokens



2 locked region tokens



5 action order tokens



20 unit upgrade tokens



6 two players region scoring tokens



7 three players region scoring tokens



8 four players region scoring tokens



5 action markers



5 action markers



5 action markers



5 action markers



8 neutral influence markers



3 round markers



3 round markers



3 round markers



3 round markers



1 Dead Snow marker



20 influence markers



20 influence markers



20 influence markers



20 influence markers



1 Nightmare



2 Faun



3 Wild Children



1 Harrasim



2 Enlightened One



3 Moonlit Brother



1 Tree Brothers



2 Iced Drakkar



3 Volcano People



1 Wyvern



2 Ratling Musician



3 Crab

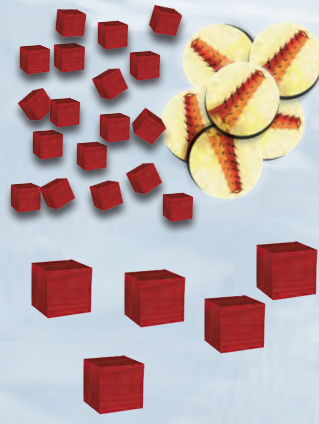
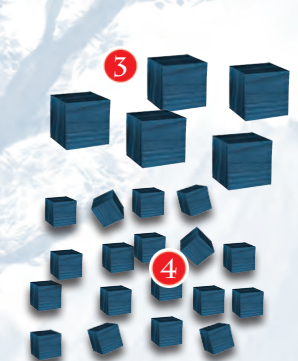


1 Thorn

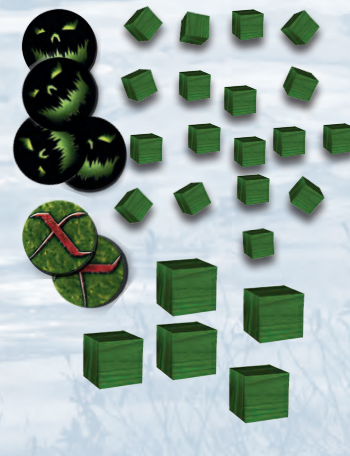


1 Vuko Drakkainen

Before you play the game for the first time, gently push out all the cardboard elements from their frames. Some of the game elements may contain sharp edges.






The main game board features a central map of the Mediterranean region with various terrain types. Six player territories are marked with numbers 1 through 6. Each territory has a corresponding player panel on the right side of the board, numbered 1 through 6. The panels contain various icons, dice, and tokens representing the player's resources and actions. A large circular calendar is located at the bottom left of the board. The board is surrounded by various dice and tokens in different colors and shapes.



GAME SETUP

1. Unfold the game board and place it in the play area. **1**
2. Each player picks, or selects at random, one character sheet **2** and gathers all the wooden markers associated with that character:

-  5 action markers (big cubes), **3**
-  20 influence markers (small cubes), **4**
-  3 round markers **5**
(one for each of the reputation, initiative, and score tracks).

3. Each player receives the following starting resources:

-  • 4 population tokens **6**
 -  • 2 gold tokens **7**
 -  • 1 M-factor token **8**
- 

4. Players decide which mode of the game will be played:

BASIC MODE:

- The action order remains the same for the whole game
- Vuko's action remains the same each round

ADVANCED MODE:

- Variable action order: Beginning with the **second game turn**, players will decide the order in which the actions are resolved that turn. Rules for determining action order can be found in the Initiative Phase section of this rulebook.



- Vuko tiles: **9** Before the game starts, players may select to use any available Vuko tiles and put them on the Game Stage Track. **10**

The number of Vuko tiles in play and the order of these tokens is solely at the players' discretion.



5. Determine the player order on the reputation track by randomly making a stack of round player markers in the safe area of the reputation track (the 'safe area' is the yin-yang symbol at the top of the reputation track). **11**

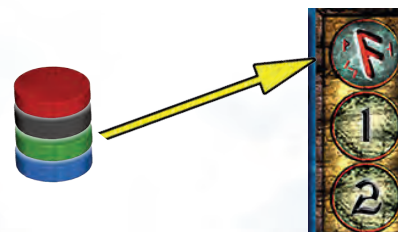


Next, duplicate this stack of player markers and place them on the left-most helm of the initiative track. **11** Player markers on the initiative track should be stacked in the same order as the reputation track as this will determine player order; the player on top will go first. In contrast, once player markers have left the safe zone, the player on top of a stack in the reputation track will be the first to lose.



