

Rules

BOREAL

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Art by YUKO IWASE



2



10+



25'

Several centuries have passed since the end of the world as we knew it. The written word has gone up in smoke, and nature has regained possession of what mankind had stolen from her.

You're a young woman with a thirst for new knowledge; you know nothing of the old world. Your parents passed on to you what they themselves had heard from their ancestors, but your unquenchable thirst for discovery drives you to excavate the remains that still overhang

with vegetation, and wander through the ruins to better understand what was there before. Your best friend, equally curious and intrepid, will embark on this adventure with you.

What will you both find? Going from place to place, you're trying to unearth the memories and knowledge of a world that no longer exists.

In BOREAL, you are young explorers in search of knowledge. Use your ingenuity and choose the paths that will lead you to the most distinctive locations. Each place you discover will not only bring you knowledge, but will also dramatically improve your exploration skills.

COMPONENTS

- 1 game board
(5 parts to assemble)
- 44 cards, including:
 - 12 **STARTING LOCATION** cards
 - 24 **LOCATION** cards

- 2 **EXPLORATION** counters

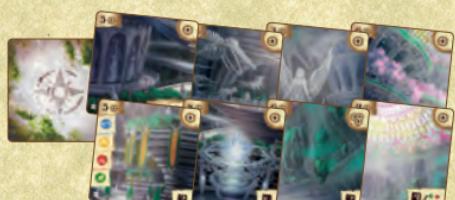
One white arrow



One black arrow



- 8 **ARCHIVE** cards
(with pictogram at bottom left)



GAME SETUP

GOAL OF THE GAME

In BOREAL, you build a pyramid of cards representing the locations you will explore throughout the game.

At the end of the game, each card in your pyramid earns you Victory Points ■■■.

The player with the most Victory Points at the end of the game wins.

1 Assemble the 5 parts of the board and place it in the center of the table between both players.

2 Take an EXPLORATION counter each and place it under the 5-value square on your side of the board.



3 Shuffle the 12 STARTING LOCATION cards and randomly place 8 of them face-up on the board squares (return the remaining 4 cards to the box; they will not be used during this game).

4 Shuffle the 8 **ARCHIVE** cards  . Pick 3 at random and add them face-down to the 24 **LOCATION** cards (return the remaining 5 **ARCHIVE** cards face-down to the box; they will not be used during this game).



5 Shuffle the deck containing the 24 **LOCATION** cards and 3 **ARCHIVE** cards. Place this deck face-down next to the game board.



6 The player with the **EXPLORATION** counter with the white arrow starts the game.

CARD OVERVIEW

The family(ies) of the card

The card's placement rule (if applicable)

The Victory Points the card earns you at the end of the game



The cost of the card



The number of Compasses the card provides you during the Rest phase

The card's effect

GAME FLOW

EXAMPLE



Here, Elodie has 6 so only the 6 cards indicated are available.

A game turn always consists of 2 phases:

- an Exploration phase
- a Rest phase

You always play both phases during your turn. Then it's the second player's turn.

1. EXPLORATION PHASE

The active player must choose between 2 actions: **DISCOVER** or **LOCATE**

- **DISCOVER (put a card in your pyramid)**

Choose a card from the board (which is available to you and whose cost is less than or equal to the number of you possess) and place it in your pyramid.

REMEMBER: a card is only available if it is on the same square as, or to the left of your EXPLORATION counter.

You can also take a card from your reserve (see below) to place in your pyramid, instead of a card from the board.

This card must also have a cost less than or equal to the number of you have.

Move your **EXPLORATION** counter to the left as many squares as indicated by the cost of the card.

If a card has been taken from the board, immediately replace it with the top card of the deck.

Finally, place the card in your pyramid and apply the card's effect (if it has one, see the player aid sheet for details).

RULES FOR PLACING CARDS IN THE PYRAMID



- The pyramid has 4 floors: 4 cards on the 1st floor, then 3 on the floor above, then 2 above that, and finally 1 at the very top.

- A card must always be placed adjacent to a card already in the pyramid. To place a card on a higher floor, there must be 2 cards on the floor below it.

• LOCATE (reserve a card)

Choose any card on the board (even those that are not available to you in the Discover phase) and place it in your reserve area (next to your pyramid). Then replace it with the top card of the deck.

IMPORTANT : in this situation, the EXPLORATION counter does not move.

There is no limit to the number of cards in each player's reserve. Cards in your reserve remain face-up.

IMPORTANT : there are restrictions on the use of ARCHIVE cards 

- Each player may place only one in her pyramid.
- Players may not reserve an ARCHIVE card again if they have already placed or reserved one.

EXAMPLE OF AN EXPLORATION PHASE



Lana's EXPLORATION counter  is on square 5. She chooses to take the card in position 3 which costs 4  A.

She moves her EXPLORATION counter from square 5 to square 1 **B**, then adds the card to her pyramid.

She cannot place the card she already has in her reserve **C** as it costs 6 .

Instead of placing this card in her pyramid, she could have taken the one on square 6 **D**, located outside her available zone, and placed it in her reserve. In this case, her EXPLORATION counter would not have moved.

2. REST PHASE

Regardless of the action you choose in the Exploration phase, you must always perform a Rest phase.

GAIN COMPASSES

Count all the  located in the top-right corners of your pyramid cards. If your EXPLORATION counter is on square 0 or 1 you also add the number of  indicated: 2  from square 0 or 1  from square 1.

Move your EXPLORATION counter to your right by as many squares as your total number of Compasses (within the limits of the board, i.e. a maximum of 8 ).

IMPORTANT:  located on cards with at least 1 other card above them in the pyramid are no longer give !

EXAMPLE



Elodie  has just placed a 4th card in her pyramid. During her Rest phase, she has a total of 5 :

- 2  because her EXPLORATION counter is located on square 0 **A**
- 3  for the cards shown above **B**.

The remaining bottom 2 cards **C** no longer give  because they have a card on top of them.

Finally, Elodie moves her EXPLORATION counter rightwards to square 5 for her next turn **D**.

END OF GAME

Players continue to take turns until one of them completes her pyramid (10 cards).

- If the player with the **EXPLORATION** counter with the white arrow completes her pyramid first, then the player with the **EXPLORATION** counter with the black arrow takes a final turn (so that both players have taken the same number of turns).
- If the player with the **EXPLORATION** counter with the black arrow completes her pyramid first, the game ends immediately (both players will have played the same number of turns).

SCORING: each player adds up the Victory Points  from the cards in her pyramid. The player with the most Victory Points wins the game. In the event of a tie, the player with the fewest cards in her pyramid wins. If the tie persists, victory is shared.



Elodie  : 41 points



Lana  : 45 points

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- **MASAFUMI MIZUNO**

Many thanks to the players and the Spiral team! - **YUKO IWASE**

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