

SPIRE'S END[®]

RANGITAKI



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FAVRO

SURVIVAL GUIDE: V1



THE AGE OF BEDLAM

Amidst a vast expanse of ocean, there were three islands, Makana, Puakea, and Ruki, isolated within an encircling atoll. Each of these islands was governed by a family. Together, they formed an interdependent alliance, relying on one another for resources, trade, travel, and the forging of familial bonds. However, this harmony teetered precariously, its foundation weakened by the islands' isolation from the outside world and their reliance on each other.

This alliance was eventually broken by events on the largest and most unforgiving island of the trio, Puakea. A sequence of volcanic eruptions, spewing forth sulfuric gases and scorching hot springs, poisoned the land. Rendered incapable of cultivation and besieged by formidable predators, the people of Puakea found themselves forced to seek sanctuary on the remaining two isles.

Makana opened its arms to receive the dispossessed. Ruki, however, did not. What followed was a time of feudal strife as the families clashed in a bitter war for dominance. During this time, the three Seers, each from one of the three respective families, exhausted their knowledge of dark magic to overpower one another.

Ravenna, the Seer of Ruki Isle, stumbled upon a haunting revelation that could pass on a macabre gift reserved solely for the Seers—the Dark Sight, an unparalleled force that allowed one to commune with the dead and wield their ethereal energies. She could bestow a fragment of this power upon anyone she chose.

Yet, this frail and unrefined manifestation of the Dark Sight carried a heavy cost—the sole method of transmitting and maintaining this ability was through the consumption of human flesh. Consuming the living was the gateway to the dead. This practice poisoned the minds of the people of Ruki Isle, sending them into an abyss of madness.

LET'S BEGIN!

Your adventure starts on Card 1, Chapter 1. You move through the game like a book, but instead of pages, the narrative is told through a stack of cards. Flip them over, make exciting and often challenging choices, and let the story unfold.

The story cards are in numerical order.

TIP Keeping the Chapter Decks separate and playing the game one chapter at a time is recommended. There are a lot of cards, and it's easier to manage.

NAVIGATION

Before your journey begins, familiarize yourself with these important keywords.

REVEAL: Advance to the following indicated card number.

PULL: Draw a card out of sequence without advancing from the current Story Card. Once you have finished with the pulled card, return to the previous Story Card and continue from the navigation prompts.

DISCARD: Remove a card from the game entirely. This card will not be used again.

BE WARNED Once you have begun, do not look at any cards you are not instructed to see. Exploring alternate timelines can contaminate the mind, causing you to slip into a numb, vacant state of consciousness in the eternal plains, from which you may never return.

COMPONENTS

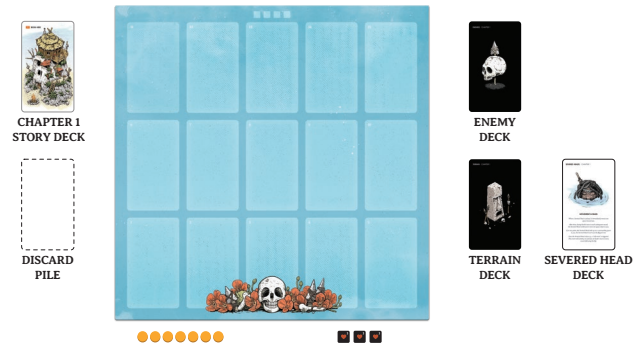
Story Cards x 301 • 6 Sided Dice x 6 • 20 Sided Dice x 3
12 Sided Die x 1 • Discs x 40 (Orange/Blue/Black/Gold)
Marker Cubes x 20 (Orange) • Gameboard x 1

SETUP

For setup, gather the following items: Chapter 1 Story Deck, Gameboard, 3 Health Dice, 1 D12, 3 D20's, and 7 Action Point Discs (Gold).

Next, remove all the unnumbered cards at the bottom of the Chapter 1 Story Deck and keep them in separate stacks. For Chapter 1, this includes the Enemy Deck, Terrain Deck, and some Severed Head Cards. **Remember to remove all unnumbered cards at the start of each Chapter.**

Finally, place the 7 Action Point Discs and 3 Health Dice below the Gameboard.



You will be asked to Reveal Cards 83, 84, & 85, on the first Story Card. Cards 84 and 85 will keep track of various points, events, and items. Card 83 is the Rangitaki Character Card for use on the playfield (see page 6).

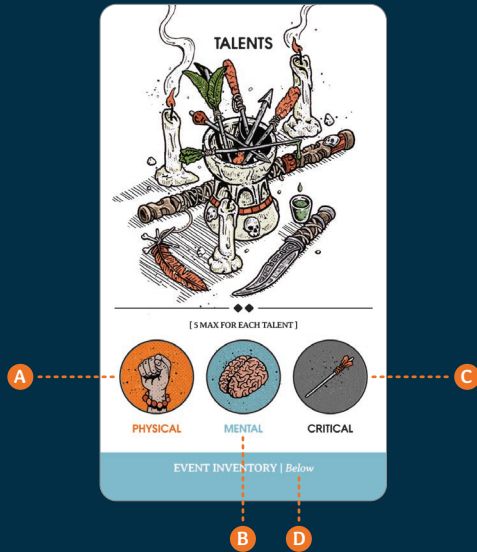


TALENT POINTS

Rangitaki's ability to handle *Mental*, *Physical*, and *Critical* aspects of the game is measured by her *Talent Points*. These points are utilized to modify dice roll results during Challenges and Critical Hit Rolls.

When you are rewarded with a *Talent Point*, you will add an Action Point Disc to the appropriate spot (*Physical*, *Mental*, or *Critical Hit*) on the *Talents Card*.

TALENTS CARD & EVENT INVENTORY



A | PHYSICAL POINTS DISC SPACE: To keep track of your Physical Points, stack **ORANGE** Discs here.

Your Physical Points will increase your chance of success in Physical Challenges.

B | MENTAL POINTS DISC SPACE: To keep track of your Mental Points, stack **BLUE** Discs here.

Your Mental Points will increase your chance of success in Mental Challenges.

C | CRITICAL HIT POINTS DISC SPACE: To keep track of your Critical Hit Points, stack **BLACK** Discs here.

Your Critical Hit Points will increase your chance of success on Critical Hits on your Attacks during encounters.

Please Note: You may hold up to 5 points in each category.

D | EVENT INVENTORY: Story Cards often trigger Events that may play a role later. You can identify Event Cards by the light blue tab at the bottom of a card, which bears the event name.

When instructed, place these Events under the Talents Card with the Event Tab showing underneath to keep organized.

PHYSICAL & MENTAL CHALLENGES

Whenever you are faced with a **Challenge**, it will be indicated by a hexagon with a number inside of it. Challenges can appear anywhere in the game, such as on Story Cards, Enemy Cards, or Terrain Cards. The number inside the hexagon represents the Challenge Level. They are color-coded according to the Challenge type: **Physical (Orange)**, **Mental (Blue)**, **Critical (Black)**. You have three 20-sided Dice: The **Orange**, **Blue**, and **Black** are to be used with the associated Challenge colors.



Roll 1D20. If the result is equal to or higher than the Challenge Level, you have succeeded in that Challenge. See example below of a Physical Challenge.