Note: If no starting player can be agreed upon, the person whom most recently finished reading a fantasy novel should go first.

6. Put the remaining round player markers at the beginning of the score track in any order. Stack order is not important here. **12**



7. Put the region scoring tokens **15** on the appropriate number of map regions. Only these regions are considered valid targets during the game. Out of the 21 region token available, take the following region tokens based on player count:



two-player game – 6 regions
(the tokens will have two helms on their reverse side)



three-player game – 7 regions
(the tokens will have three helms on their reverse side)



four-player game – 8 regions
(the tokens will have four helms on their reverse side)

Region scoring tokens are randomly taken by players in the established initiative order and placed in an empty region, one at a time and face down, until all token have been placed with their helms facing up.

8. (Only if Van Dyken is chosen to be in the game) Place The Thorn **14** figurine. The Van Dyken player may place The Thorn figurine on any map region in play.

9. Place the magical reserves tokens into play:
There are always 4 magical reserve tokens **15** in the game, regardless of player count. Take the four two-sided magical reserve tokens and the appropriate number of empty tokens **16** (so that each region is represented by a token), and mix them together, face-down, before placing one into each region in play. **If The Thorn is in play, take one less empty token**, and do not put a face down token in The Thorn's region. After all the tokens are placed, reveal them and remove all empty tokens from the board.



10. Players reveal and examine region scoring tokens.



11. Each player has to occupy **two different regions** 17 at the start of the game. Players will place their influence markers on map regions according to the initiative order. Once all players have placed their first marker, each player proceeds to place their second marker in the same order.

Note: You may choose to put a marker in a region chosen by another player. This means the game begins with players struggling for control of that region.

12. 1 neutral influence marker is placed on each region in play. 18

13. The Dead Snow marker is placed on the Dead Snow track at 0. 19

14. Action order tokens are placed on the action fields in order, top to bottom, starting with the lowest number. 20

THE GAME TURN

I. START OF THE TURN

At the start of the turn, each player with **less than 2 influence on the board** may place an additional influence marker or markers so that they have 2 influence on the board. Each of these players also receives 2 additional population tokens.

2. INITIATIVE PHASE

During the Initiative Phase, players decide how many action markers will be available to them this turn, as well as the player order during the Planning Phase.

The Initiative track section of the game board is divided into four areas (top to bottom):

1) Game stage (large empty boxes) – The game is divided into four stages. The first two stages consist of three initiative fields each, the last two stages consist of two each.

(Advanced Mode only) The Vuko tiles will be placed here.



2) Initiative markers track (helms) – Round player initiative markers are placed here.



3) Turn order track (numbered ships) – The numbers on the ships in this area will determine the player order for the current turn. The number represents which stack of player initiative markers will take player actions first. Ship 1 will always take its action first (The player whose marker is on top of any stack will always take the first-most action). If there are currently no markers above a ship marked with a 1, then a stack with the number 2 will be the first to take an action.

Note: The first stack to take its action will not always be the leftmost stack. Between game stages, the ship marked with a 1 could cause the stack order to go from right to left



4) Action markers number (varying numbers of cubes)

During the current turn a player can assign a number of action cubes equal to the number of cubes under their initiative marker.



[First Turn]

In the first turn of the game each player has 3 actions and the initiative markers are not moved.

[Moving initiative markers]

During this step, each player (in turn order) moves his initiative marker one space on the initiative track. Once during each of the first three game stages, a player may choose to move his marker two spaces instead of one. If there are ever players on turn order ships of the same value, but in different stages, then the initiative markers in the later stage will be played before players in earlier stages. If more than one marker occupies the same space on the initiative track, then the players take their turn starting with the player marker on the top.

[Example]

1) Green player moved one space forward

2) Red player moved two spaces forward

3) Blue player moved one space forward

4) Black player moved two spaces forward

Player order for the current turn is as follows:

- Red (ship 1, stage 4)
- Blue (ship 1, stage 3)
- Black (ship 2, stage 3, marker at the top)
- Green (ship 2, stage 3, marker at the bottom)



(Advanced Mode only):

Starting with the second turn, players decide the order in which the actions will be resolved in the Action Phase. According to the turn order determined after moving the initiative markers, the first player assigns one of the five action order tokens to any one action without a predetermined order number (these are 0, 6, 7). Once all players have placed one action order token, continue placing action order tokens in turn order, until all the tokens are placed.

