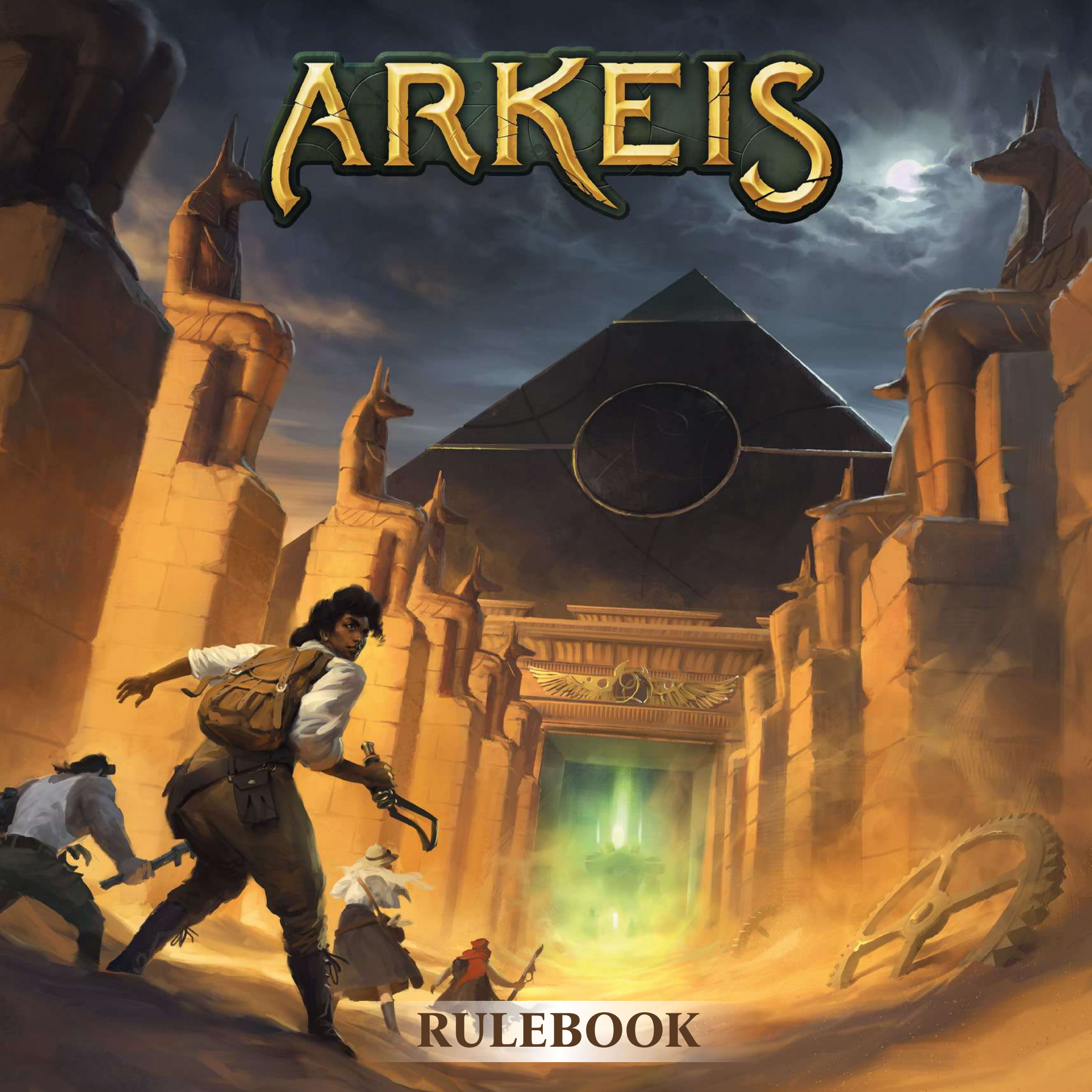


ARKEIS



RULEBOOK

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General Principles

In Arkeis, players embody Explorers in quest of knowledge, fortune and glory. In this cooperative game, players form a team to overcome the challenges offered by the game together. Arkeis is also a campaign that is played as a succession of adventures called “episodes.” Each episode offers an original story with its own set of mysteries and adversaries. Episode after episode, the characters will evolve, acquire new abilities, discover items, and gain equipment. A final episode will give players either an epic ending leading to glory or... a fall into oblivion! You have an Expedition Logbook to keep track of your progress in the campaign. In it, you will record your discoveries throughout your adventure.

Playing the Campaign

Arkeis was designed to be played as a campaign. The campaign is a series of adventures structured in episodes. You must play them in order, and we suggest you keep the same group of players to maximize character evolution and progress in the story. This is not mandatory, however. The number of players may change from one episode to the next. You'll simply need to adapt the setup of each session to the number of players participating in that session.

At the end of each episode, the players take part in a special game phase – Back at Camp. This is when they develop their characters' abilities using experience points (XP). The relics they bring back with them and dust off can also be sold to improve the camp during this phase or kept for future adventures.

The Explorers' actions during their adventures determine how many victory points they will receive at the end of the campaign. This will determine their final score at the end of the adventure. They can compare this score with the final scores of other groups; or the score can be the score to beat if the group decides to play the campaign again.

The Arkeis campaign can be replayed. To do so, all you need is a campaign kit that consists of a new logbook and a new Camp Archives booklet containing the stickers needed throughout the campaign. You also have the option of erasing everything you've written in the logbook and putting the stickers you used back in the Camp Archives after finishing the campaign.

Choosing Your Characters

The Explorers are the characters embodied by players in the Arkeis universe. Each is represented by a miniature combined with a profile and a backpack.



Explorer Profiles

Each profile contains a portrait of the Explorer, a summary of the turn structure, an ability, slots to hold 4 Injury tokens, and slots for different types of cards (equipment and Traumas).



Backpacks

Backpacks allow the Explorers to carry everything they find during the campaign and the Trauma cards and Fate tokens they acquire during the episodes.

The Explorers keep these elements throughout the entire campaign.

Note: Players may, if they wish, change Explorers between campaign episodes. If they do so, make sure each Explorer keeps their own possessions in their own backpack.

Your First Session

The Arkeis campaign starts with a tutorial: Episode 0. You can open the logbook and begin your first session without reading this rulebook and without any other preparation. The tutorial will walk you through setting up the game and how to play your first session of Arkeis.

You can read the rulebook later, or even simply refer to it occasionally when you have a question about a specific point. These rules have been written so that they can be read in any order after finishing the tutorial, and each section will refer you to other sections when needed.

You can now close this rulebook and follow the instructions in the Expedition Logbook to learn the rules while playing your first session.



