

Travelers of Stampadia

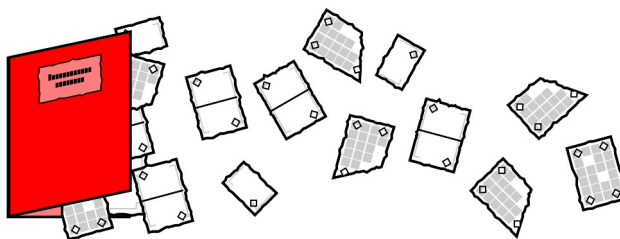
Game version: 0.2b - Manual version: 0.2b

You can find an updated digital version of this manual, FAQs, and more information about Travelers Of Stampadia at <https://www.kesiev.com/stampadia-travelers/learn.html>

WELCOME BACK TO STAMPADIA!

The reign of Stampadia had thousands of years of dangerous places and brave mercenaries before disappearing mysteriously from our globe.

But Stampadia Central Administration, generation after generation, managed to relentlessly archive the ID cards of every single inhabitant, the combat license of every single reckless hero, the maps of every single dungeon, and the papers hidden in them in a dossier called **Travelers Of Stampadia**.



We managed to find a damaged copy in an abandoned basement... and it looks like the documents are imbued with some kind of magic: the reader can live the owner's life moments with just some pawns and a pencil!

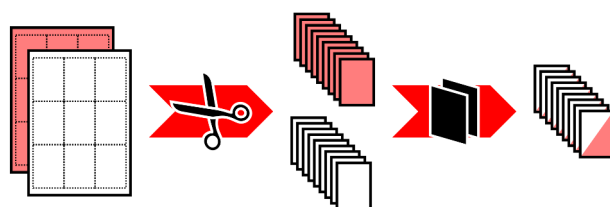
We're recovering, translating, and digitalizing one new **document set** daily at <https://www.kesiev.com/stampadia-travelers/>. Go there, download the daily set, get it ready and bring back to life the world of Stampadia!

CONSTRUCTION

To play Travelers Of Stampadia you need **2 complete sets** (even two copies of the same set is enough).

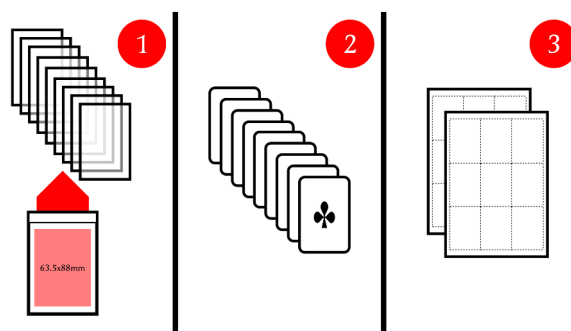
A single TOS set is made of 9 double-faced cards: on one face there are the cards that will allow you to live the role of a hero and on the other one there are the cards that will tell you a story in the lands of Stampadia, playable with any hero.

Every day you can download a new set from the game website (<https://www.kesiev.com/stampadia-travelers/>): it's a 2-page PDF, one for the hero and the other one for the adventure, to cut and assemble.



There are many ways to assemble a set of TOS. I'll teach the most common one.

STUFF YOU NEED



You need 9 63.5x88mm card game sleeves **1**. They shouldn't be expensive, you can use them to create your own card game and, if you're a board game fan, you should have a bunch of them in some drawer.

You also need a regular 3.5"x2.5" poker deck **2** from which you'll borrow 9 cards or you can cut 9

cardboard same-sized rectangles and use them instead.

Finally, you need one PDF downloaded from the game site to be printed on 2 A4 sheets ³.

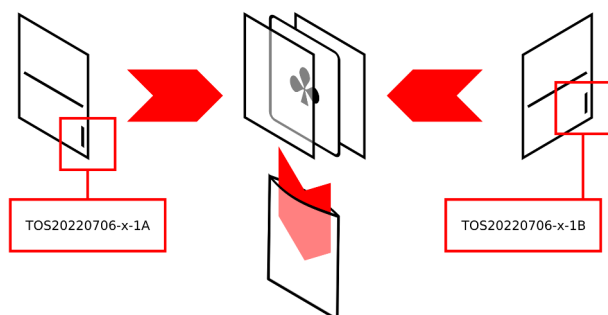
LET'S START!

First, you've to cut the 9 slips from the 2 printed sheets, following the dashed lines.

Every slip has a code printed on one of its longer sides, similar to "TOS20220706-H-1A" or "TOS20220706-H-1B". Use the penultimate character of this code to split the little sheets into 9 pairs: 1A and 1B, 2A and 2B, 3A and 3B, and so on.