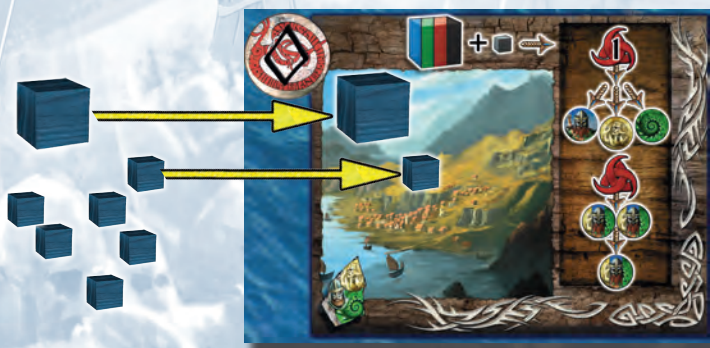


3. PLANNING PHASE

During the Planning Phase players place their action markers on any available action. They will do this according to turn order, one at a time, until each player has placed all of the action markers they have been assigned (as shown below the initiative markers track). Newly placed action markers (on actions 1 to 5) take the leftmost spot with the lowest available number. If there are no remaining numbered fields, then no more action markers can be played on that action.

NOTE: Players may only place action markers on actions 0 to 5. Actions 6 and 7 are automatic and are always resolved last during the Action Phase.

Special rule: Whenever a player uses the Viper Gorge action, he must put an action marker **AND** influence marker here. Influence markers put on Viper Gorge stay there until the end of the game.



! Two-player game exception: Move, Voracious Mountain, Raven Shadow, and Making actions can only be selected three times each during a turn (as denoted by the black numbers on these actions).



[Example planning phase]

Players from the previous example place their action markers, in turn order, on the lowest available number in each action field (The numbers on each cube represent placement order). The game now proceeds to the Action Phase.



4. ACTION PHASE

Action fields are resolved according to the action order tokens, from 0 to 7. Except for action field 0 (which is resolved in turn order), **players resolve their actions** by removing one action marker at a time, **starting with the highest number** (this will also be the rightmost action marker). After all action markers have been resolved in descending order, the resolution process moves onto the next action field.

[0 Viper Gorge]

Unlike other actions, this one is resolved in turn order.

Take one or both of the following actions:

- receive one resource token of any type (just once per action marker),
- trade two resource tokens for any one resource token (you can do this multiple times per action marker).



[1 Influence]

Spend 1 or 2 population tokens to put the respective number of influence markers in a region or regions **where you already have influence**.



[Example]

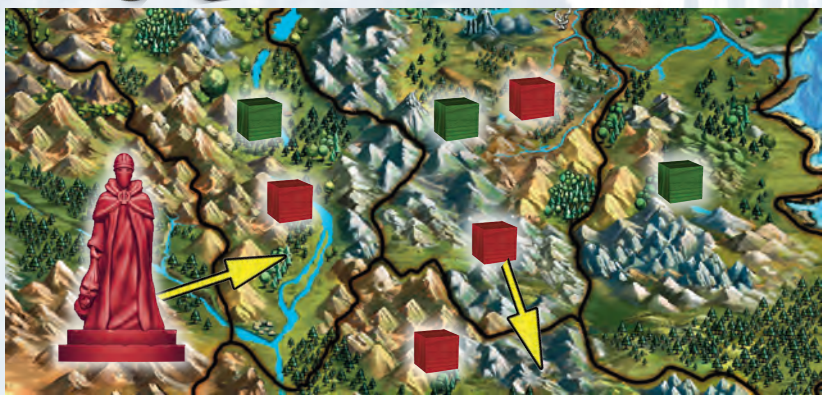


[2 Move]

Spend 1 or 2 gold tokens to assign that many moves to your influence markers and/or special units. You may only move them between adjacent regions, however each influence marker or special unit moved in this fashion may come from different regions.



