

3-5 players
60 to 90 minutes
Ages 12 to adult

Other World

The Story:

Life could not have been more peaceful and prosperous in Gjarholm, a kingdom where magic and sword skill were used only in defense of one's land and liberty. Then, all at once, gold and property began vanishing. Rumors of a spawning-ground of evil, deep in the catacombs of the dead, reached the ears of the king. Without his knowledge, the king's son, the evil prince, captured and imprisoned the family of the village sorcerer. Against the sorcerer's will, the prince forced him to open a dimensional gateway within the winding tombs called the abyss. With the dark spells, creatures from another realm have set up a home in the catacombs and have snuck into the village at night, taking treasure and weapons. The king has commissioned you to destroy the creatures, but while the prince has influence within the castle walls, your job will be difficult. The king trusts you to restore order--and you will do it!

Components:

1 Evil Prince Pawn 8 Dice (4 red, 4 blue)



5 Character Pawns



15 Player Cubes



6 Advancement Tokens



20 Gold Tokens



25 Victory Point Tokens



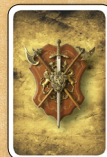
15 Wound Tokens



12 Basic Weapon Tokens



36 Weapon/Spell Cards



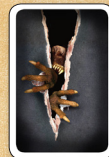
8 Abyss Cards



10 Character Cards
(including Evil Prince)



12 Creature Cards



1 Catacombs Board



1 Village Board



The Characters:

Each player in the game will play a character with weapon skill and spell skill. The weapon skill is shown in a blue box on the player's card next to a shield. The spell skill is shown next to a star. The Battle Sage, for example, has a weapon skill of 3 and a spell skill of 7.





A character must have equal to or higher than a weapon or spell number to use that item. On these cards, the battle sage could use the time reverse spell, but not the dragon sword. He could use both the wolf's jaw and the decay spell. All spells and weapons are for combat.

Set Up:

- Each player chooses a character pawn and three matching player cubes.
- The starting player is chosen randomly.
- Shuffle the Weapon/Spell cards and place 6 cards face up on the yellow spaces of the Village Board. Shuffle the Abyss cards and place face down.
- The start player chooses a Character (except the Evil Prince) and places it in front of himself face up on the table. Each player in counterclockwise order does the same. Each player receives starting tokens shown at the bottom of the card. For example: The Enchanter receives one gold token and one basic weapon token as seen here. The Battle Sage and the Ranger each have a special symbol that allows them to discard one wound token once during the game anytime during any player's turn.
- Put the Evil Prince/Prison card on the table face up.
- Creature cards are placed randomly, face-down on the spaces of the catacombs board. These represent the gold and weapons that the creatures have stolen from the village.
- Count 5 victory point tokens (blue) for each player in the game—remove the rest from the game.
- The last player to choose a character now becomes the starting player for the rest of the game and play goes clockwise.



This symbol on a character card means a player may discard one wound token anytime, but only once, during the game.

The Turn:

The starting player will be the only player to move the Evil Prince pawn throughout the game. He will do this before he takes his turn. On his first turn he moves the evil prince pawn to the castle space then takes his turn. (See the section, "The Evil Prince.")

Each player on his turn must move his pawn to a new location on either the village board or the catacombs board or an abyss card. A player cannot leave his pawn on the same square as his previous turn.

Village Movement:

A player can move to any space in the village, as long as another player's pawn or the evil prince is not present.

Catacomb Movement:

If the player is moving to the catacombs from the village (or from off the board to start the game, or coming from prison) he must move to the top level (one of the 5 creatures shown there). Then movement in the catacombs is shown by the red arrows on the catacombs board. A player descending into the catacombs and entering the second level must come from the first level, and a player moving to the third level must come from the second. The same applies to ascending out of the catacombs. A player cannot move to the village from

the second or third levels. He must move one level at a time. A player may move laterally in the catacombs. Players may move from top level of the catacombs to any available space in the village. There is a small chance that a player will find it impossible to move in the catacombs because all available spaces are occupied--although this is rare. In this case, the player moves to any available space in the catacombs. Players may also move from the third level of the catacombs to an abyss card. (see The Abyss)

Each player then takes the action shown on the space chosen:



In the castle a player must pay one gold to gain an audience with the king. Then the player may take one of two actions.

1. He may ask the king to commission new weapons. In this case all the face up cards on the village spaces are re-shuffled into the weapons/spells draw deck,

weapon/spell cards discarded previously are also shuffled into the draw deck, and 6 new cards are placed face-up on the yellow spaces of the village--also known as the trading post. The player then takes another turn.

