

The Endless Land

1-5 players
45 to 60 minutes
Ages 12 to adult

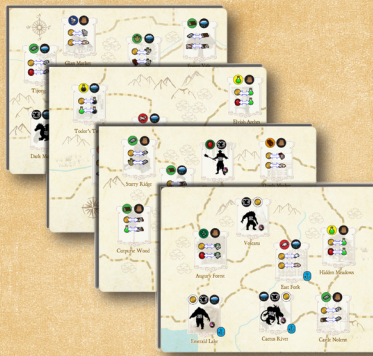
Mark Hanny

Introduction:

Shadowthorn is a land rich with resources and magic! Your path to victory and glory may lie in collecting and managing resources or it may be found in combat and the spoils of conquest. Players build strongholds, buy weapons, and collect goods. Make sure you have enough food to do all you desire, and victory will be yours!

Components:

4 Modular Game Boards



5 Character Cards



1 Wagon Tile



15 "5" Count Tokens



8 Turn Cards



5 Thief/Marauder Cards



30 Fortnight Tokens



50 Player Tokens



15 Evil Tokens



5 Character Meeples



25 Strongholds



48 Quest Cards



Resource Board



364 Resource Tokens



12 Resource Trackers



Set Up

Put the boards together in any formation, as long as the sides match.

Remove all Green Quest Cards and place them face up on the table.

Shuffle the remaining Quest Cards and deal to players until they are gone.

Give each player a random character, matching character meeple, matching strongholds, and matching player tokens.

Give each player the amount of food and gold tokens shown on their character card.

The resource boards are where players can see how many resources are available in the towns and monster's lairs. Place resource trackers on the resource board on the number space with one resource.

If the character has a weapon or item, place one player token for that player on the green card matching the weapon or item.

Place all fortnight tokens in the draw bag.

Randomly choose a starting player.

Each basic resource (namely wheat, wood, and iron,) are set at 3 resources each on the resource board.

Two fortnight tokens are drawn from the bag, and the resources shown on those tokens are moved one to the right, each gaining one in their total.

This indicates the number of resources in each city with a corresponding symbol.

Note: Some tokens show food. Food is not a commodity on the resource board, but there are food symbols on Fortnight tokens. Some quest cards grant food when that Fortnight token is drawn.

These two Fortnight tokens are discarded from play.

Each player now chooses one quest card in his hand and keeps it. He passes the rest of the cards to the player to his left. Each player then chooses another card to keep, This continues until each player has 6 cards. The remainder of the cards are discarded from play.

Each player places his meeple on a town on one of the map boards. Multiple players may be in the same town.



The turn cards are shuffled and one is drawn. All players may take the shown action simultaneously if they are able and choose to take it. The actions are:

Move

Each may move a distance of one town during the movement phase. Players must follow the paths on the board. A player may remain in the same town.

Exceptions to this include:

If a player owns a horse, he may move a maximum of two towns. If a player owns a ship he may sail, starting in one harbor town and ending in any other harbor town on the board. A player may ride the wagon. He spends the entire turn on the wagon, then in the movement phase of the next turn, he may move onto any town on the board when the move card comes up again. If a player has a black teleportation, he may spend one to move to any town.



Basic Goods

There are 3 basic resources in the game: wheat, wood, and iron. They are shown at the top of the resource board. At this point, those resources increased by one; the resource tracker on the resource board is moved to the right, each gaining one more resource.

Also, players who have built a stronghold in towns with corresponding basic resources gain one of those resources during this phase. If you have more than 5 goods you can use a 5 count token with a smaller token on top to show you have 6 of that type of resource.



Fortnight

A player draws one fortnight token from the bag. The resources shown on that token increase on the resource board by one.

Also, players who have built a stronghold in towns with corresponding fortnight resources gain one of those resources during this phase. Also players who have built buildings (red quest cards) showing the resources, under the gold band, gain one of the matching type for each one shown on the card.



Hazard:

Now the token is turned to the black side. This token will show one of three hazard symbols. If a player is in a town or lair with a matching symbol, he falls prey to this hazard.