PHYSICAL CHALLENGE 10
Succeed - Reveal Card 100, Fail - Reveal Card 101

The black 20-sided die will primarily be used for attacks during encounters, determining Crit/Miss rolls, which are covered in detail on page 7.

INFLUENCE WITH TALENT POINTS

INFLUENCE: Anytime you modify a roll result with Talent Points or Action Points.

If you have any Talent Points of the same type as the current challenge you face, they will **Influence** the result. Add these Talent Points to your roll to increase your chance of success.

Challenge Points can be used to Influence any rolls in the game with the associated Challenge Type.

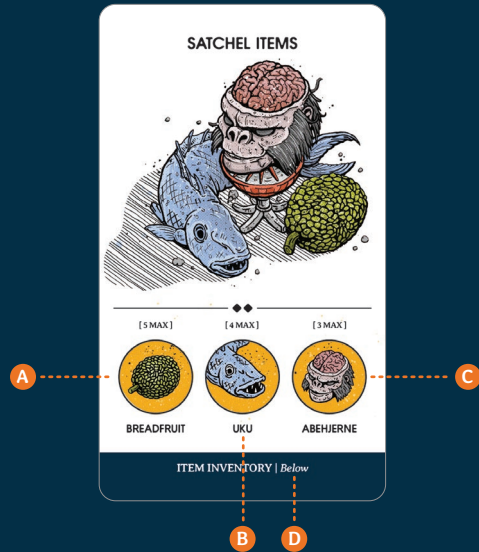
For Example: If you roll a 9 for the Physical Challenge (see example above) and you have a Physical Point of 1, you would add 1 to your result of 9. Now you have the 10 needed to be successful on this challenge.

Since you succeeded in this Challenge, you would reveal Card 100. Had you failed, you would reveal Card 101.

Please Note: Your Talent Points are NOT spent or lost when you apply them to roll results. They are permanent once earned. Try and uncover ways to gain more Talent Points to better modify Challenge Rolls.

Also Note: Sometimes, a Challenge may only have a 'success' or 'fail' result specified. If the other result is not listed, it means that nothing happens for that particular result.

SACHEL ITEMS CARD & ITEM INVENTORY



On the Satchel Items Card, you can acquire and track three common items: *Breadfruit*, *Uku*, and *Abehjerne*. These items can be consumed at any time during the game to heal. You may hold up to 5 Breadfruit, 4 Uku, and 3 Abehjerne.

BREADFRUIT: Heals 1 Wound
UKU: Gain 1 Action Point
ABEJERNE: Heals 3 Wounds

A | BREADFRUIT DISC SPACE: To keep track of Breadfruit, stack *GOLD* Discs here.

B | UKU DISC SPACE: To keep track of Uku, stack *GOLD* Discs here.

C | ABEJERNE DISC SPACE: To keep track of Abehjerne, stack *GOLD* Discs here.

D | ITEM INVENTORY: Additional Items can be uncovered during the game. You can identify Item Cards by the dark blue tab at the bottom of a card, which bears the item name.

When instructed, place these Items under the Satchel Items Card with the Item Tab showing underneath.

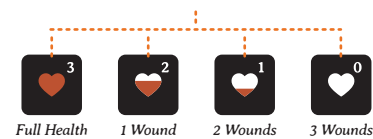
HEALTH DICE

Managing Rangitaki's health is crucial for your game's progression. At the start, Rangitaki can sustain up to 8 wounds. If you are wounded a 9th time, the game is over.

You have 3 Health Dice to keep track of wounds. Each Health Die counts 3 wounds before you move on to the next one.

HEALTH DICE SIDES

Indicates how many wounds the Health Die can sustain



HEALTH DICE SETUP

At the start of the game, the dice should look like this, indicating full health.



HEALTH DICE EXAMPLES

If Rangitaki is wounded, you will subtract the wounds on the Health Die furthest to the right until that Die is empty, then continue to the one on its left. Once all the Health Dice are at 0, the game is over.

Here are examples of how the first 3 wounds should look.



ACTION POINTS & SPENDING THEM ON STORY CARDS

You have four main ways to interact in the game:

- *Navigational and Story Choices*
- *Challenges*
- *Inventory Items and Events*
- *Actions Points*

Action Points are the primary currency spent in the game, so managing them carefully is essential. Unlike Talent Points, you must spend Action Points to perform all your actions inside and outside of encounters. On Story Cards you can spend Action Points to *Heal*, *Influence* rolls, and perform *Bonus Activities*.

Here are the key points to remember about Action Points.

- You start the game with 7 Action Points.
- Action Points will reset to 7 after each round of an encounter and when each encounter ends.
- Action Points do not reset at the start of encounters. The amount you have at the beginning is what you will use for your first turn.
- As you progress through the game, your Action Point reset number will increase from 7.
- There is no limit to the number of Action Points you can acquire between encounters for use on your first turn in the next encounter.

ACTION POINTS & DISC USAGE

- Use the Gold Discs to keep track of your Action Points.
- Turn a Gold Disc over to the side with an 'X' when an Action Point has been spent.

BLACK DISCS

The Black Discs also have an 'X' side.

- Use the blank side to keep track of Critical Hit Points on the Talents Card.
- Use the 'X' side when a Black Disc is instructed to be placed on the playfield for blocked spaces.



HEALING

Whenever your health is low outside of encounters, you can spend Action Points to heal immediately. Each Action Point spent heals 1 Wound.

INFLUENCE WITH ACTION POINTS

If you're at a disadvantage on a *Challenge* or *Crit/Miss Roll* due to a lack of Talent Points, you can improve your chances by spending Action Points. Each Action Point spent temporarily increases your roll result for any *Physical Challenge*, *Mental Challenge*, *Crit/Miss Roll*, or *Roll Chart*.

Unless specified, any roll made in the game can be influenced by Action Points if you so choose.

FOR EXAMPLE: *If the Challenge you are facing has a Physical Level of 20, and you currently have no Physical Challenge Points, you would need to roll a 20 for success. Those are not good odds.*

PHYSICAL CHALLENGE

Succeed - Reveal Card 200, Fail - Reveal Card 201

For example, if you roll a 15 and the challenge level is 20, you can spend 5 Action Points to add +5 to your roll, bringing your total to 20. This adjustment only applies to the current Challenge or Critical Hit. The Action Points are expended, and your Talent Points remain unchanged.

PERFECT ROLL BONUS

Whenever you roll a 20, it is known as a '*Perfect Roll*.' Pay attention to Challenges that offer rewards for achieving a Perfect Roll.

NOTE *Perfect Rolls CANNOT be achieved by influencing the roll!*

NATURAL ONE & ACTION POINTS

Whenever you roll a 1, it's referred to as a '*Natural 1*.' You CANNOT use Action Points or Talent Points to Influence this roll. Rolling a 1 is considered a miss or a fail during encounters and challenges.


NOTE *Natural 1 Rolls CANNOT be influenced!*

ENCOUNTERS

You will encounter a range of situations that will transition you from the Story Deck onto the Playfield.

The Story Cards will provide instructions on these encounters, including: *Duration*, *Character Placement*, *Terrain Placement*, and any *Special Rules* (see below).

NALU & THE RUKI



		12		
X	R		X	

Duration: 3 Rounds

CHARACTER PLACEMENT

Place Rangitaki on space 3. Pull Card 12 and place it on space 8. Pull 2 Enemy Cards and roll the D12 for placement.