[Example]

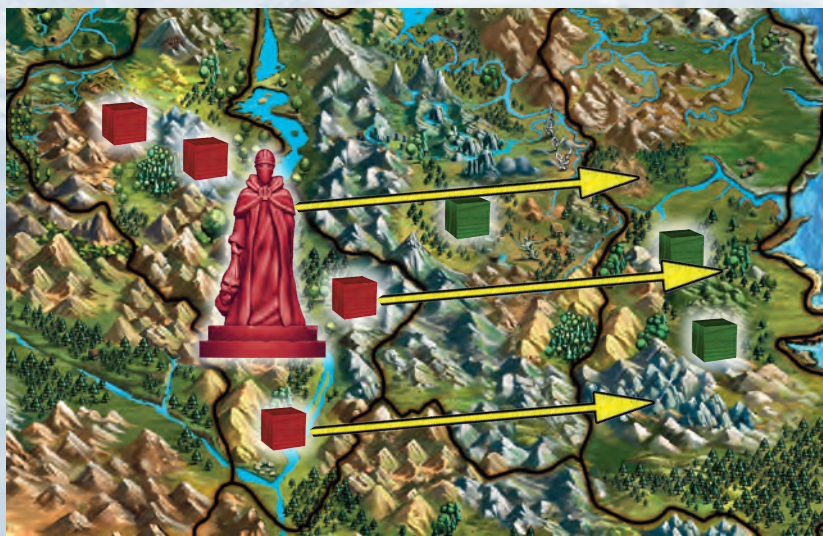


[3 Voracious Mountain]

Spend 2 population tokens to move any number of influence markers and/or special units from one region to any other region.



[Example]



[4 Raven Shadow]

Choose one:

Spend one level 0 M-factor token from your character sheet to either discard one Vuko token...

OR

...move your reputation marker up two spaces. Your reputation marker can never be moved past 0. **Once your reputation marker leaves the `safe zone` (the yin-yang symbol starting position), it can never return.**



! NOTE: While using this action, if you move your reputation marker to a spot occupied by another player, put your reputation marker at the **bottom** of the stack.



[5 Making]

Each of these three actions may be taken once, and in any order.

! NOTE: While using this action, if you move your reputation marker to a spot occupied by another player, put your reputation marker at the **top** of the stack.



1) Move the Dead Snow marker up by 1 and your reputation marker down by 1 to move any number of M-factor tokens placed on your character sheet. You may distribute up to 5 moves in any combination to move the M-factor tokens in either direction. Any remaining moves are not required to be spent.



[Example]:

If you have 1 M-factor token currently on level 0, and 1 M-factor token on level 3, you may move the M-factor token on level 0 to level 2 for 2 moves, and the M-factor token on level 3 to level 2 for 1 move. This counts as a total of 3 moves, and you would now have 2 M-factor tokens present on level 2.)



2) Move the Dead Snow marker up by 1, and your reputation marker down by 1 to buy any single special unit improvement for its listed price. Any M-factor tokens spent paying for improvements in this fashion must be taken from level 0.



! NOTE: First and second level units cannot receive the same upgrade twice. This restriction does not apply to the third level units.



3) Move the Dead Snow marker up by 1, and spend any number of M-factor tokens present on any single level of your character sheet. This will summon the same number of special units of that level, if they are available. Next, move your reputation marker down by the number of spent M-factor tokens, multiplied by the level of the summoned units (level 1-3). You are not required to spend all of the M-factor tokens available on the chosen level.



! NOTE: Van Dyken summons Crabs with an additional reputation modifier shown on the character sheet.

[Example]:



$$-1 \text{ (LEVEL)} \times 2 \text{ (TOTAL NUMBER OF SUMMONED UNITS)} = -2 \text{ (reputation modifier)} - 2 \text{ (reputation modifier)} = -4 \text{ (reputation modifier)}$$

[6 Activation]

Players activate the special abilities of their units. Special abilities are activated in the strict order as shown on the activation field (the Master-Spy ability is always resolved first, and so on). The speed and attack abilities will always be resolved in the current player turn order (the first player will resolve ALL of their speed abilities before the next player in turn order, etc).



Special unit abilities:

1. **Maker-Spy** – If Harasim (special unit level III) is on the board, the Ulrike Freihoff player selects 2 different special abilities and assigns them to Harasim; placing them on the spots marked with the Maker-Spy symbol on the player's sheet. These special abilities can be reassigned at the beginning of the Activation action each turn.



2. **Ice Drakkar** – This ability is activated only when there are two Ice Drakkars on the board in different regions. When both are present, they will allow the player to move any number of his influence markers and special units between the two regions.