Now take a sleeve and put one poker card or one cardboard rectangle in it.

Take one of the 9 slip pairs you formed before and sleeve them so both are facing out.



Repeat these last 2 steps for every slip pair. Once done, **your first set of TOS will be ready**: 9 cards, with a hero on one side and an adventure on the other one!

HINTS

If you've opted for poker cards or if the cardboard rectangles have different colors for the front and the back I suggest you match the colors with the last letter of the codes printed on the slips when you're sleeving them. For example, you may decide to put the slips with the A code on the poker cards front (or on the cardboard clear part) and then put the slips with the B code on the other side. This

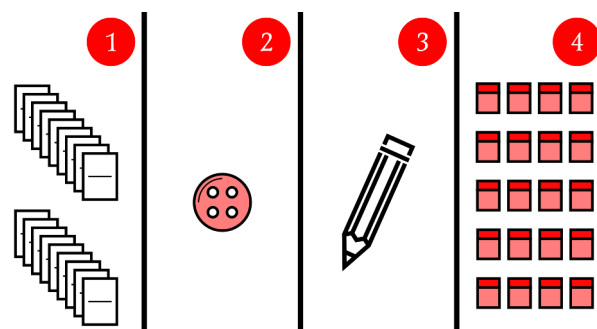
way it will be harder for you to recognize the cards from their back when you're playing.

If you can't remember from which set a slip comes from you can use the first part of its code to recognize it. The slips from the same set have the same code first part, so "TOS20220706-H-1A" and "TOS20220706-W-3B" are coming from the same set with the "TOS20220706" code and "TOS20220712-H-1A" comes from the set with the "TOS20220712" code.

If your printer supports double-sided printing you can go to the site options and change the print mode. The next PDFs you download will be printed on the 2 sides of the same A4 sheet, which you will then have to cut out along the dotted lines. Cards made this way may not be perfectly centered, they are less solid, and a little more difficult to shuffle but are far easier to assemble. The front and back of each card will be automatically paired during printing, so the code will only be found on one of the 2 sides.

You'll need 2 sets to play, so you've to repeat the construction procedure twice. Don't worry: when you'll want to play a new TOS set you'll just have to print a new PDF, cut the slips, choose one of the two sets you already have (use the cards' first code part to recognize the set), and replace its slips.

OTHER COMPONENTS

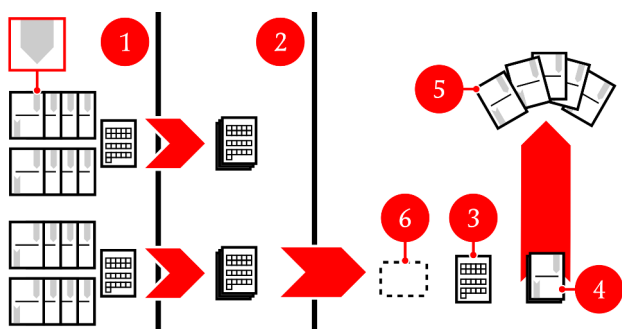


In addition to the 2 TOS sets ¹, you'll need a pawn for your hero once again ². You can use a button, a shell, a miniature, or any small object you like. From now we will call this token the "**Hero Token**".

You may need a pencil too **3**... but I don't want to spoil you the surprise!

Finally, to make your first TOS games easier, I suggest you get about 20 little tokens **4** different from the Hero Token. You can use small cardboard squares, small cubes, little rocks, etc. It doesn't matter the shape and color. You'll use them less and less as you'll learn how to play.

SETUP



Once the 2 sets are ready, it's time to learn how to fight. First split the 2 sets into 2 decks **1** so every card displays a Banner with a single tip that starts from its upper right corner. To find the right side you may need to flip and turn the cards. In each deck, there is one particular card, with a very short Banner and some tracks printed on it: put this card on the top of each deck.

Every TOS game starts with your hero choice. Choose one of the two decks **2** and put the other one away for now.

Put the chosen deck's first card in front of you **3**, the one with the shorter Banner and the tracks: this card shows your hero stats during the adventure and we will call this card the **Status Card**. Put a token at the beginning of each Status Card track: on 0 of the sword track ✂ (Attack), on 0 of the shield track 🛡 (Defense), on 2 of the trophy track 🏆 (Level), and on 0 of the circle track ● (Mana).

During the game, the values of these tracks will go up and down. The Attack ✂ and Defense 🛡 tracks are going to be considered of infinite length (so it's allowed to surpass the 23 Attack Points ✂ and 15 Defense Points 🛡) and the Level 🏆 track can never surpass the 9 and the Mana ● can never surpass the Level 🏆 track value.