Enemies cannot start on spaces 2 and 4.

When an enemy from the Enemy Deck is defeated, always return it to the Deck unless instructed not to. Since Nalu is on a Story Card, he is not considered part of the Enemy Deck and is removed from the game after the encounter is over.

TERRAIN

Pull 1 Terrain Card, and roll the D12 for placement.

Terrain cannot start on spaces 2 and 4.

SPECIAL RULES

If you have the 'Precious Time Lost' - Event, Lose 1 Action Point on Round 1 and Discard Card 8.

If you survive.
14

● **Playfield:**
Placement
diagram

● **Black:** Potential
Enemy starting
space.

● **X:** Enemies and
Terrain can't
start in these
spaces.

● **Duration:**
How many
rounds the
encounter
will last.

● **Black Disc:**
(not shown)
Impassable.
It cannot be
traversed or
occupied.

CHARACTER PLACEMENT

Characters and Terrain can be placed on the playfield in three ways: on a specific numbered space, by rolling the D12 die, or by using the 50/50 Rule.

When instructed to roll the D12 for a starting location, roll the 12-sided die and place the Character or Terrain on the corresponding numbered space.

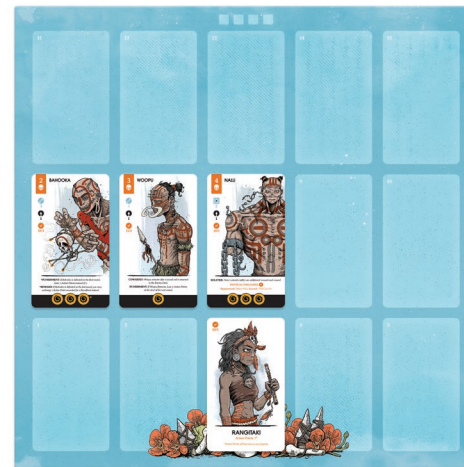
If that space is occupied, place the Character or Terrain on the nearest available space closest to Rangitaki. If there are multiple options, use the 50/50 Rule (see page 12).

FUNKY D12 Numbers 2-4 are missing on this die!
Normally, you will not place random enemies or terrain on these spaces. Space 3 is usually Rangitaki's starting space.

ENCOUNTER PHILOSOPHY Your aim isn't necessarily to defeat all the enemies on the playfield. Instead, your goal is to minimize damage over a set number of rounds by strategically defeating or managing specific enemies and interacting with objects to gain advantages until the rounds are complete.

PLAYFIELD SETUP

The Playfield consists of 5 columns and 3 rows. 15 spaces total.



Let's look at Card 11 in the Story Deck, which gives us the instructions for the first encounter (shown to the left).

In the Playfield Placement Diagram, Space 3 highlights where you place the Rangitaki Character Card (indicated by the R in blue). Space 8, in orange, indicates where your primary adversary - Card 12, is placed.

Next, you are instructed to Pull 2 Cards from the Enemy Deck and roll the D12 for placement.

ENEMY PLACEMENT EXAMPLE

- You roll the D12 and get a 6, so place Enemy 1 on space 6.
- You roll the D12 again for Enemy 2, and get another 6. Since space 6 is already occupied, place the Enemy on the nearest available space closest to Rangitaki.

In this example, the available spaces are space 1 and space 7. Apply the 50/50 Rule to determine which space to use. Assign space 1 as 'odd' and space 7 as 'even.' Roll a D20. You roll a 14 (an even number). Place the Enemy in space 7, as it was assigned as 'even.'

ENCOUNTERS

ROUNDS, TURNS, & ACTIONS

ROUNDS

An encounter occurs in a set amount of *Rounds* which consist of: *Turns*, *Actions*, *Upkeep*, and *Reset*.

ROUND: A complete cycle of the player's & enemy's turns.

TURN

At the beginning of an encounter, you will always take your turn first, and it consists of a single phase in which you spend Action Points to do Actions.

TURN: Each time you spend Action Points to execute Actions, or each time an Enemy completes their Actions.

You can use as many Action Points as you want for various actions, as long as you have enough points for each Action. Your Turn ends either when you run out of points or choose to stop making actions. Here are the key points to remember on your Turn.

- *Your Turn is always the first to occur.*
- *You have the flexibility to decide how many Action Points you spend during your Turn.*
- *After each round, Action Points reset to 7, or whatever your current Action Point threshold is.*
- *After an encounter ends, Action Points reset to 7, or whatever your current Action Point threshold is.*
- *Any unused Action Points during your Turn do not carry over to the next Turn.*
- *There are ways to earn additional Action Points during your Turn, which can extend your Turn. This is called a Turn Chain.*

TURN CHAINS

Defeating Enemies and succeeding in challenges during encounters can earn you bonus Action Points. If these are awarded during your turn, they are immediately available to spend, and you can use them to gain even more bonus points, chaining your turn with more Actions.

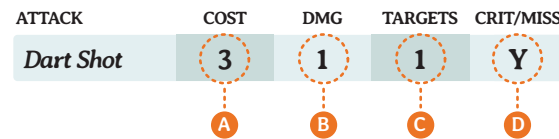
ACTIONS

There are 4 basic types of Actions: *Attacks*, *Augments*, *Skills*, and *Movement*.

ATTACK ACTIONS

Rangitaki's primary weapon is a Blow Gun, which enables both close and ranged attacks. Shortly after the game begins, you will pull 1 of 2 *Encounter Action Cards* with your available Actions.

On either card, your standard attack is the *Dart Shot*. Below is a look at how the attack information is organized.



A | COST FOR ATTACK

The amount of Action Points the attack costs. *Dart Shot costs 3 Action Points.*

B | DAMAGE FROM ATTACK

The number of wounds this attack will do. *Dart Shot inflicts 1 wound.*

C | NUMBER OF TARGETS FROM ATTACK

Indicates the number of Targets that can be wounded. *Dart Shot hits 1 Target.*

D | CRIT/MISS ROLL

Indicates if you need to execute a Critical/Miss roll for this Action. *Dart Shot does.*

CRIT/MISS ROLL - CRITICAL HITS & MISSES

When you decide to attack a Target, you must execute a Crit/Miss Roll to determine if the attack Hits, Critically Hits, or Misses. A Critical Hit inflicts one additional wound on the Target. Most characters have specific CRIT/MISS numbers associated with them, which determine the outcome of their attacks (as shown below).



For every attack made by Rangitaki or the enemy (unless specified otherwise), roll the Black D20 for the Crit/Miss Roll. If the result is equal to or higher than the character's Crit number (20 in the example), the attack is considered a Critical Hit, causing one additional wound.

If the result falls between the Crit Number and the Miss Number, the attack hits and inflicts the standard number of wounds on the Target.

If the result is equal to or lower than the character's Miss number (5 in the example), the attack is considered a Miss, and no wounds are inflicted.

Note: Crit/Miss Rolls aren't exclusive to attacks; other actions may also require them, as indicated on the Action Bar (See Attack Actions Section above).

ENCOUNTERS

AUGMENT ACTIONS

ENCOUNTER ACTIONS

+1 Physical Point

ATTACK	COST	DMG	TARGETS	CRIT/MISS
Dart Shot	3	1	1	Y

AUGMENT	COST	DMG	CRIT/MISS
Poison*	2	1	N

*Poison DMG occurs end of Round.