Note: Ice Drakkars remain in place.





3. Speed– The player may move a special unit with this ability to any adjacent region.



4. Attack – The player declaring to attack has to pay 2 gold tokens (each player only needs to do this once per turn). After paying, ALL of the player's special units, with the attack ability, perform their attacks. The player may attack any influence markers and special units in the same region as the attacking unit.

- 1 attack kills 1 influence marker or a single special unit level 1
- 2 attacks kill 2 influence markers or a single special unit level 2
- 3 attacks kill 3 influence markers or a single special unit level 3



Shield – This ability improves the defence of a special unit. Such a unit requires one more attack to be vanquished.

! Important: The attacking player may distribute his attacks between influence markers and special units as he wishes. The influence marker of an independent nation may also be killed, following normal attack procedures.

Victory points: The attacking player receives one victory point on the score track for each influence marker AND the total levels of special units killed during the attack.

Removing casualties: Influence markers killed during the attack are removed immediately. Special units killed during the attack are removed AFTER all attacks have been performed by all players for that turn. Special units can always perform their attacks, even if they were killed by another player earlier in that turn (It is recommended to place the special unit on its side after a defeat to indicate that it has already been killed that turn).

The killed influence markers and units are always returned to their owners after all attacks have been resolved.



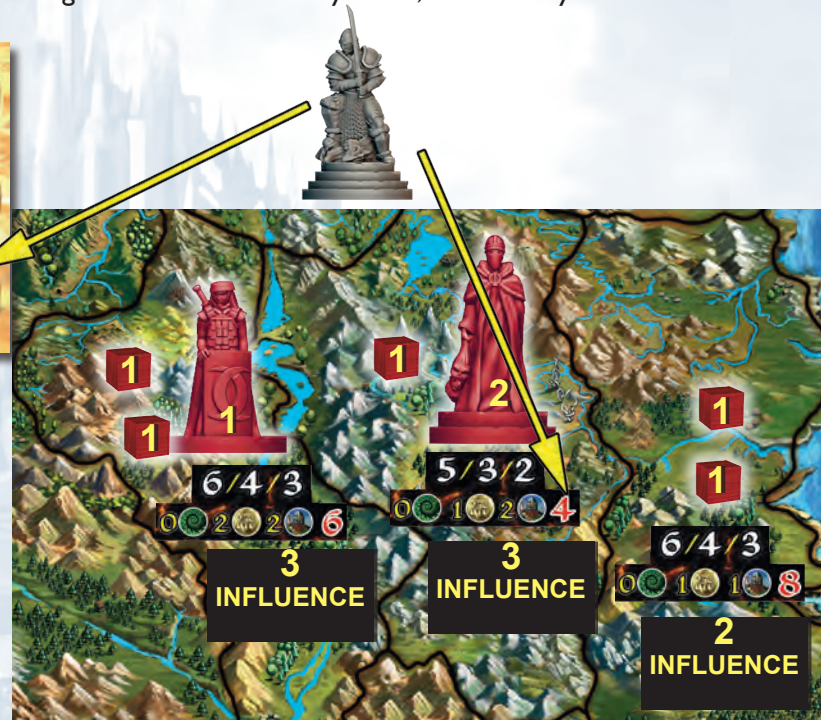
[7 Vuko Drakkainen]

The Vuko action is skipped when reputation markers of all players are in the safe area space (the yin-yang symbol).

Each turn, the Vuko figurine has to be moved to a different region. Vuko goes to the region where the player with the least reputation (lowest on the reputation track) has the most influence. If there are several regions where that player has equal influence, then Vuko goes to the region with the lowest number on the region scoring tile.



EXCEPTION: if the player with the least reputation has his units and markers in only one region and Vuko is already there, then he stays there.



What VUKO DRAKKAINEN does:

1. The player whom Vuko visits receives a Vuko token.

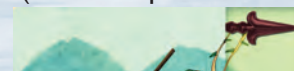


2. Vuko kills one special unit of that player in that region. If the player has several special units there, the player may choose which one dies.

3. In the advanced mode, Vuko has additional abilities coming from the Vuko difficulty tiles, which players laid out in the topmost initiative field during setup.