Shuffle all the other remaining cards face up and put them vertically on the Status Card right: this deck will be named **Discard Deck 4**.

In TOS Hero Cards are always drawn from the Discard Deck sliding them **to the bottom**, so slide 5 cards from the Discard Deck bottom to form your first hand, keeping all the cards facing up **5**.

On the Status Card left, there is the **Removed Cards** deck **6**. It's horizontal and collects all of your hero lost cards you can't use anymore. When the game starts the Removed Cards deck is empty. In TOS the Hero Cards are not only the different techniques your hero knows but also his life: **when all of your Hero Cards are in the Removed Cards deck your hero will be defeated and the game will instantly end!**

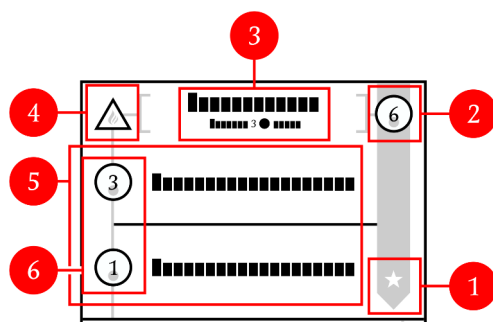
We're ready to go!

THE GOLDEN RULE

In TOS cards will often ask you to perform actions. If these actions will go against the rules of this manual, **the text on the card always takes precedence!**

TRAINING: THE HERO CARD

Before starting let's have a look at the Hero Cards. Place your first 5-cards hand on the table.



The valid part of a Hero Card is always the upper and straight one: the lower and upside-down part has always no effect. We're going to ignore everything that's on the card's lower part.

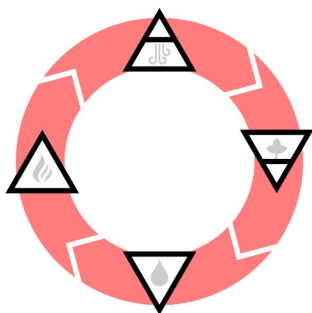
During setup, you've already seen that there is a Banner starting from the upper right corner of each

Hero Card ❶ that ends at the card half. The Banners of your current hand cards all have a single tip but, as you can see, the upside-down part of each card shows a double-tipped Banner instead. The number of Banner tips represents the Hero Card's power and difficulty: Hero Cards with a single-tipped Banner are less powerful and easier to use while those with a double-tipped Banner have devastating abilities but are harder to use. Different Banners in play may also be used to activate some abilities. Finally, during the game, you will have several opportunities to flip the cards and switch from one Banner to another: on some occasions, it will be vital to do so, on some others it will be a disaster. The symbol at the end of the Banner represents your hero class.

Hero Cards have a sphere in the upper right part ❷, just near the Banner beginning, with a number inside: that's the **Card Value**. When cards are played as Opening Card or used for Charging, the Hero Cards will let you earn as many Mana ● as its Card Value that you can spend to activate card abilities. We will discover Charging later.

On the upper side in the middle of the card ❸, there is its name and, just below, its Drain Effect. The Drain Effect describes what you've to do with some cards during the Combat Turn Drain phase, or when the game will ask you to Drain a card - we'll learn that better later.

On the card upper left ❹, some cards show a triangle: that's the card Element. There are 4 Elements in TOS: Air ▲, Water ▼, Earth ▼, and Fire ▲.



Each Element is effective against another Element:

- The Fire ▲ burns the Air ▲.
- The Air ▲ erodes the Earth ▼.

- The Earth ▼ absorbs the Water ▼.
- The Water ▼ extinguishes the Fire ▲.

During the adventure events and abilities may make use of Elements so you better know them.

Every card may have up to 2 abilities printed in the middle ❺. The spheres on the left with a number in the middle are the Activation Cost: to apply the described ability you'll need to pay the Activation Cost with Mana ● in the sphere. In cards with 2 abilities, the lower one is a Secondary Ability and can be activated only when the upper one has been previously activated.

Finally, pairs and single abilities Activation Cost spheres on the card left ❻ can be placed side by side during the game, creating sphere sequences called Constellations. In play Constellations, like Elements and Banners, can be used to activate abilities.

TRAINING: A LITTLE HELP

Training: We'll learn how to play TOS on the field! I'll teach you step-by-step how to train in these boxes. In a game of TOS, your hero starts from Level ❷ 2 as explained during setup. In our training we'll start from Level ❷ 4: move the Level ❷ token (the one on the trophy track) to the track's number 4.