SKILLS	COST	EFFECT	CRIT/MISS
Lob*	1	Dart Shot over line of sight	N
Dodge	2	Dodge 1 Wound	Y
Heal	1	Heal 1 Wound	N
Influence	1	Add/Subtract 1 on any roll	

MOVEMENT	COST	EFFECT
Step	1	Move 1 Space per point spent

Keep in mind: Actions are restricted solely by available Action Points.
*Poison and Lob must be combined with a Dart Shot.

ACTION INVENTORY | Below

Pierce*	2	1*	2	Y
---------	---	----	---	---

Attack a Target and another Target directly behind that Target in line of attack.
*Must be combined with a Dart Attack. A regular Dart Attack combined with Pierce does a total of 1 wound per target. Execute a Crit/Miss Roll per Target for success. Split attacks cannot get Critical Hits, or combine with other Augments.

Pierce Dart

New Actions can be discovered, similar to Events and Item Cards. When you come across new Actions, you can place them under the Encounter Action Card with the details bar and yellow tab positioned below the Action Inventory Tab.

When used wisely, Augments are a great way to gain an advantage during encounters. Augments are added to Dart Attacks for additional effects. Depending on which Action Card you receive, your first Augment will be either Stun or Poison.

STUN AUGMENT: Your chosen Target can't move for 1 Round (they can still attack).

AUGMENT	COST	DMG	CRIT/MISS
Stun*	2	0	N

A B C

POISON AUGMENT: Adds 1 wound to a Target at the end of the current round.

AUGMENT	COST	DMG	CRIT/MISS
Poison*	2	1	N

A B C

A | COST FOR AUGMENT

The number of Action Points the augment costs to add it to a Dart Shot. *Stun & Poison both cost 2 Action Points. Only 1 Augment can be used at a time.*

B | DAMAGE FROM AUGMENT

The number of wounds this attack will do.

Stun does not wound a Target. Poison adds 1 additional wound to a Target at the end of the current round.

Example: To add Poison to a Dart Shot, you would first need to spend 3 Action Points for a Dart Shot. Then, add an additional 2 Action Points for the Poison Augment, a total of 5. Your chosen Target would immediately take 1 wound from the Dart Shot, and then another wound at the end of the Round due to the Poison Augment. However, if you miss on a Dart Shot that is augmented, both the Dart Shot and the Augment have no effect on that Attack.

C | CRIT/MISS ROLL

If an augment requires an additional Crit/Miss Roll, it will be indicated here with a 'Y' for Yes, or 'N' for No. Neither Stun nor Poison require an additional Crit/Miss Roll. However, the augment below *Split* does.

AUGMENT	COST	DMG	TARGETS	CRIT/MISS
Split*	2	1*	2	Y

Since the Split augment can potentially attack 2 Targets, a Crit/Miss Roll must be executed to see if they both hit, instead of the single roll for a standard Dart Attack. This is signified by the 'Y' in the Crit/Miss section of the Action Bar. Unfortunately, Split attacks cannot Critically Hit, you are only rolling to see if it hits or misses.

Poison Augmentation Action Points Rule: Any Action Points earned from a poison-induced defeat are lost because it occurs at the end of a round. You can't spend them on the current round since it is now over, nor can you keep them for the next round. Action Points always reset.

ENCOUNTERS

SKILL & MOVEMENT ACTIONS

ENCOUNTER ACTIONS				
<i>+1 Physical Point</i>				
ATTACK	COST	DMG	TARGETS	CRIT/MISS
Dart Shot	3	1	1	Y
AUGMENT	COST	DMG	CRIT/MISS	
Poison*	2	1	N	
<i>*Poison DMG occurs end of Round.</i>				
◆◆				
SKILLS	COST	EFFECT	CRIT/MISS	
Lob*	1	Dart Shot over line of sight	N	
Dodge	2	Dodge 1 Wound	Y	
Heal	1	Heal 1 Wound	N	
Influence	1	Add/Subtract 1 on any roll		
◆◆				
MOVEMENT	COST	EFFECT		
Step	1	Move 1 Space per point spent		
<i>Keep in mind: Actions are restricted solely by available Action Points.</i>				
<i>*Poison and Lob must be combined with a Dart Shot.</i>				

ACTION INVENTORY | Below

MOVEMENT

STEP MOVEMENT: Use this Action to move from one space to another.

For each Action Point spent, you can move 1 space. For more information on playfield movement, refer to the *Playfield Rules Section* on page 13.

SKILLS

LOB SKILL: Use the Lob Skill to shoot a Dart Shot over one Target to hit another Target. For more information on using the Lob Skill, refer to the Playfield Rules Section on page 13.

SKILLS	COST	EFFECT	CRIT/MISS
Lob*	1	Dart Shot over line of sight	N

DODGE SKILL: Use the Dodge Skill to reduce the wounds inflicted. Every 2 Action Points you spend can potentially negate 1 wound.

DODGE CRIT/MISS ROLL: Each Dodge requires a Crit/Miss Roll when attacked to determine if that wound is dodged. If the Crit/Miss Roll misses, the wound is not dodged.

Important: Dodge is a preemptive skill that can only be executed during your turn to anticipate wounds or an enemy attack. Suggestion: Place the 2 spent Action Point Disc's on your Character Card as markers to indicate that you intend to Dodge on a Attack.

SKILLS	COST	EFFECT	CRIT/MISS
Dodge	2	Dodges 1 Wound	Y

HEAL SKILL: Works the same way it does outside of an encounter. Each Action Point you spend heals 1 Wound.

Important: During encounters, you can only heal during your turn. Outside of encounters, you can heal at any time.

SKILLS	COST	EFFECT	CRIT/MISS
Heal	1	Heal 1 Wound	N

INFLUENCE SKILL: During an encounter, you can use Action Points to temporarily affect any Critical Hit rolls or Challenges. This is listed under Skills because it allows you to influence not only your own Critical Hits but also those of your enemies.

SKILLS	COST	EFFECT
Influence	1	Add/Subtract 1 on any roll

Important: The Influence Skill doesn't have to be used during your turn. It can be done anytime a roll is made. If an enemy rolls a Critical Hit, you can use your Action Points to subtract from their roll and prevent the Critical Hit. This means you can decide to use the Influence Skill after any roll has been made.

FEAR: Use the Fear Skill to move an enemy. For every 2 Action Points you spend, you can move an enemy 1 space. *Fear is not available at the start of the game. Unwavering enemies are not immune to Fear. Fear cannot be used on Terrain.*

FEAR CRIT/MISS ROLL: For each space you attempt to use Fear, it requires a Crit/Miss Roll to determine if it succeeds. If the Crit/Miss Roll misses, the intended character does not move.

ENCOUNTERS

UPKEEP, TRAITS, & RESET

UPKEEP

UPKEEP: involves managing any applicable *Trait Effects* on characters at the end of a Round. To understand Upkeep, you will need to learn the basics of *Traits*.

TRAITS

Some *Traits* can be triggered at the end of a Round. Therefore, a Round isn't considered complete until any *Upkeep* related to *Traits* has been taken care of.

TRAITS: Are unique abilities that characters possess, which can significantly impact gameplay and other characters on the playfield. Some *Traits* can be beneficial, while others may act as hindrances. Certain *Traits* will be exclusive to enemies, while you may uncover others to use against them!