There are two types of those tiles:

- Ones that grant VUKO an additional ability from the moment of its activation until the end of game. (This is represented by an arrow mark on one side of the Vuko tile)



- Ones that grant VUKO an additional ability for the current turn. Vuko is granted the ability from the tile that is over the rightmost initiative marker on the initiative markers track. (He does NOT have multiple one time abilities active at one time.)

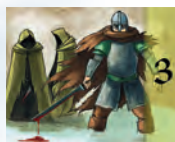
Descriptions of the Vuko difficulty tiles:



FIRE PEOPLE: When Vuko leaves a region, he takes any independent nation markers (brown) along with him. In that fashion he gathers his entourage. **The minimum influence required in the region he inhabits is equal to the number of independent nation markers present +1.** For instance, in a region with 3 independent nation markers, a player needs to have at least 4 influence in order to receive resources and/or victory points.



THOSE WHO WHISPER TO SHADOWS: Using the Voracious Mountain action field costs 3 population tokens instead of 2.



NIGHTWALKERS: In the region with the Vuko figurine, each player removes one influence marker for each Vuko token in his possession. For each influence removed this way the player discards one Vuko token.



BOTH BEARS: Vuko moves the Dead Snow marker up by +1.

5. DOMINATION PHASE

In the domination phase, players receive resources and victory points from each region they dominate. They also try to accomplish their individual goals.

Regions are resolved in ascending order as determined by the RED numbers on the region scoring tiles.



An Independent nation is represented by one of the large brown markers: It resists when players try to dominate the region. Any player with only one influence in a region inhabited by an independent nation receives NO resources (population, gold, or M-factor tokens) or victory points from that region



VUKO token: Players who have any markers or units in the region where Vuko currently resides, loses temporary control of one influence in that region for each Vuko token in their possession. Their influence markers are not removed from the region, but instead they are placed behind the Vuko figurine so that players know which influence markers do not count in the current domination phase. When Vuko leaves the region, those influence markers will come back into play.



Special units and influence: Each special unit **grants as much influence as its level** while it resides in a region. That influence may be additionally increased by the Dominate special ability of that unit.



Dominante special ability: +1 influence
(This influence will also count towards the region that Vuko will move to during action field 7.)

Special units and special abilities: The following special abilities of special units may only be activated once per region. Multiple units of the same type cannot activate in the same region.

[Example] Two Ice Drakkars in one region DO NOT steal two influence markers.

Special abilities may only be activated when the player dominates a region:



NIGHTMARE :
place a nightmare token in the region



RECRUITMENT :
take the influence marker of another player to the Ice Garden



FAUN :
replace the influence marker of another player with one of your own



PIPER:
receive 1 population token



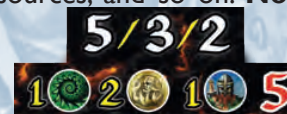
PILLAGE :
take one resource token from another player in the same region

Tied domination: If two or more players have equal influence in a region, then they count the sum of their influence in all adjacent regions. Whoever has the most, wins the tie. If there is still a tie, the player with a highest position on the reputation track dominates in that region (if there is a stack, the player marker on the bottom wins the tie).



The domination of each region, as well as the following actions, are resolved in this strict order:

- 1) Determine which player dominates the region and the positions of the remaining players.
- 2) Only the player dominating the region may use the abilities of their special units, as well as accomplish their individual goal at this time.
- 3) Collect the resources from the region – the dominating player chooses one of the resources available in the region and takes the amount listed on the region token. Then the next runner-up player in descending order chooses one of the remaining resources, and so on. **Note:** All resources are limited by their available supply.



- 4) If there is a magical reserve in the region, the dominating player also receives ONE token of M-factor. Magical reserve tokens are non-exhaustive and may never be removed from the board by any player other than Van Dyken when he absorbs it by use of The Thorn.

Acquired M-Factor tokens have to be placed immediately on the player's character sheet on the spot labeled "0". M-Factor from level 0 may only be used to buy special unit improvements and spent at the Raven Shadow action field.



5) Calculate region scoring [only on specific turns, as marked by the red boats on the initiative track] – players receive victory points according to their domination order in the region. Victory points are represented by the white numbers on the region tokens. The dominating player scores the highest number on the region token, and so on.



After the domination phase, a new turn begins.

FLIP ALL THE MAGICAL RESERVE TOKENS ON THE BOARD FACE UP (applies to those that were moved by a player during the round).