Components

TOKENS		MINIATURES		CARDS		EPISODE 4	
• Injury Tokens	40	• Explorers (various)	5	• Trauma Cards	36	• Episode Box	1
• Poison Tokens	5	• Scarabs	12	• Experience Cards	45	• Cards	46
• Fate Tokens	50	• Knots of Snakes	9	• Adversary Profiles	45	• Adversary Profiles	9
• Search Tokens	27	• Mummies	4	• Elite Profiles	9	EPISODE 5	
• Door Tokens	9	• Zealots	4	• Adventurer's Hat Card	1	• Episode Box	1
• Coin Tokens	20	• Tomb Robbers	4	FREEPLAY MODE		• Cards	47
• XP Tokens	20	• Priestess	1	• Cards	42	EPISODE 6	
• Chain Tokens	4	• Nagas	2	• Area Cards	25	• Episode Box	1
• Trapdoor Tokens	2	• Scorpions	2	EPISODE 0		• Cards	53
• Staircase A Tokens	2	• Sphinx	1	• Episode Box	1	EPISODE 7	
• Staircase B Tokens	2	• Golem	1	• Cards	23	• Episode Box	1
• Reroll Tokens	2	• Guardians (various)	4	EPISODE 1		• Cards	62
• Time Marker	1	• Avatar	1	• Episode Box	1	• Adversary Profiles	6
• Power Tokens (Guardians)	6	OTHER		• Cards	35	PROLOGUE EPISODE	
• Activation Markers (Avatar)	12	• Explorer Profiles	5	EPISODE 2		• Episode Box	1
ROOMS, FLOORS, DOORS		• Boxes (5 backpacks, 1 camp)	6	• Episode Box	1	• Cards	49
• Rooms (1 large, 2 medium, 4 small)	7	• Dice	10	• Cards	44	• Adversary Profiles	8
• Floors (2 large, 3 medium, 4 small)	9	BOOKLETS		EPISODE 3			
• Doors	9	• Rulebook	1	• Episode Box	1		
		• Expedition Logbook	1	• Cards	51		
		• Camp Archives	1				



Camp Archives & Expedition Logbook



Episode Boxes



Search Cards



Door Cards



Adversary Profiles



Trauma Cards



Experience Cards



Rooms



Floors



Fight Dice



Inspection Dice



Explorer Profiles



Trapdoor Tokens



Staircase Tokens



Backpack Boxes



Chain Tokens



Camp Box



Activation Markers (Avatar)



Power Tokens (Guardians)



Reroll Tokens



Time Marker



Search Tokens



Injury Tokens



Poison Tokens



Fate Tokens



Coin Tokens



XP Tokens



Door Tokens

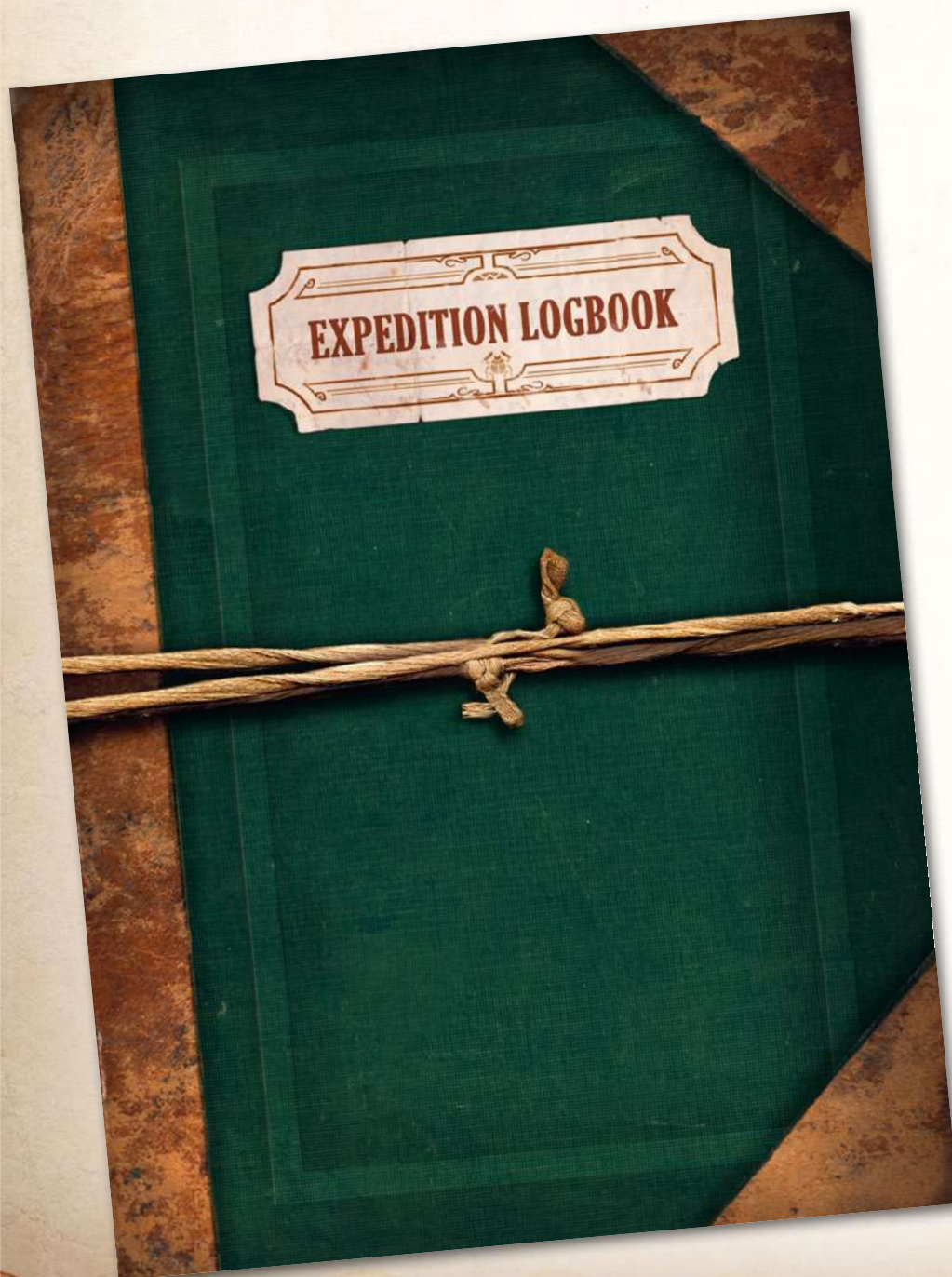
1 Expedition Logbook

The Expedition Logbook (often shortened to “logbook”) is a key component in Arkeis. It is where the Explorers will record their discoveries.