TRAIT EFFECTS: Trait Effects refer to the unique effects that a Trait has on a character.

NOTE *There is no limit to the number of Effects from Traits a character can have.*

Listed to the right are some of these *Traits* with their behaviors and functions. Keep in mind that other less common, more mysterious *Traits* may be discovered along the way!

OUT-OF-TURN TRAITS: Certain traits a character possesses can be activated outside of their turn (See **Block**). These traits will be clearly indicated on their respective cards. The crucial distinction lies in the fact that when an *Out-Of-Turn Trait* is activated, its effect is not guaranteed. A Crit/Miss Roll must be executed (using their Crit/Miss numbers) to determine if the Out-Of-Turn Trait is a success.

- Nothing additional is gained from a Critical Hit on an Out-Of-Turn Trait.

WHEN A ROUND/ENCOUNTER ENDS

- Reset your Action points.
- DO NOT reset your Health (unless instructed on a Story Card).

TRAITS & EFFECTS

There are many different *Traits* in the game. Here are a few that occur more than once or may need further explanation to be understood clearly.

BIRD BOMB

Effect: 1 Wound to all adjacent characters.

BOLSTER

Effect: Attacks inflict an additional wound each round. Clarification: if an attack initially deals 1 wound, it will increase to 2 wounds in round 2, then 3 wounds in round 3, and so on, accumulating with each successive round.

COWARDLY

Effect: Retreats after 1 round and is removed from the playfield.

DASH

Effect: If a character with Dash is wounded twice on the same turn, they will move an additional space towards Rangitaki.

ELECTROCUTE or DISTORIENTATION

Effect: If Rangitaki gets Electrocuted or Disorientation, she loses 1 Action Point at the start of the next Round.

FLY

Effect: Characters with Fly can move over characters and terrain if they have the movement spaces to do so.

IMMUNE

Effect: Characters with immunities will not be affected by certain Traits and Effects.

Example: The enemy Ufku is immune to Stun.

RECRUIT

Effect: If a character with the Recruit Trait is wounded but not defeated, at the start of the next round, a new enemy will be randomly added to the playfield. Roll for placement. Recruit only takes effect if there is another round left to be played.

POISON

Effect: If attacked with Poison, the Target takes 1 additional wound at the end of the current round.

Poison does not carry over to the next Round. You can only be Poisoned once per round.

RAGE

Effect: If a character with Rage is wounded but not defeated, their next attack inflicts an additional 1 wound. This additional damage can increase by 1 each time they are wounded.

SQUISHY

Effect: If a character with Squishy is wounded by an adjacent character, they will suffer 1 additional wound.

STUN

Effect: If attacked with Stun, the Target cannot move on their following Turn, but they can still attack.

Stun only lasts 1 turn.

UNWAVERED

Effect: Character with the Unwavered Trait will not move from their current space unless specified.

OUT-OF-TURN | TRAITS & EFFECTS

BLOCK

Effect: When a character with Block or an adjacent ally is attacked, they will attempt to block the attack. Execute a Crit/Miss Roll. If the roll does not result in a miss, the attack is blocked, and the target takes no damage. This ability can be used only once per round.

ENCOUNTERS

ENEMY CARD ANATOMY

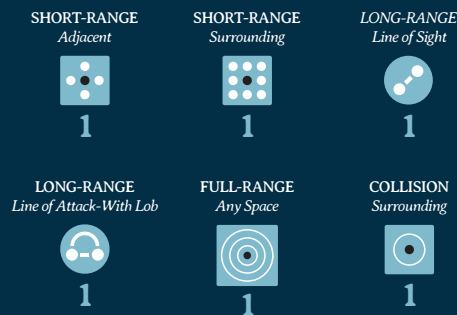
Here is a look at an enemy card (to the right), highlighting the iconography and information types.

A | WOUND LIMIT

The number of wounds needed to defeat an enemy.

B | ATTACK TYPE/WOUND AMOUNT

This icon indicates the type of attack an enemy can do. The number below each icon is the amount of wounds that attack inflicts.



SHORT-RANGE (ADJACENT): Enemies can attack the 4 adjacent spaces.

SHORT-RANGE (SURROUNDING): Enemies can attack the 8 surrounding spaces.

LONG-RANGE: Enemies can attack characters in their Line of Sight.

LONG-RANGE + LOB: Enemies can attack characters anywhere along the Line of Attack and will use Lob whenever necessary.

FULL-RANGE: Enemies can attack any characters anywhere on the playfield.

COLLISION: This attack triggers when a character or object collides with another character or object. When this collision occurs, it will inflict the indicated damage on the object that initiated the collision as well as any other objects surrounding the point of impact.

BE AWARE Enemies are limited to one attack per turn, unless stated otherwise.



C | MOVEMENT AMOUNT

The number of spaces an enemy can move.

D | CRIT/MISS

The Critical Hit and Miss numbers for this character's attacks.

As stated in the CRIT/MISS ROLL section, page 7. If the result is equal to or higher than the character's Crit number (15 in the example above), it's considered a Critical Hit, resulting in 1 additional wound.

If the result is equal to or lower than the character's Miss number (2 in the example above), the attack is considered a Miss, and there will be no wounds inflicted by Woopu.

E | TRAITS

If an enemy has a Trait, it will be listed here.

F | INSTANCES

Situational rules, actions, or conditions that can occur under specific circumstances. Examples of these are: **Rewards, Punishments, Challenges, and Special Movements**

Example: If Woopu retreats, you will lose 2 Action Points at the start of the next round.

G | REWARDS

Rewards for defeating this enemy. Primarily, Action Points will be the main reward, but you will encounter other items as well.

Example: For defeating Woopu, you would get 1 Action Point.

Remember: The amount of Action Points you receive for defeating an enemy is critical when deciding your Actions. The Action Point earned from defeating Woopu can immediately be used toward an additional Action.

ENCOUNTERS

TERRAIN CARD ANATOMY



A | TERRAIN CLASSIFICATIONS

Impassable: This terrain cannot be passed over or occupied.

No LOS: Terrain that includes “No LOS” (Line of sight) cannot be attacked through.

No Lob: Terrain with “No Lob” cannot be attacked over.

B | SPECIAL RULES: Terrain often has unique rules, traits, and challenges. In this example, there is a Mental Challenge. If you meet the requirements (in this case, Rangitaki would need to be adjacent), you can roll for the Mental Challenge during your turn.

ENEMY TURNS & BEHAVIOR

After you finish your turn, each Enemy on the playfield takes its own turn. Their turn order is decided by the numbered space they are in, starting from the lowest number and proceeding to the highest. During an enemy’s turn, you will act on their behalf. An enemy’s turn is divided into two steps: Move, and Attack. Any other Traits or Instances that do not affect their movement or attack will occur after these two actions are completed.

Here are the fundamental rules for an Enemy’s Turn.

- An enemy will only move if they cannot attack from their current space.
- If an enemy cannot attack, they will move toward Rangitaki by the shortest path until they are adjacent to her. If there is no unobstructed path, the enemy will continue moving toward Rangitaki until they are fully blocked.
- Each enemy acts independently, moving and attacking in the order that benefits them most.
- An enemy can only move and attack once per turn. After moving and/or attacking, their turn ends.
- Enemies do not use Action Points.