The Cutpurse: Any player in a town with this symbol loses one gold. If the player has no gold, he loses none. (The thief has taken his pouch and found it to be empty)



The Storm: A storm means that the weather has caused a delay in activity. The player must consume one food waiting for the storm to pass. If the player has no food he must choose one cow, one sheep, or two wheat to spend. If the player has none of these he loses nothing.

The Dragon (Combat): This means a player is in the lair of a terrible monster. There are two possibilities that determine the outcome of this hazard.

Victory! First, the player has accumulated combat items (Combat items are quest cards (usually green) that show a number on the left of the card just under the cost of the card. How to gain them is described later) and their total is higher to or equal to the creature's number plus the number shown on the Hazard Token. If that player has a blue quest card in his hand with a matching monster on it, he may now lay it face up on the table and place one of his player tokens on the highest number of the card. (Only one player token per player may be placed on any card)

Defeated! The players combat items are less than the number shown on the creature added to the Hazard Token bonus. In this case, the player loses a combat item of his choice (removes his player token from the card). If he has no combat items he loses any other green card of his choice. If he has no other items he loses one gold. The player now lays his meeple on its side and can take no action until the next move card is drawn.

Calling the monster out! If you are prepared for combat and the hazard does not show a dragon, you may wake the monster and fight. A player would do this if he has a blue quest card in his hand matching the monster and the dragon symbol does not come up. In this case the monster gets +0 to his total. Any other player in the lair also faces the monster on the same terms.

There are multiple numbers on the blue quest cards. The first is for the player who was holding the card. If other players defeat the monster the same turn or on following turns, they may put their player tokens on the other numbers.

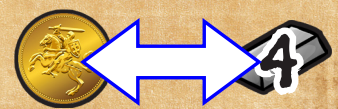
Take Goods

Now each player takes the goods available in that town. The resource board shows how many goods of each kind are available. All players take the total number of goods shown, even if multiple players are taking the same tokens. Move the matching resource trackers on the resource board to one.



Trade Goods

Each town shows the trades that can be done with the people of that area. In order to perform trades, a player must spend one food. This indicates the extra time it has taken to trade with the natives. If a player has no food he can trade for food, then pay one food, then continue trading. A player can also use two wheat, one cow, or one sheep for food. Each trade shows an arrow going both ways. Players may trade either way. For example: a player may trade 4 iron for one gold, or trade one



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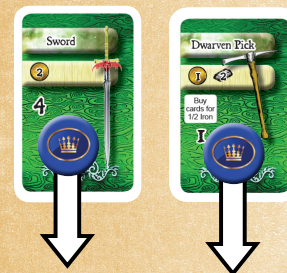
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There are multiple numbers on the blue quest cards. The first is for the player who was holding the card. If other players defeat the monster the same turn or on following turns, they may put their player tokens on the other numbers. If more than one other player is there and simultaneously victorious, the higher number goes the player who started the game farthest from the starting player. (All ties are broken in the same manner). If a monster is defeated and no card is played or available, the player gains no victory points.

Lair Raider/Thief/Marauder

If a player is in the lair of a monster he can now take the goods there. If he can move before a dragon hazard appears, he gets away with the goods without facing the monster. This is also the time when a victorious warrior gains the goods from the lair.

gold for 4 iron. Players may make trades in towns where their player meeple is located or trades in towns where they have built a stronghold.

Once one food is spent to make a trade, it pays for an unlimited number of trades.

Buy

A player may buy items (the face-up green cards) or building advancements (red quest cards in each player's hand). When a green card is purchased, the player pays the amount shown on the gold bar of the card and then places a player token on that card. There can only be one player token per player on any green or red card.

Red cards are played face up, and the player puts a player token on the highest number of the card. Other players may also build the same thing once the card is face up. They put their tokens on the lesser numbers and gain that many victory points. Ties are broken by the player farthest from the start player winning the tie. Some red cards have resource symbols on the left of the card under the cost. This means that when a fortnight token is drawn with that resource, all players who have build that building get that resource.

Build Stronghold

Strongholds provide resources to a player whenever a fortnight token or basic good action produces that resource and allow players to trade in that town even when their player meeple is in another location.

To build a stronghold a player's meeple must be in the town where he is building. The cost is two of each basic good--two wheat, two wood, and two iron plus one food for the time spent building.