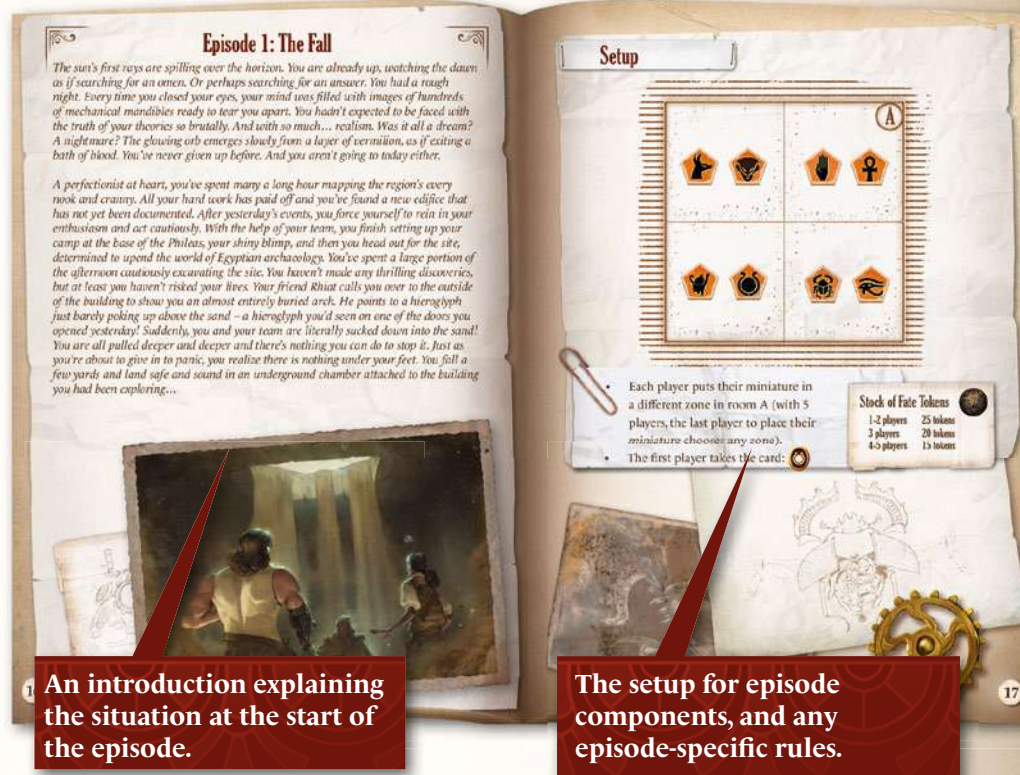
The last two-page spread in the logbook shows the Phileas – the expedition blimp – with the Explorers’ camp beneath it. Stickers will be added to the logbook throughout the campaign during the Back at Camp phases to mark the camp’s growth (see *Back at Camp*, pg. 17).

The Expedition Logbook is then divided into chapters – one for each episode in the campaign.

Important: Do not read ahead in the logbook beyond the current episode so you don’t spoil the surprise!



The logbook presents the elements below for each episode, usually in 2 two-page spreads:



The Camp Archives booklet contains the various stickers (epilogues, events, camp upgrades) that will be placed in the logbook during the campaign.

2 Setting Up Episodes

SET THE SCENE

Each episode begins with reading the corresponding page in the logbook.

An illustration in the logbook indicates how to set up the components for the session. Put the rooms in place, connecting them with doors as indicated.

Rooms come in three sizes (small, medium and large). They represent the places that the Explorers visit. Each episode has its own unique room layout. The episodes do not necessarily use all the available rooms. Some episodes will ask you to add rooms during the session, so keep any unused rooms nearby.

When indicated, put the floor tiles in place as well. They come in three sizes matching the three types of rooms and are double-sided. They may be placed in the rooms to represent special places or be placed next to rooms to represent areas outside of buildings.

Rooms and floor tiles are made up of one, two, or four zones. Zones are the game's place units. Put Explorers' and possible Adversaries' miniatures in the indicated zone(s) during setup. Keep the other miniatures nearby.

Finally, put the Search tokens in place as indicated in the illustration, either in rooms or on floor tiles.

Some Search symbols (in red) are located on the edges of rooms. When this is the case, put a door at the indicated spot on the edge of the room or joining two rooms together, then put the indicated Search token on the door.

PREPARE THE COMPONENTS

Form a stock of Fate tokens. There is a limited quantity of these tokens for each episode. The other Fate tokens can therefore be set aside. The number of tokens to prepare is given in the logbook and depends on the number of players.

Stock of Fate Tokens

1-2 players	15 tokens
3 players	12 tokens
4-5 players	9 tokens



Open the box with the episode's name. It contains a set of Search cards. Put these cards face down next to the playing area. You may form several piles based on the symbols on the backs of the cards to speed things up during the session. The box may contain other types of cards. If it does, put them next to the playing area without reading them until the game tells you to do so.

Important: *Never read a card before the game tells you to do so or you might ruin your game experience!*

Put the Injury tokens, unused Search tokens, and Adversary profiles nearby.

CHOOSE A FIRST PLAYER

The players reach an agreement as to who will start the game.

This player starts by reading the introduction to the episode.

In some episodes, a player must take a Search card at the start of the session.

If it is a Threat card with a start-of-turn effect (*see Search Actions, pg. 10*), the effect does not apply during the very first turn.



3 Fate Tokens

STOCK OF FATE TOKENS

When setting up an episode, the Explorers form a stock of Fate tokens (*see Setting Up Episodes, pg. 7*).

TAKING FATE TOKENS

During the session, if Explorers must take Fate tokens, they must take them from the stock (unless instructed otherwise).

The stock is empty when it no longer contains any Fate tokens. Emptying the stock will have different consequences in each episode, but they will always be bad. The Explorers therefore need to manage the stock carefully.

Taking a Fate token from the stock may be required by different effects, mainly when the text of a card instructs you to do so or when an Explorer decides to use the / sides after rolling the dice.

FATE SIDES

The Fight and Inspection dice each have a / side. When an Explorer rolls one of these sides, they may decide to switch it to another side of the die by taking a Fate token. This Fate token is added to the Explorer's backpack.

If the Explorer does not want to take a Fate token, they simply ignore the side, which has no effect. If several / sides are rolled in the same dice roll, the Explorer may change all or some of these sides. A Fate token is taken for each change made.

Example: Rebecca performs a Fight action against a Scorpion. She rolls 2 Fight dice and gets the following results:  . She decides to take a Fate token from the stock (she puts it in her backpack) to change the  into a . She therefore has a total of 2  against the Scorpion.



HAVING FATE TOKENS

Unless specified otherwise, the Fate tokens that Explorers take during an episode are put in their backpacks. Each Explorer "has" the Fate tokens in their backpack. They are kept from one episode to the next.

During episodes, some effects are linked to the number of Fate tokens that Explorers have. The more Fate tokens the Explorers have, the more they might complicate their lives in future episodes.

ADDING FATE TOKENS TO THE STOCK

Certain effects (usually found on Search cards) allow Explorers to add Fate tokens to the stock. These tokens may be taken from the Fate tokens that were not used to form the stock or, when indicated, taken from the Explorers' backpacks. The effect in question will specify the source and quantity of tokens.

4 Episode Structure

SETTING UP EPISODES

Episodes start with a setup phase (*see Setting Up Episodes, pg. 7*).

PLAYING EPISODES

Each Explorer plays in turn, starting with the Explorer chosen at the start of the episode and rotating clockwise, until the end of the episode (*see Explorers' Turns, pg. 9*).