ENEMY TURN EXAMPLES

For this example, place Rangitaki on space 3, Nalu on space 8, and Bahooka on space 12 on the playfield.

NALU

- Once your turn is over Nalu will take his turn first since his playfield space number is lower than Bahooka’s.
- Since Nalu has a short-range attack and is adjacent to Rangitaki, he will attack. Execute his Crit/Miss Roll to see if he hits, critically hits, or misses.
- Nalu does not move from his current space because he is still in the Line of Attack. Nalu’s turn is over.

BAHOOKA

- Next, it’s Bahooka’s turn. He has a long-range attack but needs a Line of Attack. He can move 1 space to either 11 or 7. He chooses 7, because it moves him closer to Rangitaki.
- Now in space 7, Bahooka is in the Line of Attack, has Line of Sight, and will attack. Execute his Crit/Miss Roll to see if he hits, critically hits, or misses. Bahooka’s turn is over.

50/50 RULE Anytime there is a discrepancy on the playfield, you must use the 50/50 Rule to determine the course of action.

Example 1: If an enemy must move and there are two equally likely spaces, roll a 1D20. Assign one space to Odd results and the other to Even results, then move the enemy according to the roll.

Example 2: If an enemy has multiple possible Targets, use the 50/50 Rule to determine which Target is attacked.

Whenever possible, no character placement, enemy move, or attack should be dictated by choice.

PLAYFIELD RULES

Rangitaki can move anytime during her turn. As mentioned previously, for each Action Point spent, she can move 1 space.

All characters follow these 3 basic rules of movement.

- They cannot move diagonally, only left, right, up, and down.
- They cannot move directly over another object (unless specified by unique traits).
- They cannot occupy the same space as any other object.



RULES OF ATTACK

LONG-RANGE ATTACKS

Ranged weapons offer significant versatility when choosing a Target. They can attack from short or long range.

With a ranged weapon, a character can shoot at any object or individual within their Line of Attack (LOA) - that is, any of the eight possible directions they have available for attacking a Target. However, this is only possible when the character has an unobstructed view, known as Line of Sight (LOS), of the Target.

LINE OF ATTACK (LOA): Any of the possible eight directions a character has available to attack a Target.

LINE OF SIGHT (LOS): A character's unobstructed vision of another object on their line of attack.

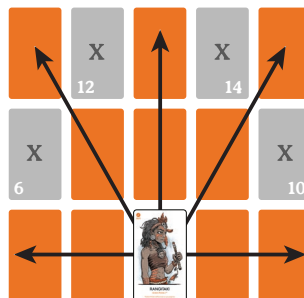
LOB ON LONG-RANGE ATTACKS

If there is no direct Line of Sight to the target, the character must have the ability to Lob in order to attack.

SHORT-RANGE ATTACKS

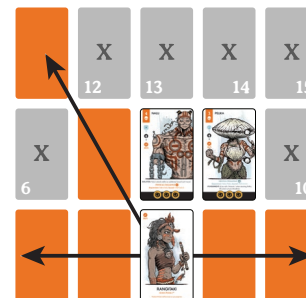
Certain enemies only possess short-range attacks. These attacks can only harm characters in close proximity, either adjacent or surrounding them, as depicted on the right.

LINE OF ATTACK



EXAMPLE A

LINE OF SIGHT



EXAMPLE B

LONG-RANGE: LINE OF ATTACK / LINE OF SIGHT

Above, in Example A, you can see that all the orange spaces fall within the *Line of Attack*, making them potential Targets. Starting from the initial position, there are only four spaces that cannot be targeted (spaces 6, 10, 12, and 14).

Above, in Example B, there are two viable Targets situated in front of you, but your Line of Sight is now obstructed, and you can no longer Target something in spaces 13 and 15 as well as spaces 6, 10, 12, and 14. To hit a Target in those particular spots, you would need to use the Lob action.

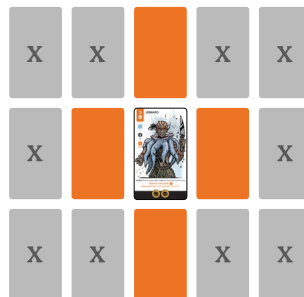
SHORT-RANGE: ADJACENT / SURROUNDING

Below, Example C illustrates the 4 spaces (orange) a character with a *short-range: adjacent attack* can hit.

Below, Example D illustrates the 8 spaces (orange) a character with a *short-range: surrounding attack* can hit.



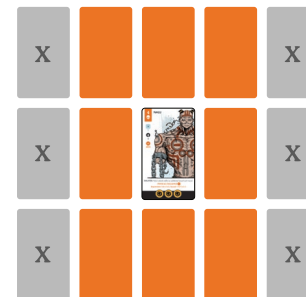
SHORT-RANGE: ADJACENT



EXAMPLE C



SHORT-RANGE: SURROUNDING



EXAMPLE D

SCENARIO

ENCOUNTER: ROUND ONE



Let's walk through a simple scenario from the first round of an encounter. Arrange the following cards in these positions and follow along.

- Rangitaki: Space 3
- Nalu: Space 8
- Bahooka: Space 11
- Woopu: Space 15

Make sure you have your 7 Action Discs and Challenge Dice.

NOTE Nalu, Bahooka, and Woopu are part of the Chapter 1 Enemy Deck, while the Rangitaki Character Card is Story Card 83.

YOUR TURN

It's your turn since Rangitaki always goes first. In this scenario, let's assume you have all 7 Action Points. Be aware that this is not always guaranteed. You can spend, lose, or gain Action Points before you get to an encounter.

First, assess the positions of your enemies and determine whom you can attack. Nalu, Bahooka, and Woopu are all within your line of attack and line of sight, making them all possible Targets without having to move.

Since Bahooka can potentially be defeated with an attack with a Critical Hit, and his defeat awards you 3 Action Points, you decide to begin your turn by targeting Bahooka. So, you spend 3 Action Points to shoot a Dart Shot at him.

Next, execute a Crit/Miss Roll to see if you have Hit, Critically Hit, or Missed Bahooka. Roll 1D20 for this purpose. Your result is a 19, and since your Critical Hit number is 20, you didn't get a Critical Hit. However, you want a Critical Hit!

You decide to influence the roll by spending an additional Action Point to increase your roll result by 1, effectively making it 20. In that case, you achieve a Critical Hit and inflict an additional wound, dealing a total of 2 and defeating Bahooka.

By defeating Bahooka, you are rewarded 3 Action Points.

You may notice that Bahooka has a Punishment and a Reward listed on his card:

*"Punishment - If Bahooka is defeated in round 1, Gain 2 Action Points instead of 3.
Reward - If Bahooka is defeated on the final round, Gain 1 Breadfruit."*

For this example, we'll assume Bahooka was defeated in round 2, avoiding this punishment and reward.

ACTION POINT REVIEW

Starting Points	7
Spent Points	3 (on a Dart Shot)
Awarded Points	3
Remaining	7

You're off to a great start. You have as many Action Points as when you started! You continue your turn.

Next, you decide to attack Nalu with a Dart Shot. He's big, he's tough, and he's right in front of you. You spend 3 Action Points and execute a Crit/Miss Roll. Your result is a 10, which means no critical hit this time. You inflict 1 wound on Nalu and place 1 orange marker cube on his character card to indicate the wound.