Only one stronghold per town may be built. If more than one player are trying to build a stronghold in the same town in the same turn, the player farthest from the starting player wins the tie.



Turns

Once all turn cards have been played, the cards are shuffled and the next round begins by drawing each card and all players taking the card actions simultaneously.

End of Game and Winning

The game ends when 16 fortnight tokens have been drawn. The complete round is finished by drawing all turn cards, then **each player takes one more extra buy action** to end the game. The player with the most points from red quest cards and blue quest cards is the winner.

Ties are broken in the usual way, with the player farthest from the starting player winning the tie.



Resources



Wood: A basic resource used to build buildings, items, weapons and strongholds.



Wheat: A basic resource used to build buildings, strongholds, and can be used for food if two are spent.



Iron: A basic resource used to build weapons, items, strongholds, and buildings.



Enchanted Iron: A magic resource that can only be found near elvish dwellings and is used to build magical items and buildings.



Enchanted Wood: Also a magical resource that is uncommon to find but very useful in building enchanted items and buildings.



Brick: Used in many buildings. Must be created and is only available near human and dwarven settlements.



Cows: A valuable resource with high trade value and can be substituted for food.



Sheep: An uncommon resource with medium trade value and can be substituted for food.



Rubies: A rare and valuable trading commodity. Rubies are highly prized by monsters who hoard them in their caves and lairs.



Gold: A rare commodity that can be traded for almost anything. It is easily the most recognizable currency and highly prized by monsters of most types.



Black Telepotion: Created by wizards, this powerful potion can be spent to move to any town known to men, elves, or dwarfs.



Green Elvish Agility Potion: Can be spent to add +5 to any combat. This liquid can turn any ordinary fighter into a lightning fast force against any monster. A player may spend as many at one time as he wishes for a compound effect. They can be spent after the monster's bonus is revealed.

Advanced Set Up Option

The quick set up option is for beginning players to get started quickly.

In the official set up, the starting player is chosen first. Then in clockwise order each player places one game board. All placements are legal as long as the edges match up.

Then each player chooses a character.

The starting player may seem to have an advantage in the set up in this way, but remember that during the game all ties (including the winner) are broken by the later players having the advantage. For example: Ties involving the start player and the third player, are won by the third player. Ties involving the 2nd player and the 5th player are won by the 5th player. This can have particular importance when building strongholds.

Solitaire Game

In the solitaire game, a player deals 8 quest random cards to himself. He lays out the board as desired and takes a random character. A score of 75 or more is a minor victory. A score of 85 or more is a major victory. A score of 95 or higher is a victory of the highest order.

Special abilities of some green quest cards:

The Scythe: Gives a player +6 wheat when building a red quest card.

The Dwarven Pick: Gives a player +6 iron when building a red quest card.

The Woodsman's Axe: Gives a player +6 wood when building a red quest card.

The Ship: Not only allows movement from one port to another (anchor symbol), but also gives a player +1 gold when building a red quest card.

The Horse: Not only allows movement of up to two towns, but also gives a player +1 animal (cow or sheep) when building a red quest card. (One animal per card).

Helm of Heroes: Gives one combat strength plus green cards cost one less gold.

Shadowthorn Staff: 5 combat strength to defend against marauders plus can be used for up to 2 rubies when buying red cards.

Some Quest Cards:

Safehouse: Negate the effects of the cutpurse hazard.

Privateer: Allows a player to move from harbor to harbor plus gain 2 gold when it is drawn on a fortnight token.

Wagon Builder: Anytime a player uses the wagon, gain one gold.

Castle Gate: Gain 3 combat power against marauders.

Jousting Field: Use for up to 3 iron in buying green cards

Lighthouse and Observatory: Negate the effects of the storm hazard.

Training Ground: Gain 5 combat power.

Healing: When a combat loss takes place in a monster's lair, no card or gold is lost.

Forge: When built, immediately gain a sword and a shield.

Play Testers: Kelly Larsen, Steve Mortenson, Josh Anderson, Jon Pratt, Curtis Thornock, Chris Stine, Melinda Hansen, Dave Baily, Doug Wheeler, Josh Wheeler, Melissa Christensen, Han Wheeler, Doug Smith, Sarah and Russell Miner, Erin and Logan Godfrey.