END OF THE GAME

The game may end in one of three ways:

Dead Snow:

When the Dead Snow marker reaches the limit on the Dead Snow track, the game ends immediately.

The Dead Snow limit depends on the number of players:

- for two players, the Dead Snow falls when its marker reaches field number 18.
- for three players, the Dead Snow falls when its marker reaches field number 24.
- for four players, the Dead Snow falls when its marker reaches field number 30.



Who wins:

1. The player whose action resulted in moving the Dead Snow marker to the limit must immediately decrease his reputation by 2.
2. All players in the order of the current turn decrease their reputation by 2 for each Vuko token in their possession.
3. **The player with the highest reputation wins.** (If there is a stack of player markers, then the player on the BOTTOM of the stack is considered the winner).

Individual goal of the player:

Each player has his/her individual goal that may be accomplished in the Domination phase.

Who wins:

If any player managed to accomplish their individual goal, the game ends at the end of the current turn. If at least two players have accomplished their goals in the same turn, they compare their score, and the one with most victory points wins. (If there is a stack of player markers, then both players are considered the winner).

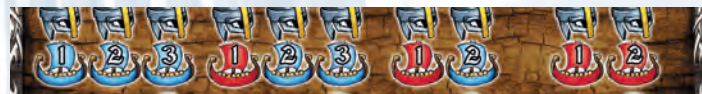
Victory points:

During the course of the game, players collect victory points by scoring the regions during specific turns, and also by killing the influence markers and special units of other players. Regions may be scored only four times during the game on turns that are marked on the initiative track by 4 red boats.

When to score:

If the initiative marker of any player reaches or passes a red boat for the first time, then regions will be scored at the end of that turn, in the Domination phase.

! Important: Region scoring is only initiated once per each red boat. If the initiative marker of a player passes the last 2 red boats at once in the initiative phase, scoring will happen twice in a row at the end of that turn.



Who wins:

When any player has collected at least 50 victory points or the last, fourth region scoring has been done, the game ends and the player with the most victory points wins.

! Additional points for the Viper Gorge: in the final turn, the player with the most influence markers in the Viper Gorge receives an additional 5 victory points.

CAUTION: Accomplishment of the players' individual goals is more important than victory points. Winning the game by victory points is possible only when none of the players accomplish their individual goal.

PLAYERS' INDIVIDUAL GOALS AND THEIR FULFILLMENT

Each player has his/her own individual goal – a special way to win the game. That goal may be accomplished during the domination phase when all the requirements of the goal are met.

GOALS AND PARTIAL GOALS ACCOMPLISHED BY PLAYERS MAY NOT BE DESTROYED IN ANY WAY.

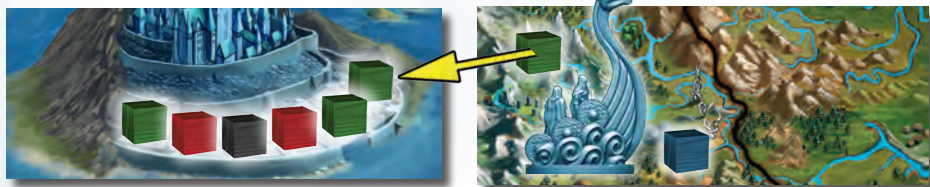
Olaf Fjollsfinn

Fjollsfinn wins when he has brought 6 new dwellers (6 influence markers of other players) to the Ice Garden.

Fjollsfinn brings the influence markers of other players to the Ice Garden by using his Ice Drakkars (special unit level 2). In detail:

1) **ICE DRAKKAR:** If an Ice Drakkar and the influence markers of other players are in a region dominated by Fjollsfinn, he may take one of those

markers and place it in the Ice Garden. Markers of an independent nation may not be taken. Ice Drakkars are NOT restricted to regions connected to the sea.



Pier van Dyken

Van Dyken wins when he has collected and **absorbed 4 magical reserve tokens** in the region containing The Thorn.

Van Dyken moves magical reserve tokens to The Thorn using the Rattling Musician (special unit level 2) and then absorbs their energy. In detail:

1) **RATTLING MUSICIAN:** If there are both a Rattling Musician and a magical reserve in a region dominated by Van Dyken, he may move the magical reserve token to the region containing The Thorn. That token is placed there face-down which indicates it has been moved during the round.