EPISODE ENDINGS

Episodes end when the Explorers are instructed to read its (either positive or negative) epilogue (*see Epilogues, pg. 16*). It is then time to go back to camp (*see Back at Camp, pg. 17*).



5 Explorers' Turns

Explorers' turns are made up of four phases. The first three phases cover different effects to apply at the start of an Explorer's turn. The fourth phase is the main play phase during which Explorers perform actions.

PHASE 1 - START-OF-TURN EFFECTS

If any Explorer has cards containing start-of-turn effects, they must start by applying them.

Example: During episode 0, Rebecca has the Defiler card in front of her. At the start of her turn, she must take a Fate token from the stock and put it in on the card before doing anything else.



If any Explorer must apply several start-of-turn effects, they do so in any order.

PHASE 2 - ADVERSARIES' START-OF-TURN EFFECTS

When an Explorer is in a zone occupied by an Adversary, the Explorer is said to be **grappling with that Adversary**. If this is the case at the start of the Explorer's turn, the Explorer must apply the start-of-turn effect indicated on the Adversary profile (see *Adversaries*, pg. 13).

There are several different profiles for each Adversary, and each can have a different start-of-turn effect.

If an Explorer is grappling with several identical Adversaries, they apply the start-of-turn effect indicated on the corresponding profile only one time. If an Explorer is grappling with several different Adversaries, they apply the start-of-turn effect indicated on each of the corresponding profiles one time in any order.

Example: Rebecca is grappling with Scarabs whose start-of-turn effect is: "Add 1 Scarab to each zone in your room." Rebecca is in room A, so she puts 4 Scarabs into play, one in each zone in the room.



PHASE 3 - REORGANIZING EQUIPMENT

During this phase, the Explorer may put equipment next to their Explorer profile into their backpack and/or equip Equipment cards from their backpack as often as they like.

The Explorer may also give as many items (relics and/or equipment) as they like to other Explorers in their zone.

Example: Franck has two red Equipment cards (linked to the Fight action): a Whip and a Crowbar. He has equipped the Whip and kept the Crowbar in his backpack. At the start of his turn, he can swap the two weapons for each other and/or give one of them to Éléonore, who is in the same zone as him.

PHASE 4 - PERFORMING UP TO TWO ACTIONS

This is the main phase in Explorers' turns. During this phase, Explorers can perform up to two actions (either the same or different) in any order.

The basic actions in the game are: **Search** (🔍), **Move** (👤), **Fight** (👊), and **Support** (👏).

Explorers may sometimes perform other actions; when this is the case, a card will explain what to do.

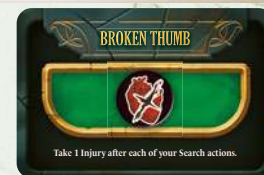
Be warned that grappling with Adversaries can apply negative effects when you perform certain actions. Some Adversaries may even prevent you from performing actions when you are grappling with them (see *Adversaries*, pg. 13).

Example: Éléonore is grappling with a Scorpion. If she decides to perform a Move action to flee to another zone, she will have to take 2 Injuries as indicated on the Scorpion's Adversary profile. In addition, she cannot perform Search actions while grappling with it.



Similarly, having a Trauma in the same category as an action you want to perform may have negative effects or limit its use (see *Injuries*, *Traumas* and *Poison*, pg. 14).

Example: Franck has the Broken Thumb Trauma. Every time he performs a Search action, he takes 1 Injury after performing the action.



Reminder: Explorers may use their Abilities during their turns to optimize their actions (see *Explorers' Abilities*, pg. 12).

6 Search Actions

The Search action lets you interact with an item or door. An Explorer may perform this action if there is at least 1 Search token in their zone. Search tokens may be found on the floor or over a door that can be reached from their zone. In some instances, a Search symbol may be printed directly on a tile. The Explorer looks through the pile of Search cards for the card whose back matches the symbol. They turn over the card and read it to learn its effect. Each Search card is associated with a symbol printed on its back. These symbols consist of a shape associated with a color (🔍, 🔍, 🔍, 🔍, 🔍, 🔍, 🔍) and an icon.

Note: Several cards may have the same symbol. In this case, the Explorer takes one at random and leaves the others in the Search pile.

Sometimes, the text will say that the card must be put back in the Search pile. When this is the case, you must leave the Search token in place. When this is not the case, discard the Search token after reading the card. If the Search token was on a door, the door is now considered to be open.

There are several types of Search cards:

Item - Relic: These cards represent items that you can keep in your backpack. These items may be used later in the episode, in a future episode, or simply when you think it is a good time to do so. Using these cards does not count as an action. Most of these items have a value in coins (see *Back at Camp*, pg. 17).

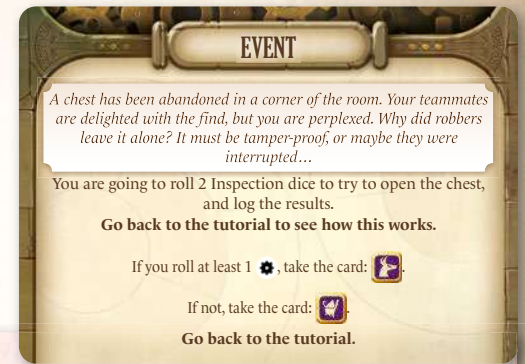
Item - Equipment: These cards represent items that Explorers may equip and that are associated with one of the four basic actions in the game. When an Explorer gets one, they can put it in their backpack or associate it with the corresponding action by putting the card next to their profile alongside the corresponding action. The item is then said to be equipped. Some equipped items improve their associated actions, while others produce an ongoing or occasional effect. Unless specified otherwise, you can only equip one item in each slot.



Finally, other equipped items have passive effects, which are indicated by the ∞ symbol. These effects apply constantly when the Explorer has the items in question equipped.

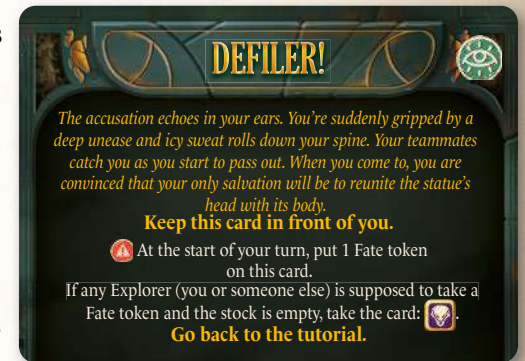
Events: This type of card moves the story along. Sometimes, they will ask the Explorer to make a decision that will require them to take another card from the pile to learn the consequences of the decision. Sometimes, they will tell the Explorer to roll the Inspection dice and log the results in the logbook (see *Inspection Dice & Logging the Results*, pg. 15).

Important: If the text does not say to put the card back in the pile, it must be discarded and put back in the corresponding episode box.



Some Event cards will contain a setup diagram similar to those in the logbook. These diagrams show you where to put Adversaries, new Search tokens, a new floor, or even a new room. Simply add the elements shown where indicated on the diagram.