2. He may gain an advancement token. The advancement token means both numbers on the character card (weapon ability and spell ability) are increased by one for as long as he has that token. In order to gain the first advancement, a player must have at least one victory point token. In order to gain the second he must have three victory point tokens and 5 for the third advancement. A player cannot gain more than three advancement tokens. A player can only gain one advancement token per visit to the castle.



In the market you may remove one of your own blocks from supplies to gain 3 basic weapons or two gold tokens. If you remove two blocks you may gain one victory point token. You may choose to

remove just one block if you have two or three on the spaces. You may remove as many of your own blocks as you like and gain the effect of removing them.



At the forge, a player may gain 2 basic weapons at no cost. These are simple swords or shields that all characters can use and are represented by white tokens. Basic weapons can be very useful in combat as described later.



The healer removes wound counters that were acquired in combat. For two gold, the healer will remove up to 3 wound counters. For one gold she will remove up to 2, and for no gold, she will remove 1. Wound counters count as -1 victory points at the end of the game. Also, a player with 4 wound counters loses his character card and must start over. The three healer

spaces can each be occupied by different player pawns. When the evil prince is on the healer spaces, he blocks all three spaces--for him it is one space. When a player pawn is on any healer space, the evil prince skips all healer spaces. (See Evil Prince)



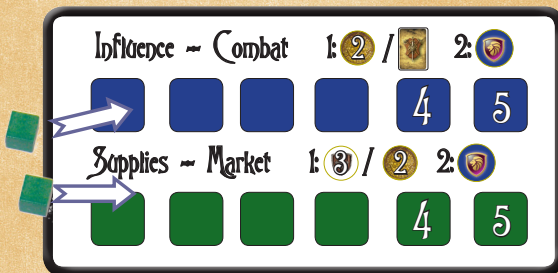
The sorcerer wants to help you succeed in your quest. He allows you to look at the top card of the abyss deck and put it back. He will change two basic weapons into a gold piece. He will also take two basic weapons and forge them into a weapon/spell card. This card is drawn at random from the draw deck. These actions may be done as many times as a player can pay basic weapons for them.



When you serve in the king's army, you gain influence. Take one block and place it on the influence area of the board. There is limited room for blocks. In a 4-player game the space with a 4 is available, in a 5-player game the space with a 5 is available. Influence blocks are redeemed for benefits in combat as described later. A player may only have 3 blocks on the board at a time either on influence or supplies. When serving in the king's army your block may be taken from your own supply or from a block in "supplies" already on the board.



When you labor in the forest or mine, you gain supplies. Take one block and place it on the supplies area of the board. There is limited room for blocks. In a 4-player game the space with a 4 is available, in a 5-player game the space with a 5 is available. Supply blocks are redeemed for benefits in the market. A player may only have 3 blocks on the board at a time either on influence or supplies. When laboring in the forest or mine your block may be taken from your own supply or from a block in "influence" already on the board.



The yellow spaces on the board are also known as the "trading post." When weapon/spell cards are on these spaces a player places his pawn on the desired card and pays one gold for that card. When the card has been removed the next player to use that space pays no gold uses the revealed villager instead. These villagers become unavailable in the event that a player visits the king and commissions new cards be placed.

The Smuggler: Pay three gold to receive one victory point.

The Artificer: Discard two weapon/spell cards for a victory point.

The Merchant: Discard a weapon/spell card to gain two gold token.

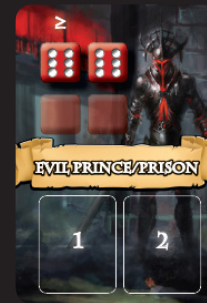
The Gold Miner: Take one gold coin.

The Hermit: Pay one gold coin to enter any space in the Catacombs.

The Mystic: Pay three gold to gain any card from the weapon/spell deck. Shuffle afterward.

The Evil Prince:

The evil prince moves through the village--blocking certain places players may visit. The starting player places the pawn on the castle. The castle contains a hexagon with the number one. Each time the evil prince moves, he will go to the next higher visible number that contains no player's pawn (some numbers may be covered by weapon/spell cards and are not visible--the prince does not go to them). After he has been on the highest visible number he then moves back to the lowest number that contains no player's pawn and starts again moving up on subsequent turns.