You have 4 Action Points remaining.

SCENARIO

ENCOUNTER: ROUND ONE - CONTINUED



After your turn is complete, the playfield should look like the example above.

- Bahooka has been defeated and returned to the Enemy Deck.
- Rangitaki has moved over into space 2.
- You have 1 Dodge action ready, indicated by the 2 Action Points spent on the Rangitaki Character Card.
- One Orange Cube should be on Nalu indicating 1 wound (not shown).

REMEMBER Action Points do not carry over between rounds or after an encounter ends. They reset.

Health does NOT reset after an encounter ends, unless specifically stated on a Story Card.

TIP In the final round of any encounter, consider healing any wounds Rangitaki has before the round concludes since it does not reset. This will prevent the need to use your fresh Action Points that are reset after the encounter is over. You will want to have these for whatever comes next!

YOUR TURN - CONTINUED

You think the most important thing to do now is move to another space where you will be safer during the enemies' turn.

You decide to spend 1 Action Point to move 1 space to your left. While Nalu may still be able to attack you on his turn, Woopu will not.

With only 2 Action Points remaining, you decide the best course of action is to attempt to Dodge one of Nalu's forthcoming attacks.

You spend 2 Action Points and place them on the Rangitaki Character Card as a reminder that you have a Dodge action queued up for the first *Attack*.

The example to your left shows how the playfield should look at this time.

ENEMY TURN

The enemy on the lowest-numbered space on the playfield goes first. In this case, that would be Nalu. Since Nalu can attack you from his current position, he will remain there and attack.

You roll 1D20 to execute Nalu's Crit/Miss Roll. The result is 12. Oh no! You've been hit! Luckily, you were smart enough to line up a Dodge to mitigate the wounds.

You execute another Crit/Miss Roll to see if you successfully dodge a wound. Your result is an 8. You successfully dodge 1 wound, lowering Nalu's attack from 2 to 1.

Had it been a 5 or lower, as indicated on your Rangitaki's Crit/Miss numbers located on her character card, the dodge would have failed.

You take 1 wound from Nalu. Adjust the Health Dice to reflect this and remove the Action Point Discs from the Rangitaki Character Card.

Nalu's turn is now over, and it's Woopu's turn.

Strategically, you have moved into a space where Woopu can't attack you even after he has moved, but that won't stop him from moving towards you. Since both of his options for movement are equidistant to you and neither allows him to attack, you need to apply the 50/50 Rule to determine where Woopu moves.

Assign even for left and odd for down (since those are his two options). You roll 1D20. The result is a 6. Since the result is even, Woopu moves 1 space to the left.

Woopu cannot attack, so his turn is now over, completing the current round. Reset your Action Points to 7 and continue on to round 2.

Assuming you were successful, once all three rounds are complete, clear the playfield, reset your Action Points, and follow the appropriate navigation prompts to the next card.

CHECKPOINTS

Your escape from the atoll will be perilous, and your progress depends on the choices you make. How you decide to use your Action Points is crucial! If you are torn limb from limb and eaten by cannibals, don't lose hope! You have the luxury to try again. Right those wrongs!

Restarting the game at Card 1—Chapter 1 is encouraged. However, reaching the beginning of each subsequent chapter serves as a CHECKPOINT. Should you prefer to restart from chapters 2 or 3, make sure to adjust your character's assets accordingly. Remove any Items, Events, and Actions earned in the specific chapter you are restarting while retaining what you earned in previous chapters.

TWO-PLAYER OPTION

Although Rangitaki was designed as a single-player experience, we still encourage you to share your adventures with someone you trust to make sound and wise narrative decisions! In fact, it might be more fun to set sail with a foolhardy sort that laughs in the face of death. Either way, half the fun is deliberating with an excitable friend about what crazy choice you should make next!



SUNKEN PEARL SETUP

SUNKEN PEARL INSTRUCTIONS

DO NOT READ THIS SECTION UNTIL YOU REACH STORY CARD 97.

The Sunken Pearl is a unique and exciting part of your adventure where consuming strong drinks takes precedent over deadly attacks! But before we can deep dive into exotic libations with dodgy locals, let's set up the bar!

There are five *Conversation Decks*. One for each character. You will need to place them on the playfield as follows (see example on the lower left):

*Vera, Space 11 • Amina, Space 12 • Cormac, Space 13 • Luko, Space 14
Otis & Oswin, Space 15 • Rangitaki starts on Space 1.*

Once everyone is in position, retrieve the *Drinks Deck* from the bottom of Chapter 2, shuffle them, and place them beside the gameboard.

You have **THREE TURNS** to navigate the bar, interact with locals, and enjoy drinks. Each conversation deck operates like the story deck—start at the top and follow the prompts. Now, you have five decks to move between freely, in any order you choose.

WHAT CAN I DO ON MY TURN?

Draw Drink Cards: Shuffle and draw three Drink Cards at the beginning of each turn.

Move: Use Action Points to move around the bar (playfield) during your turn.

Converse: Interact with the character you want to speak with by being adjacent to them and revealing the first card in their respective character deck.

Drink Challenges: Consume drinks in your hand or share them with adjacent characters to earn Persuasion Points, provided you have the required Action Points.

WHAT IS THE POINT OF MY TURN?

To earn *Persuasion Points* to advance through the Conversation Decks.

HOW DOES MY TURN END?

- When all three drinks in your hand are consumed and discarded, or
- You lack sufficient Action Points or Persuasion Points to continue.

AT THE START OF MY NEXT TURN

- Keep your remaining Persuasion Points from the previous turn.
- Reset your Action Points.
- Return all discarded Drink Cards to the Drink Deck, reshuffle, and draw another 3.

AFTER COMPLETING THREE TURNS

- Discard all the Conversation Decks.
- Reveal Card 98 in the main Story Deck unless instructed otherwise.

TIP Each character should have a designated discard pile. Place the discard pile off the playfield, above each character. Keep the current conversation cards for each character face up in their respective discard pile.

DRINK CHALLENGES

Drink Challenges gain Persuasion Points through drinking or offering drinks to other characters. A success on the challenge level earns you a strong drink, awarding applicable Persuasion Points. Failure in the challenge level results in a weak drink and fewer Persuasion Points.

Drink Challenges are played and classified using the same colors as regular challenges: (*Orange/Physical*, *Blue/Mental*, *Black/Critical*) to not only indicate challenge types but also suggest suitable drinks for conversations.

DRINK TYPES: **ORANGE:** Light Talk, **BLUE:** Direct Talk, **BLACK:** Serious Talk

PERSUASION POINTS

These are the currencies for advancing through Conversation Cards. In many instances, you'll need to spend Persuasion Points to move on to the next card. Use *Marker Cubes* to keep track of your Persuasion Points.

DRINK | CONVERSATION CARD ANATOMY

A | ACTION POINT COST

Action Point Cost to either drink it OR give it to another character to drink. For *Fly By Night*, the cost is 2 Action Points in both scenarios.

B | CHALLENGE LEVEL & DRINK CATEGORY COLOR

Each drink is categorized by color. *Fly By Night* is a Black Drink that appeals to those engaged in serious talk. To succeed in this challenge example, a roll of 12 or higher is required.