2) **THE THORN:** The Thorn absorbs magical reserve tokens, but only those moved to its region on previous rounds (they should be face-up after being flipped at the start of the turn). If there are both The Thorn and a face-up magical reserve token in a region dominated by Van Dyken, then The Thorn absorbs that magical reserve, removing it from the game. If another player dominates the region containing both The Thorn and a magical reserve, then that player receives M-factor as usual, and the magical reserve will stay in play next turn.



Ulrike Freihoff

Freihoff wins when she **has built 6 Red Towers** in different regions.

Freihoff builds Red Towers using Enlightened Ones (special unit level 2). In detail:

1) **ENLIGHTENED ONE:** If there is an Enlightened One in a region dominated by Freihoff, that player may place a Red Tower there.



Passionaria Callo

Callo wins when she has **locked two regions** in her nightmares.

Callo locks a region using both The Nightmare (special unit level 3) and the Faun (special unit level 2) in the following way:

- 1) **THE NIGHTMARE:** If The Nightmare is in a region dominated by Callo, then she places one nightmare token in that region.
- 2) **FAUN:** If there are two nightmare tokens and a Faun in a region dominated by Callo, then the region is locked.

Locking the region !

(A REGION WITH THE THORN MAY NOT BE LOCKED)

1) When a region becomes locked, all the special units of all players, except the Faun, die (this includes Callo's Nightmare, Wild Children and a second Faun if present). Dead special units are removed the instant a region is locked, rather than at the end of the turn.

2) Half of Callo's influence markers in that region (rounded up) stay in the region. The remaining ones have to go to an adjacent region in the fashion determined by the Callo player.

IMPORTANT: The markers and Faun in the locked region are kept there, and may not be used again for the remainder of the game.

3) The influence markers of other players must be redistributed to adjacent regions in the fashion determined by their owners, and in the order of the current turn.

4) Nightmare tokens are removed from the region, and a region lock token takes their place.

5) Any magical reserves in the locked region are moved to the adjacent region with the lowest region number that does not have a magical reserve token already there, and does not contain The Thorn.

6) From the next turn onward, the locked region is unavailable:

- No actions may be performed there
- The Vuko figurine may not be placed there
- In the Domination phase of the scoring turns, Callo is the only one to receive victory points for locked regions as if she dominated them.
- If there is a Red Tower in a locked region, it still counts towards the accomplishment of Freihoff's individual goal.



SUMMARY

THE GAMETURN

1. INITIATIVE PHASE
2. PLANNING PHASE
3. ACTION PHASE
4. DOMINATION PHASE

END OF THE GAME

The game may end in one of three ways:

Dead Snow **OR** the Individual goal of the player **OR** Victory points

Special abilities of special units activated only during the ACTIVATION action field (in the following order)



MAKER-SPY - The player selects 2 different special abilities and assigns them to Harasim; placing them on the spots marked with the Maker-Spy symbol on the player's sheet. These special abilities can be reassigned at the beginning of the Activation action each turn.



ICE DRAKKAR - This ability is activated only when there are two Ice Drakkars on the board in different regions. When both are present, they will allow the player to move any number of their influence markers and special units between the two regions.



SPEED - The player may move a special unit with this ability to any adjacent region.



ATTACK - (Cost: 2 gold) All special units with the attack ability perform their attacks. The player may attack any influence markers and special units in the same region as the attacking unit.



SHIELD - This ability improves the defence of a special unit. Such a unit requires one more attack to be vanquished.

Special abilities of special units **ONLY** activated by the dominating player of a region during the DOMINATION Phase



NIGHTMARE - place a nightmare token in the region.



FAUN - replace an influence marker of another player with one of your own.



RECRUITMENT - take the influence marker of another player to the Ice Garden.



PILLAGE - take one resource token from another player in the same region.



PIPER - receive 1 population token.

Special ability of special units activate during EACH TURN



DOMINANTE - +1 influence

(This influence will also count towards the region that Vuko will move to during action field 7)

Descriptions of the Vuko difficulty tiles:



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Using the Voracious Mountain action field costs 3 population tokens instead of 2.



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BOTH BEARS: Vuko moves the Dead Snow marker up by +1.

*I dedicate the game to my wonderful children,
Wiktoria and Kinga,
and I thank them for the patience and forbearance during the
time I was occupied with designing this game.*



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