Threats: This type of card represents threats to the group. The Explorer who gets one of these cards puts it above their Explorer profile in the slot provided for this. Most of the time, a card of this type will have a negative effect that must be applied at the start of the turn of the Explorer who has it in front of them. This forces the group to not waste any time. If an Explorer starts an episode with a Threat card in front of them, its effect does not apply on the first turn.



Special: You will discover a new type of Search card! In all cases, follow the instructions on the card. If the text does not say to put the card back in the pile, it must be discarded into the corresponding episode box after its effect has been applied.

ICONS

There may be icons on the fronts of Search cards to help you identify cards containing vital information.

🔍 Cards with this icon stay in play. Unlike most Search cards, they are not discarded after you've read them. Instead, you put them face up in the playing area. If they are still in play at the end of the episode, they can be discarded.

🔍 This icon appears on certain cards that have the 🔍 icon. It indicates the conditions under which the cards are discarded.

∞ This icon indicates a passive effect, that is to say an effect that applies for a long time or that can be applied over a long period of time. On Equipment cards, these effects apply whenever the cards are equipped.

⚠️ This icon indicates effects that must not be forgotten. They may either be effects that are applied automatically at certain phases in a turn or when certain events happen, or they may simply be effects you might tend to forget.



Example: An Explorer who has equipped the Crowbar rolls 1 extra Fight die when they perform a Fight action.

Some items have effects that say to discard the card after use. These can therefore only be used once. After use, put the card back in the appropriate episode box (this is indicated on the back of the card).

Example: An Explorer who has equipped the First Aid Kit may use a Support action to remove a Trauma from an Explorer in their zone. After performing this action, the Explorer must discard the First Aid Kit.

7 Move Actions

In Arkeis, the playing area is divided into zones the size of a small room (D, E, F & G). Rooms B and C are made up of two zones each, and room A is made up of four zones.

An Explorer may use a Move action to move from their current zone to an orthogonally adjacent zone.

Doors are said to be closed if they have a Search token on them; they are open if that is not the case. Two zones separated by a wall are not considered to be adjacent if there is not a door on the wall or if the door is closed. If there is an open door on the wall or if there is no wall between two zones, they are adjacent.

If a move changes the Adversaries you are grappling with, take and/or turn over Adversary profiles accordingly (see *Adversaries*, pg. 13).

8 Fight Actions

Explorers may attack an Adversary (or several identical Adversaries) they are grappling with (see *Adversaries*, pg. 13). To do so, they roll 2 Fight dice and apply the effects of the sides rolled.

Each Fight die has 4 different sides:  x2,  x2,  and .

 The  side may be changed to another side if the Explorer takes a Fate token from the stock and puts it in their backpack (see *Fate Tokens*, pg. 8). Don't forget that taking Fate tokens is risky and that this effect is not mandatory.

   The effects of the other sides are indicated on the Adversary profiles. When one of these effects gives Injuries, these Injuries can only be given to an Adversary (or several identical Adversaries) in the zone where the fight is happening.

The results of the Fight dice are applied in the order given on the Adversary profiles, from top to bottom. If applying an effect causes the last Adversary being fought to die or be moved, results that have not yet been applied are not applied because there is no Adversary present.

Adversaries with 1 health point are eliminated immediately when they receive an Injury. For Adversaries that have more than one health point, put Injury tokens next to the injured Adversaries' miniatures to keep track of Injuries received. When an Adversary has received as many Injuries as it has health points, it is eliminated.

Example: Franck is grappling with a simple Scarab. He rolls one  and one  with his Fight dice. He eliminates the Scarab and does not apply the remaining effect because he has eliminated all the Scarabs in his zone.




SCARAB MECHANICAL

START-OF-TURN EFFECT
Add 1 Scarab to each zone in your room.

 Eliminate 1 Scarab.
 Eliminate 1 Scarab and take 1 Injury.
 Take 1 Injury for each Scarab in your zone.

MULTIPLE ADVERSARIES

If an Explorer is grappling with several different Adversaries, the Explorer must choose one of them before rolling the dice. They fight the chosen Adversary and all Adversaries with the same name in their zone; they may distribute the Injuries given to the Adversaries during the fight however they wish.

ELIMINATED ADVERSARIES

When an Adversary is eliminated, its miniature is removed from play. If there are no other identical Adversaries in the Explorer's zone, the Explorer turns over the corresponding Adversary profile but keeps it in front of them. If they encounter another Adversary with this name during the current episode, they simply turn the corresponding profile back over face up.

9 Support Actions

You may perform a Support action to give one of your items (either an equipped item or one from your backpack) to another Explorer in your zone or to use a piece of equipment associated with the Support action.

Example: Some of the equipment linked to the Support action has an effect. An Explorer who has equipped the First Aid Kit may use a Support action to remove a Trauma from an Explorer in their zone. The card is discarded after use, as indicated on the card.



10 Explorers' Abilities

Each Explorer has their own unique ability. This ability changes specific points in the rules slightly in favor of the Explorer. Using abilities is not mandatory.



RHIAT ADJIB

At the end of your turn, remove 1 Injury from another Explorer in your zone.

At the end of Rhiat's turn, he may remove 1 Injury from the profile of another Explorer in his zone. He cannot heal himself unless an effect modifies his ability.

Tip: If you are playing as Rhiat, it will be in your interest to end your turn in the same zone as an injured Explorer.



FRANCK GASPARD

When you roll Fight dice, you may roll 1 extra die.

Franck may, in any situation, roll 1 extra die when he rolls Fight dice. Thus, when performing a simple Fight action, he may roll 3 dice instead of 2. If he has equipped an item that improves this action, the effects of the ability and the item both apply!

Tip: This ability can cut both ways because it also gives Franck more opportunities to roll a .



ÉLÉONORE MANSARD

When you roll Inspection dice, you may reroll any of your dice one time.

When Éléonore rolls Inspection dice, no matter what the situation, she may keep the results that interest her and reroll the other dice one time. She must keep the results of this second roll.

Tip: Many Search actions lead to rolling Inspection dice. Éléonore is therefore the Explorer best suited for Searches.



REBECCA CLARK

You may give 1 of your actions to another Explorer in your room during your turn.

Rebecca may decide to give one of her two actions to another Explorer in the same room as her. Rebecca decides which action she gives and to whom. The targeted Explorer performs the action with their own means. The Explorer who receives the action performs it immediately, then Rebecca continues her turn. Rebecca may only give one of her two actions.

Example: As her first action, Rebecca uses one Move action to enter a room where Franck Gaspard is grappling with Scarabs. She decides to give her second action to Franck so that he can perform a Fight action. He rolls 3 Fight dice using his own ability.



ROBERT PIERCE

Start each episode with 2 coins on Robert's profile. Every time you roll the dice, you may discard one of these coins to turn 1 die to any side. At the end of the episode, the Explorers earn any unused coins.