C | PERSUASION POINT REWARDS

In this example, successfully completing a challenge results in being served a Strong Drink, earning you 5 Persuasion Points. Failing the challenge means you receive a Weak Drink, earning you 2 Persuasion Points.

D | DRINK TRAITS

If a drink has any unique forms of gameplay, they will be listed here.

E | DRINK ICON & DRINK CHALLENGE MODIFIERS

Indicates this character will accept a drink. Next to the Drink Icon are the modifiers for a Drink Challenge if another character drinks instead of yourself. In this example, you would add 2 to your roll, on a Black Drink.

F | MOOD ICON

Informs you of the character's mood that you are currently speaking with.



HAPPY



NEUTRAL



SERIOUS

G | NAVIGATION & CONVERSATION COSTS

If there is a Persuasion Point Cost to continue the conversation, it will be listed here. You must pay it to continue on that particular path.

DRINK CARD

FLY BY NIGHT

12

Persuasion Point Rewards
Strong: 5 | Weak: 2

PERFECT ROLL: Roll a 20 without Influence.

CONVERSATION CARD

VENA

"We haven't met, but I knew your brother," she says, turning away. "I knew him quite well. I've known many men well," she adds with a touch of melancholy.

"How well?" you ask, pressing for more.

"Too well," she replies. "Your brother was a client for a time, and eventually something more. But that's in the past. I must say, you don't resemble him at all. I sense two very different spirits."

If Vena drinks a Strong/Chum Chum at this time, Gain an additional Persuasion Point.

"Were you with my brother?" → **F**
Cost: 4 Persuasion Points

"Enough sibling talk." → **G**
Cost: 2 Persuasion Points

DRINK SCENARIO

Depending on the character's mood, it may be beneficial for them to drink instead of you.

In the example above, because there is a drink icon in the upper left corner on the conversation card, this character will accept and drink at this time. If they do, it could add a +2 to the roll if it's a black drink!

Remember, regardless of who drinks, you gain Persuasion Points—even if you roll a 1. Influence the roll as you see fit, no matter who is drinking!

SCENARIO EXAMPLE

1 | Action Points: You pay 2 Action Points for Vena (see Conversation Card above) to drink a *Fly By Night*, which you have in your hand (see Drink Card above). It has a Challenge Level of 12.

2 | Rolling the Die: You roll the Black D20 and get a 10. Normally, this wouldn't succeed, but with Vena's +2 for Black drinks, your roll is now a 12! It could be even higher if you have Critical Talent Points to add to the roll.

3 | Challenge Success: This drink challenge is a success. Vena has had a strong *Fly By Night*, awarding you 5 Persuasion Points! If she had received a weak drink, your reward would have been 2 Persuasion Points.

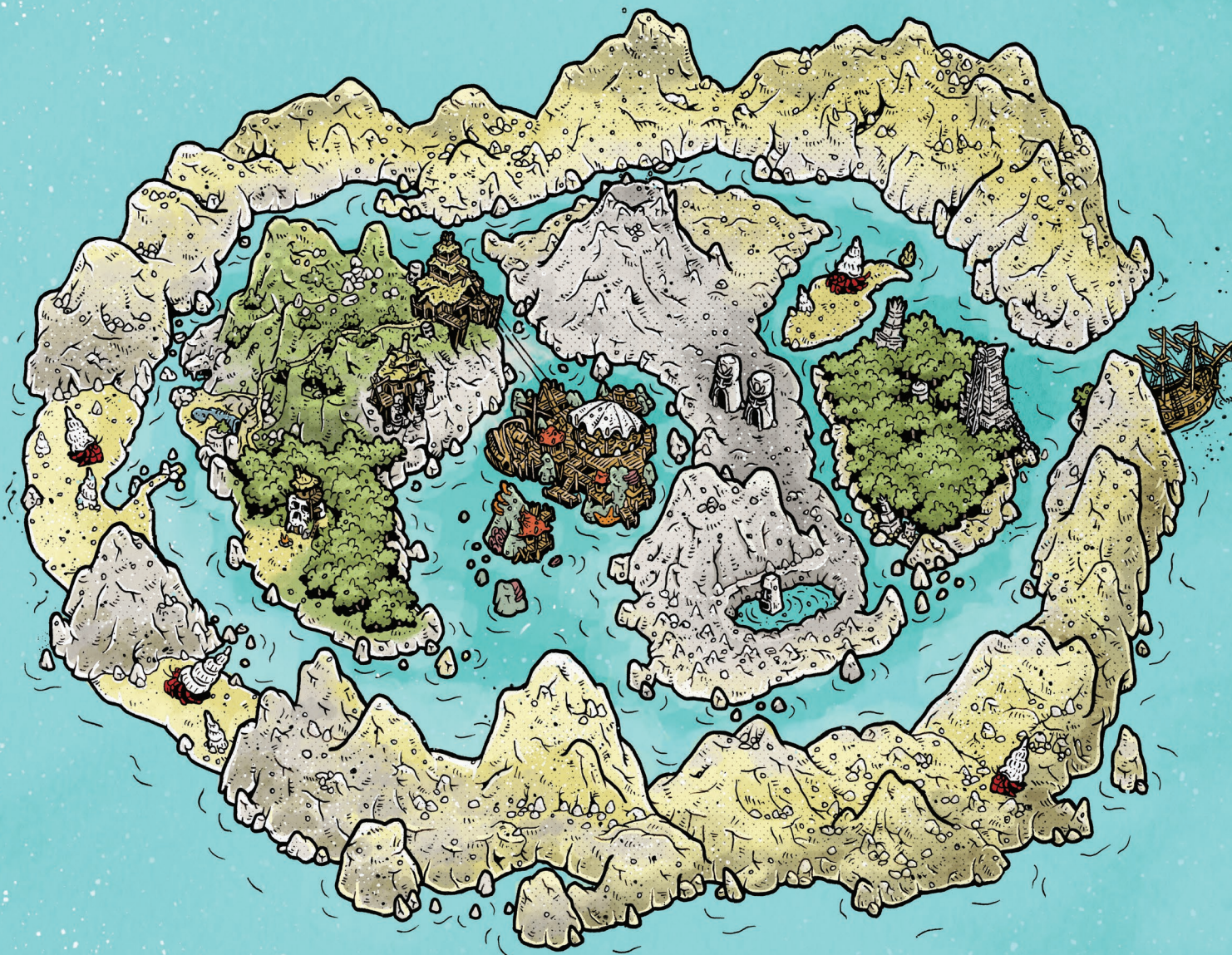
4 | Discarding the Card: Before you continue, place the *Fly By Night* Drink Card into a designated discard pile for Drink Cards. Then, spend 2 Persuasion Points to reveal Card G.

TIP Consider who is most persuaded by which drink at any given time. Anticipate their moods on the next card. If you expect a serious response, hold onto a black drink; it may be worth offering it later.

Now it's time to taste your first *Makana Mama*; go forth, adventurer!

THE ATOLL

MAKANA ISLE, PUAKEA ISLE, & RUKI ISLE





FLY BY NIGHT

*Herbal Liqueur - Squid Ink - Spiced Bitters
Purple Orchid Garnish*



MAKANA MAMA

*Aged Blackstrap Rum • Elderflower Liqueur
Fresh Lime • Demerara Syrup*



TEAM RANGITAKI

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