Effects of the Evil Prince:

- When the evil prince pawn is on a space of the village, no player may use the effects of that space (including the first turn).
- When the evil prince pawn is on the Castle space, he convinces the king to tax all players (except on the first turn). All players must lose one gold token or basic weapon token--the players' choice. If the player cannot pay he must lose a weapon/spell card. If the player cannot pay the card, he must go to prison. To go to prison, the player takes his pawn and puts it immediately on the number one of the evil prince card. The next turn the player moves to the number two. The turn after that the player may resume play by placing his pawn on the village board or first level of the catacombs.
- When the evil prince pawn is on the sorcerer space he convinces the sorcerer to cast a anti-weapon spell over the land. Each player chooses one of his own weapon/spell cards and turns it face-down. He cannot use it until the evil prince leaves the sorcerer space.

To Defeat the Evil Prince:

- A player moves to the village space where the evil prince pawn is. The player does not perform the effect of that space, but instead battles the evil prince. The evil prince will start with two set dice of 6 and roll two random dice. The player must roll higher or equal to the prince's roll to defeat him. (Combat rules)
- If the player wins his reward is to gain one advancement token and the evil prince pawn is removed from the game and does not return. The effects of the evil prince are ended.
- If the player loses his loss is one advancement token if he has one or more. If he has none, he loses nothing.

Game End:

The game is over immediately when all victory points are gone. The winner is the player with the most victory points. Wound tokens (red) count at -1 victory point each. Gold tokens are a tie breaker.



Combat

When a player places his pawn on a creature in the catacombs or on the space where the evil prince pawn is located, he is in combat. Red dice in combat are the creature's numbers and blue dice are the player's.



Step 1: Use Basic Weapons

Before rolling any dice you may choose to pay for extra dice by spending basic weapon tokens (white) for them. Sometimes you will be trying to roll higher than the creature's dice, and sometimes you will be trying to roll lower--so the color of the dice you choose to buy will depend on the type of creature you are fighting. No more than four dice of any color may ever be rolled. This action does **not** count as one of your combat actions.



Step 2: Roll Random Red Die

On each creature there is one translucent die. This represents an unknown number that is now rolled. If the translucent die has a number on it with an arrow, that means if you roll that number you must roll again.



Step 3: Place Set Red Die

On each creature there is one opaque die. This is the second die brought in that is pre-set. Now you have two dice on the table with a certain total. On some creatures it is the same as the first die rolled, on some it is one less or one more, and on some it is the same number.



Step 4: Roll Extra Dice

At the bottom of each creature card there is an extra die or dice that are now rolled at random depending on the level of the catacombs where your pawn is located. On the first level you will roll no extra dice. On the second level you roll one extra die, and on the third level you roll two extra dice. The color of the extra dice rolled are shown on the creature card.



Step 5: Roll Two Blue Dice

Step 6: Manipulate the Dice

Using weapon/spell cards you can change the dice rolled. Unlike basic weapons, you do not lose the weapon/spell cards when you use them. You can only use each effect on a card once in combat. You can use as many different effects as the lower skill level of your character. For example: the battle sage can use 3 effects, the rogue can use 5, and the knight can use 1. When your character gains advancement tokens he can use more effects (actions). If a character can use both effects on a card he may do so, but can only use each one once. Basic weapon tokens may also be spent at this time to re-roll any single die. This counts as an action.



Step 7: Compare Dice Totals

Once all possible weapons have been used, die totals are compared and a winner is determined.



To win a battle when a creature has this symbol, the blue dice must be greater than the red dice.



To win a battle when a creature has this symbol, the blue dice must be less than the red dice.



To win a battle when a creature has this symbol, the blue dice must be greater to or equal to the red dice.



To win a battle when a creature has this symbol, the blue dice must be less than or equal to the red dice.



Example of Combat:

The Ranger will encounter the Blood Spawn on the 2nd level of the Catacombs

Step 1: Use Basic Weapons

The ranger will spend one basic weapon token to buy an extra blue die.

Step 2: Roll Random Red Die

The first red die is rolled. It is a 5.

Step 3: Place Set Red Die

The “set” die for the blood spawn is a 4 giving him a total of 9 so far.

Step 4: Roll Extra Dice

Because the Blood Spawn is on the second level of the catacombs, now another red die is rolled. This one is another 4—giving him a total of 13.

Because the ranger bought a blue die, he now rolls it. He gets a 3.

Step 5: Roll Two Blue Dice

The ranger now rolls two blue dice, getting another 3 and a 6. His total is 12.

