

ADVENTURE

1

The Fellowship



AIM OF THE GAME

Fight the fog creatures, collect gold and have as many companions accompany you on your adventure as possible!

VICTORY POINTS

All victory points are **awarded immediately** and the according scoring marker is moved forward on the scoring track.

Defeated fog creatures: You receive the victory points of the fog creature (laurel wreath).

Companions: The first companion of every adventurer adds 1 victory point, the second 2, the third 3, etc.

Gold: Each gold piece adds 2 victory points.

If a player loses a companion during battle, or uses a piece of gold during the game, the victory points already received will **not** be deducted.

No victory points are awarded for **herb and sword tiles**.

FINAL SCORING

Because all victory points have already been awarded during the game, once the last round is over, the scoring markers on the scoring track will show who has the most victory points and who won the game.

ADVENTURE

2

The Magnificent



AIM OF THE GAME

Fight the fog creatures, collect gold, herbs and swords and gather your adventurers and their companions in as massive a group as possible.

RULES OF THE GAME

The basic rules apply with one exception: Adventurers of the same color may move onto the same field (together with their companions). A “group” is then formed which can move together from this point forward. A player’s largest group, made up of several adventurers and several companions, is called “The Magnificent”.

VICTORY POINTS

All victory points are awarded **at the end of the game**, victory points are awarded for the then remaining tiles or figures.

Defeated fog creatures: You receive the combat strength of the fog creature as victory points (= double the value shown in the laurel wreath).

The Magnificent: Only the largest group of each player is scored! Multiply the whole group (all adventurers plus companions) by 3. These are the victory points awarded to The Magnificent.

Gold: Each piece of gold adds 2 victory points.

Herb and sword tiles: Tiles receive the victory points as listed on the tile. Swords without extra value do not receive any victory points.

FINAL SCORING

After finishing the final round, the victory points are calculated and the according scoring marker is moved forward on the scoring track. The player with the most victory points wins.

ADVENTURE

3

Escape to the Cities

AIM OF THE GAME

Fight the fog creatures, collect gold and bring all of the adventurers to the cities.

VICTORY POINTS

All victory points are awarded **at the end of the game**, points are awarded for the then remaining tiles or figures.

Defeated fog creatures: You receive the victory points of the fog creature (laurel wreath).

Additional scoring: Whoever has defeated the most fog creatures (total number, not total value) receives 7 victory points, the player finishing second in this category receives 3, the third 1 victory point.

Gold: Each piece of gold adds 2 victory points.

Additional scoring: The player who has the most gold tiles receives 7 victory points, the second 3, the third 1 victory point.

Cities: Each of the 5 cities (12, 6, 5, 4, and 3) is scored individually at the end of the game. Whoever has most adventurers (and companions) in a city receives as many victory points as the city has fields. The player with the second largest group receives half (rounded down) of the superior player, the player finishing third half (rounded down) of the second.

In case of a tie in additional scoring or scoring the cities, all the players in question receive the points according to the place they came in in this category.

No victory points are awarded for **herb and sword tiles**.

MINUS POINTS

In addition, at the end of the game all adventurers who are not in a city receive **minus points**. Count your adventurers (including those on the starting fields) and their companions who have not made it to a city. Multiply this number by the number of fog creatures still on the game board. The result is the number of minus points you receive. Any adventurers defeated by fog creatures or the water sprite do not count towards this score.

FINAL SCORING

After finishing the final round, the victory points are calculated and the according scoring marker is moved forward on the scoring track. The player with the most victory points - after the deduction of minus points - of minus points wins the game.