When Robert rolls dice, he may choose to discard one of the coins on his profile. If he does, he chooses one of the dice he should roll, puts it on any side, and rolls the remaining dice. He then applies the results of all the dice, as if they all had been rolled.

At the end of the episode, if there are any coins left on Robert's profile, they are added to the Camp box.

Example: Robert must roll 3 Inspection dice and log the results. He discards 1 coin, turns 1 die to the  side because he knows that side will unlock a reward in the logbook, then rolls the other 2 dice.



YOUNG ROBERT PIERCE

Start each episode with 2 Fate tokens on Robert's profile. Before rolling dice, you may discard one of these tokens to turn 1 die to any side. At the end of the episode, the Explorers may collectively discard as many Fate tokens from their backpacks as there are tokens remaining on the profile. Then discard these tokens.

When Robert rolls dice, he may choose to discard one of the Fate tokens on his profile. If he does, he chooses one of the dice he should roll, puts it on any side, and rolls the remaining dice. He then applies the results of all the dice, as if they all had been rolled.

At the end of the episode, if there are any Fate tokens left on Robert's profile, the Explorers may collectively discard the same number of Fate tokens from their backpacks, distributed however they like.

Note: This bonus character cannot be played at the same time as the other version of Robert Pierce. If you have the Monster Slaughter game, use the corresponding miniature for him. Otherwise, use the Robert Pierce miniature.



11 Adversaries

Adversaries are put into play during episode setup and/or by certain cards.

When icons for Adversaries appear on a setup diagram, put their miniatures in the indicated zones.

The number of miniatures per zone is limited only by the number of miniatures available in the box. If a card tells you to add miniatures and there aren't enough available, add as many as you can.

GRAPPLING WITH ADVERSARIES

When an Explorer is in the same zone as an Adversary for the first time during an episode, they immediately take an Adversary profile with the corresponding name at random. They keep this profile face up in front of them as long as there is at least one Adversary with that name in the zone. They are said to be grappling with that Adversary.

When an Adversary profile in front of an Explorer does not match any of the Adversaries that Explorer is grappling with (after an elimination, Move, or other effect), they turn the profile over face down. If they grapple with an Adversary with the same name again during the episode, they turn the profile back over face up instead of taking a new profile.

GRAPPLING WITH MULTIPLE ADVERSARIES

An Explorer may grapple with several Adversaries at once; these Adversaries may be the same or different. However, an Explorer may not have several Adversary profiles with the same name in front of them. If there are several identical Adversaries in their zone, the Explorer takes only one profile. If there are several different Adversaries in their zone, the Explorer takes one profile for each different Adversary.

Example: *Éléonore has performed a Search action that activated a secret mechanism. This added 2 Scarabs and 1 Scorpion to her zone! She has already grappled with Scarabs during this episode, so she turns the Scarab profile in front of her over so it is now face up again. She has not yet encountered a Scorpion during this episode, so she takes one of the available Scorpion profiles at random.*



ADVERSARY PROFILES

Each Adversary comes with five slightly different profiles. Each Adversary profile contains the following information:

Health Points

This is the number of Injuries you must give the Adversary to eliminate it (see *Fight Actions*, pg. 11).

Adversary's Name

Type (Mechanical, Human, Hybrid, or Special)
Some cards' effects only apply to certain types of Adversaries.

Start-of-Turn Effect

If an Explorer starts their turn grappling with an Adversary, the Adversary's start-of-turn effect is applied during phase 2 of the Explorer's turn (see *Explorers' Turns*, pg. 9).



Changes to Search and Move Actions

If an Explorer wants to perform a Move or Search action while grappling with an Adversary, they must follow the instructions on the profile. Sometimes they will take Injuries; sometimes the action will not be allowed.

Fight Results

When an Explorer confronts an Adversary using a Fight action, they roll Fight dice. The effects of the different sides of the dice vary depending on the Adversary fought (see *Fight Actions*, pg. 11). Unless specified otherwise, these results apply only to Adversaries you are grappling with.

Important: *When an Adversary must move to an adjacent zone, they must always move to an orthogonally adjacent zone.*

ADVERSARIES' MOVEMENTS

Various events may cause Adversaries to move. Unless stated otherwise, Adversaries cannot move through closed doors.

ELITE ADVERSARY PROFILES

If you are experienced Explorers who are well-versed in adventure and cooperation, you can make your sessions a bit harder. Some Adversaries have "elite" profiles; they are alternative profiles that are harder to defeat. Elite profiles have the word "Elite" after the type of Adversary (see below). They replace the regular Adversary profiles and work the same way. If you want to adapt the difficulty of the game, choose one of the difficulty levels below:

- Regular Elite Mode:** For each Adversary with an elite profile, set aside one of the Adversary's profiles and replace it with the corresponding elite profile.
- Intermediate Elite Mode:** Only do this for some of the Adversaries, such as Scarabs, Knots of Snakes, and Zealots.

Feel free to adjust the difficulty between two sessions if needed.



12 Injuries, Traumas and Poison

INJURIES

Explorers receive Injuries in various ways: during Fight actions, from Adversaries' start-of-turn effects, from the effects of Event cards, etc. They are relatively mild injuries that are only penalizing when you have too many of them.

When an Explorer receives one or more Injuries, they must apply them one by one. For each Injury, they put an Injury token on one of the four corresponding slots on their Explorer profile. An Explorer can have up to 4 Injuries on their profile without any consequences.

When an Explorer is supposed to take their 5th Injury, they don't take it. Instead, they remove all the Injuries from their profile and take a Trauma card. They then put any remaining Injuries on their Explorer profile.

Example: Rebecca already has 3 Injuries and receives 3 more! She puts 1 on the 4th slot on her profile. The next one triggers a Trauma. Rebecca discards all her Injuries and takes a Trauma card. Finally, that leaves 1 Injury, which she puts on her profile.

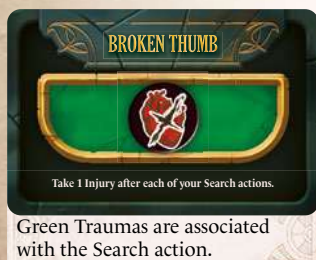


Healing Injuries

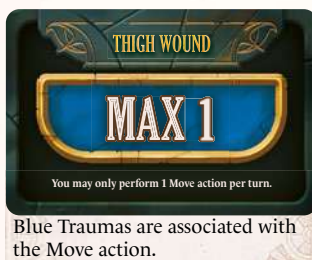
If an effect allows an Explorer to remove one or more Injury tokens, discard them. Between each episode, during the Back at Camp phase, the Explorers discard all Injuries from their profiles.

TRAUMAS

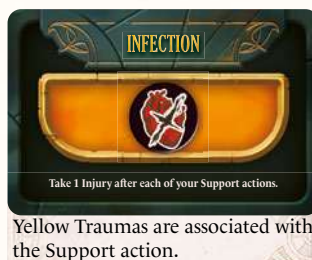
Traumas are cards that will give Explorers a handicap. There are six types of Traumas:



Green Traumas are associated with the Search action.