Step 6: Manipulate the Dice

The ranger can now use the wolf’s jaw to re-roll any single die. He chooses to re-roll the red 5. He now rolls a 2, giving the blood spawn a total of 10.

Since the ranger’s spell ability is 5 and the decay spell requires a 7, he cannot use that ability.

Step 7: Compare Dice Totals

The ranger is declared the winner.



After Combat:

At the conclusion of combat, if the player wins, he gets to take what is shown on the catacombs space. Gold on the first level, two gold or a card from the weapons spell deck on the second, or a victory point on the third, plus any rewards from his influence with the king. (See below) The creature card stays in place in the catacombs.



Influence:

On any level, if a player wins he may remove one block from the influence space and gain either two gold or one weapon/spell card from the deck. This is in addition to other spoils (weapon/spell card or gold on the board). If he removes two tokens from the influence area he gains a victory point. A player may do this for as many blocks as he has in the influence area.

The Abyss:

Inside the “Other World” known as the Abyss players will find terrible creatures who they face in a dimension where natural laws of this earth don’t apply. Combat here is much more difficult. In the Abyss players roll two blue dice and all other dice are set as shown on each card. Plus there is an extra condition listed at the bottom of the card. Players enter the Abyss from the third level of the catacombs. When combat is over, the player, win or lose, goes back to any available space in the village. If a player wins in the abyss, he takes the card and keeps it for the victory points. These points aren’t taken from the supply of points that determine the length of the game, they are in addition to other individual victory points. If the player loses, he gets a wound and returns to the village and the card remains face up for any player to battle. Any player entering the Abyss has a choice to battle any face up creature or the next creature in the Abyss deck.



Wounds:

A player who loses in combat gains one wound token. This counts as -1 victory point each at the end of the game. If a player has 4 wound tokens, he loses all cards and tokens of every kind, removes his pawn from the board, chooses another character card and starts over with the character’s starting tokens.

Weapon/Spell Card Abilities:

All die manipulations on weapon/spell cards show a black die. This means a player may choose to implement that ability on either red or blue dice. This symbol means any die can be re-rolled.



This symbol means any die of number two or less can be re-rolled.

This symbol means that two pips may be transferred from any one single die to any other single die. Dice cannot drop below one pip and cannot exceed six even if a player has this ability.



This symbol means an additional die of any color may be added to the roll. No more than 4 dice of either color may ever be rolled even if a player has this ability.



This symbol means that two dice can be re-rolled as one effect.



This symbol means that two dice of any color may be added to the roll as one effect. No more than 4 dice of either color may ever be rolled even if a player has this ability.



This symbol means that any die may be removed from the roll after all dice are rolled.



This symbol means that any die may be changed to match any other number currently showing.



A number on a die means you can add that many pips to any single die. No die can be raised over six.



A number with dots following means you can add that number to any number of dice. No die can be raised over six.

Special Weapon/Spell Cards:

Some weapon/spell cards give special abilities. They are as follows:

Adept: Trade one basic weapon instead of 2 when choosing the Sorcerer to gain gold.

Apprentice: Trade one basic weapon instead of 2 when choosing the Sorcerer to gain cards.

Crystal Ball: Look at the top three cards of the Abyss instead of one when choosing the Sorcerer and put the cards back in any order.

Divining Rod: Gain two gold instead of one when choosing the Gold Miner.

Elvish Hammer: Every time you visit the forge you get 4 basic weapons.

Ferocity: Place two blocks in influence when you choose the King's Army.

Force Field: Three wounds are ignored to the holder of this card.

Friendship: Spend 0 gold instead of one to use the Hermit's ability.

Gem Discovery: Two blocks are put in supplies and the card is discarded. (The exclamation mark on the card indicates the cards that are immediately used then discarded.)

Hirelings: Place two blocks in supplies when choosing the Forrest/Mine.

Master Sorcerer: Gain two cards from the weapon/spell deck and discard the card.

Officer Training: Place three cubes on Influence and discard the card.

Stealth Training: Trade three gold for two victory points instead of one when choosing the Smuggler.

Tool Making: Trade one card instead of two for a victory point when choosing the Artificer.

Trade Master: Gain three gold instead of two when choosing the Merchant.

Wand of Power: Spend one gold instead of three to find the desired card in the weapon/spell deck when choosing the Mystic.

Weapon Supplier: Place two blocks in Influence and one in Supplies, and discard the card.

Weapon Surplus: Gain 6 basic weapons and discard the card.

Thank you, play testers:

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