

## The guild assembles:

Each player chooses a character with special skills to explore the Lands Between. The players start on the tile where their character is depicted. The other character cards will not be used and can be put away.



## Deal the treasure cards:

After shuffling the treasure cards, each player receives 2 cards. Players lay their cards face up in front of them, so every player can see. If a player draws a goblin card, they can put it back into the stack and draw again.



## Determine the Goblin Status:

Set the goblin meter to a chosen level with the danger arrow. This level indicates how quickly the goblins take over the Lands Between during the game. If this is your first time playing for example, put the danger arrow at the 'Squire' level, if you are more experienced with coöperative games, put the danger arrow at a higher level to increase the difficulty. The danger arrows status will be adjusted according to the instructions on the Goblin cards that are flipped during the game.



Danger arrow



Goblin meter