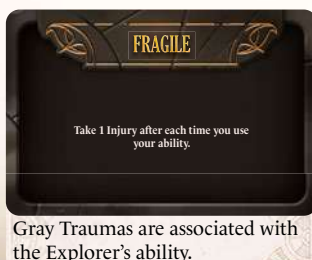
Blue Traumas are associated with the Move action.



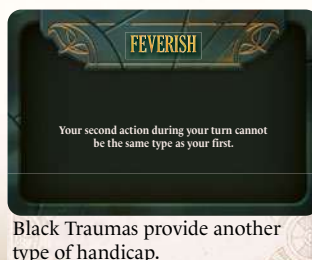
Yellow Traumas are associated with the Support action.



Red Traumas are associated with the Fight action.



Gray Traumas are associated with the Explorer's ability.



Black Traumas provide another type of handicap.

Example: Franck has the Broken Thumb Trauma. Every time he performs a Search action, he takes 1 Injury.



Explorers may have a Trauma and a piece of equipment associated with the same action.

If an Explorer takes a Trauma card that is the same type as one they already have, they put it back under the pile and take a Fate token from the stock. They put the token in their backpack. An Explorer may therefore have up to 6 Traumas, one of each type.

Healing Traumas

Certain effects in the game (events, Item cards, etc.) let you discard Trauma cards. When they do, follow the instructions on the card. When an effect lets you discard a Trauma, put it back under the pile.

Trauma cards are not discarded at the end of each episode. Each Trauma is put in the Explorer's backpack and will go back into the appropriate slot at the start of the next episode.

POISON

Poison tokens are the same shape as Injuries. When an Explorer is poisoned, they put a Poison token on one of the Injury slots on their profile.

An Explorer cannot have more than one Poison token on their profile. If any Explorer is supposed to take a second Poison token, they take an Injury instead.

An Injury slot containing a Poison token can no longer hold an Injury. A poisoned Explorer will therefore take a Trauma when they receive their 4th Injury instead of their 5th! If an Explorer already has 4 Injuries when they receive a Poison token, they take the Trauma, discard their Injuries, and put the Poison token on their Explorer profile.

Unlike Injuries, Poison tokens are not removed when you take a Trauma. Explorers keep their Poison tokens on their profiles until the end of the episode or until an effect allows them to remove them. Effects allowing you to remove Injury tokens do not allow you to discard Poison tokens.

Poison tokens are discarded at the end of the episode along with Injury tokens.

13 Inspection Dice & Logging the Results

Some Search cards instruct Explorers to roll Inspection dice. These dice have the following sides:



: The side can be switched to another side if the Explorer takes a Fate token from the stock and puts it in their backpack (see *Fate Tokens*, pg. 8). Don't forget that taking Fate tokens is risky and that this effect is not mandatory.

: The side has no effect.

: The other sides have symbols. These symbols' effects depend on the card that instructed you to roll the dice.

On some cards, rolling the Inspection dice is a test, and you need to roll specific symbols to succeed.

LOGGING RESULTS IN THE LOGBOOK

Explorers are regularly instructed to log the results after rolling Inspection dice.

In the logbook, each episode is associated with a grid containing spaces to check off. When a card tells you to do so, the Explorer can log the results of their dice roll by checking off spaces matching the symbols they rolled.

The Explorers may consult each other about which spaces to check off when there are several possibilities. However, the final decision is always made by the Explorer whose turn it is.

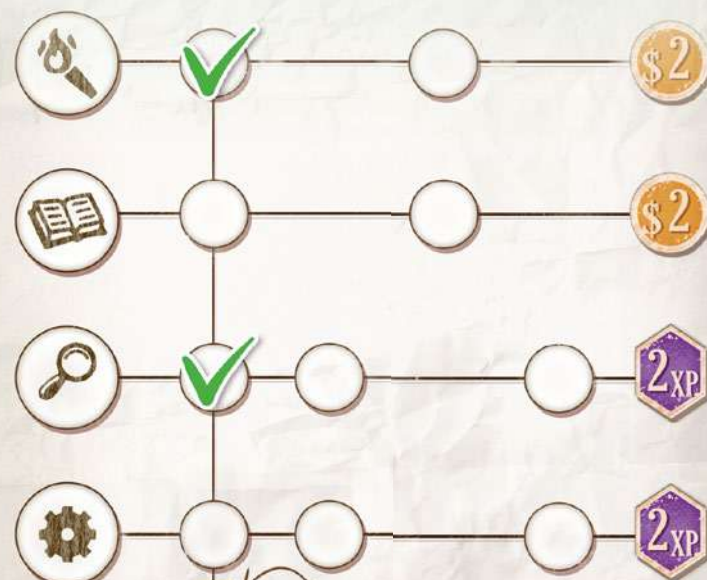
When every space in a row or column is checked off, the Explorers get the corresponding bonus at the end of the episode. These bonuses can be coins, experience points (XP), camp upgrades, etc. (see *Epilogues*, pg. 16).



When the bonus is a Search symbol, the Explorer gets an artifact. The Explorer immediately takes the corresponding card from the pile of Search cards without waiting for the end of the episode. Artifacts are ancient, powerful items that will be of great help to the Explorers.

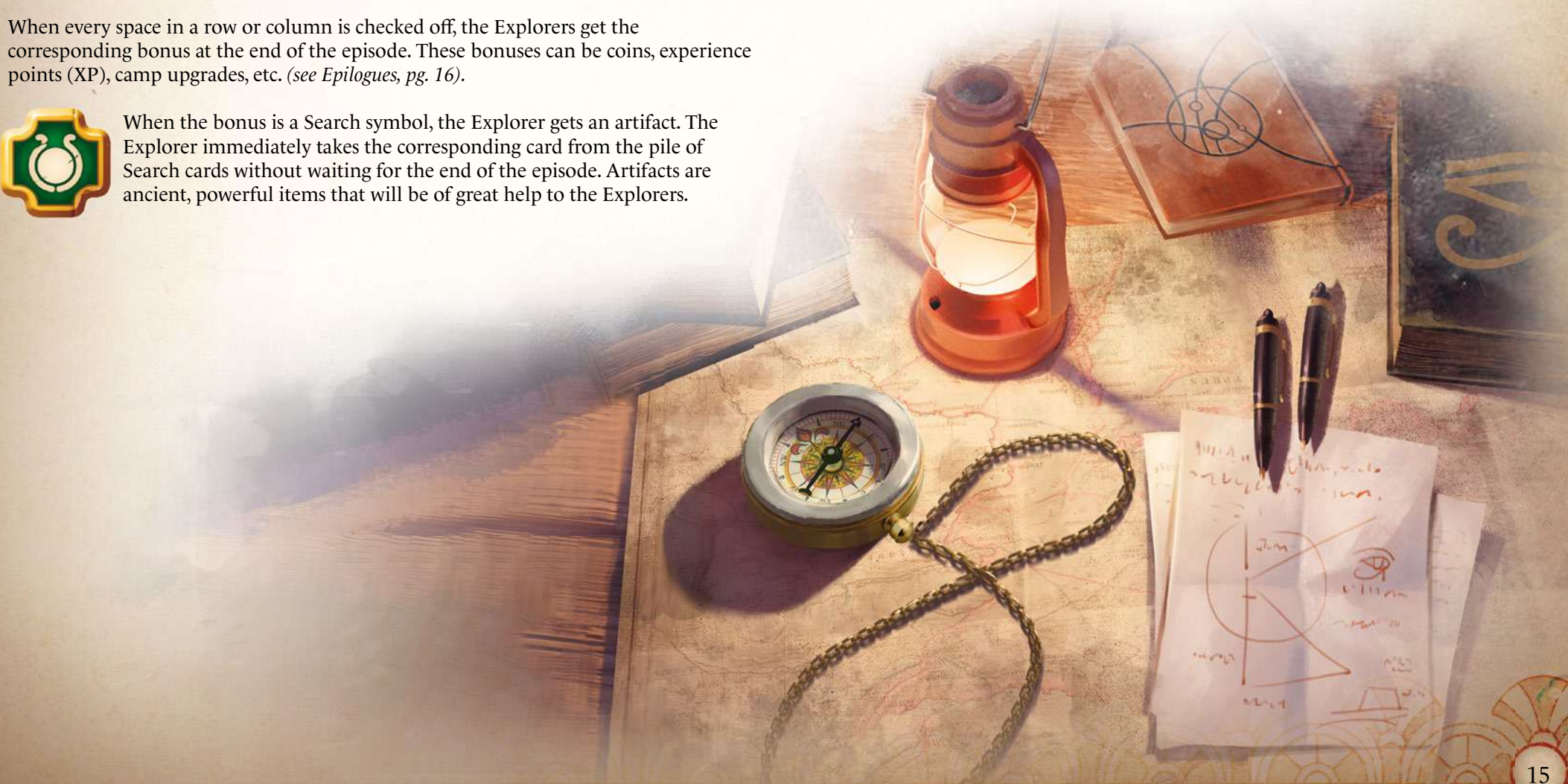
Example: Franck rolls and with the Inspection dice and must log the results. He decides to check off the spaces as shown below.

Logbook Entry



When the column is complete, you discover a mysterious object. Take the corresponding card.

Outcome



14 Epilogues

Episodes end when the Explorers take a Search card instructing them to read the episode's epilogue. If the card tells you to read the positive epilogue, the episode was a success! If, however, you're told to read the negative epilogue, things could have gone better!

Open the Camp Archives booklet to the page for the episode you just finished. Take the Epilogue sticker indicated on the card and put it in the appropriate place in the logbook.

Each epilogue will have consequences based on whether the episode was a success or not. Apply the various bonuses and penalties indicated.

Often, epilogues will let you earn the bonuses linked to the spaces you checked off in the logbook.

A complete row can give you:

- **Victory Points:** These will be counted at the end of the campaign.
- **Coins:** Take the indicated number of coins and put them in the Camp box.
- **Experience Points (XP):** Take the indicated number of XP and put them in the Camp box.
- **Camp Upgrades:** Open the Camp Archives booklet to the page for the episode you just finished and find the indicated camp upgrade. You can now add this upgrade to your camp (see *Back at Camp*, pg. 17).

In addition, you will often have one or more Event rows. Find the place intended for Event stickers in the logbook (under the epilogue) and follow the instructions there. They will tell you which Event sticker to take from the Camp Archives based on the number of completed Event rows. Take the sticker in question and put it in the space provided for it. Read it and follow the instructions.



15 Back at Camp

After you've applied the epilogue's and event's effects, the Explorers must turn to the camp's two-page spread at the end of the logbook for the Back at Camp phase.

Each Explorer puts all their cards in their backpack. Any Search cards still in play or in the Search pile are put in the episode box.

HEALING INJURIES (AND POISON)

The Explorers rest between each episode. When they reach camp, the Explorers discard all Injury and Poison tokens from their Explorer profiles. Traumas, however, are serious injuries that must be healed before they can go away. Explorers keep them in their respective backpacks and will take them out again at the start of the next episode if no effects allow them to be discarded before then.

SELLING ITEMS

You can get coins by discarding certain Item cards. These cards have the  icon on them. When you discard one of these cards, the group gets the corresponding number of coins. When you do, put the card back in the episode box it originally came from. Make sure you consult each other before deciding to sell an item. You cannot buy back items you have sold.

Example: The group decides to sell the Robber's Medallion that is in Rebecca's backpack. The card is put back in the episode 0 box and the group gets 2 coins.



BUYING CAMP UPGRADES

At the start of the campaign, the camp consists of the Phileas and several spaces to hold various tents and upgrades in the form of stickers. At the end of certain episodes, you'll find new upgrades to build in the Camp Archives. To add a new upgrade, you must buy it using the coins you have in the Camp box. Explorers may build as many upgrades as they like as long as they can buy them and have upgrades available to build.

Building all the upgrades you earn from the Camp Archives is not mandatory. If the group earns new upgrades but the Explorers decide not to buy them, they can be built later.

Please note that the number of spaces for upgrades is limited. If the Explorers want to add an upgrade to an already-full camp, they may replace one camp upgrade with a new one. The removed upgrade is lost for good.

USING UPGRADES

Every upgrade discovered and bought during episodes will have an effect that can be used after each episode during the Back at Camp phase. When the camp has several upgrades, the Explorers decide together in which order they will apply the effects of these upgrades.

USING XP

The Experience cards contain new abilities that Explorers can acquire during their adventure. Each Explorer has their own Experience cards. These cards can be level 1, 2 or 3 depending on their effectiveness, and they cost the equivalent number of XP.

XP are shared by the entire group and must be used by mutual agreement. You may look at the cards associated with your characters and decide together if you're going to buy any. If you do, discard the appropriate number of XP and put the card in the corresponding Explorer's backpack. At the start of each episode, the Explorers take their Experience cards out of their backpacks and can use these cards' effects. There is no limit on the number of Experience cards an Explorer can have.

Explorers can keep unspent XP from one episode to the next. Any XP that have not been spent and any Experience cards that were not bought are put in the Camp box and can be used at the end of another episode.

The Phileas, present in the camp from the start of the campaign, gives you access to level-1 and level-2 Experience cards for 1  or 2  per card, respectively. Later in the campaign, you will have access to another upgrade that will allow you to buy level-3 Experience cards for 3  per card.

USING REROLL TOKENS

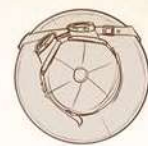
You may earn Reroll tokens during the game. When an Explorer receives a Reroll token, they put it in their backpack. When they roll dice, the Explorers may put a Reroll token from their backpack into the Camp box to reroll any of the dice. At the end of the episode, any unused Reroll tokens are put back in the Camp box. All Reroll tokens are redistributed among the players for the next episode.



APPENDIX - Arkeis Artwork

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