THE COMBAT TURN

In TOS combat is made of a series of Combat Turns in which you've to earn Attack Points ✂ (tracked by the Status Card sword track) and Defense Points 🛡 (tracked by the Status Card shield track). Different effects then are applied, depending on the combat type, the event, or the adventure you're facing.

Every Combat Turn is split into these phases:

- **Prepare:** At the beginning of the first Combat Turn against an enemy you'll shuffle the Discard Deck and draw cards from the bottom until you've 5 cards in hand or the Discard Deck is empty.

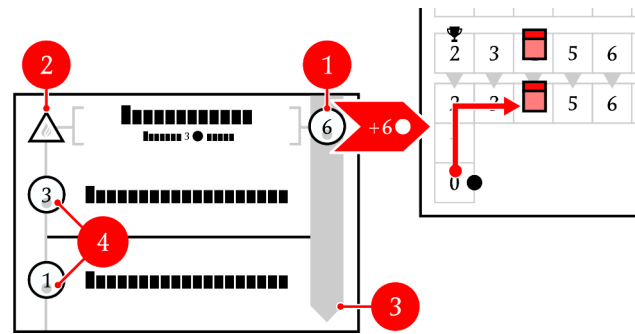
- **Play the Opening Card:** You'll choose your first card from the hand, collecting Mana ● and putting in play its Banner, Element, and Constellation. The Opening Card will start the Main Banner.
- **Plan:** You'll play any number of Hero Cards from hand to change your Attack Points ⚔ and Defense Points ♡.
 - **Charge:** You'll play a Hero Card from hand to earn Mana ● and Banners put in play.
 - **Infuse:** You'll play a Hero Card from hand to Elements put in play and extend Constellations.
 - **Activate abilities:** You'll activate abilities from cards by paying their Activation Cost.
 - **Add:** You'll play a Hero Card from hand to add new abilities to the Opening Card, put in play Elements, and change the Main Banner.
 - **Strain:** You'll play one Hero Card from the hand to perform a simple Attack ⚔ or a simple Defense ♡ defense for free.
- **Drain:** You'll perform all the visible Drain Effects from the cards in play and discard the other cards on the Discard Deck top.
- **Execute:** You'll use your collected Attack Points ⚔ and Defense Points ♡ to defeat or block the enemy.
- **Restore:** You'll set the Attack ⚔, Defense ♡, and Mana ● tracks to 0 and draw 5 new cards from the bottom.

PREPARE

This phase is performed **just once per fight**, at the first Combat Turn beginning against an enemy. Shuffle the Discard Deck and draw cards from the bottom until you've 5 cards in hand. The Discard Deck may end: in that case, you'll play with fewer cards in hand.

In TOS you may meet old enemies thirsting for revenge, so you may find yourself battling them multiple times. If you meet them again, that fight **will start with a new Prepare phase** since you start a new fight against an enemy.

PLAY THE OPENING CARD



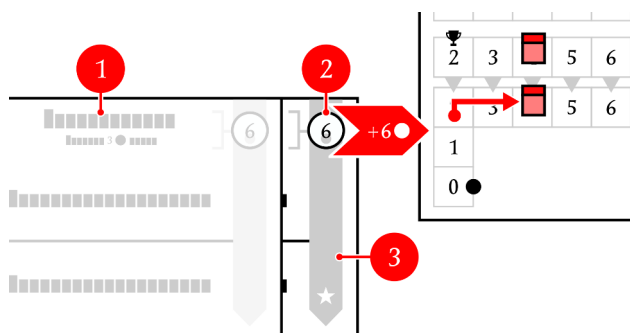
To start combat you've to choose one opening card from your hand and play it in front of you. The Opening Card gives you these advantages:

- **Earn Mana ●:** increase the Status Card Mana ● track by the played Card Value **1** (the number in the sphere on the top right). Remember that your hero can never have more Mana ● than its Level 🏆.
- **Put the first Element in play:** if there is an Element symbol on the top left, that Element is in play **2**.
- **Put the first Banner in play:** the Banner on the card's right side is now in play **3**.
- **Start the Main Banner:** the Banner that starts from the Opening Card **3** is called Main Banner and it can be changed during the Combat Turn performing the Add action.
- **Start the first Constellation:** the spheres on the card's left side **4** are the parts for your Constellations in play.

During the Plan phase you'll place the Hero Cards from your hand on the top, bottom, right, and left to activate different effects.

Training: Choose one card from your hand, place it on the table and increase the Status Card Mana ● track by its Card Value. From now on you'll have the Element and the Constellation printed on that card in play. You'll also have its Banner in play, which will start the Main Banner.

PLAN: CHARGE

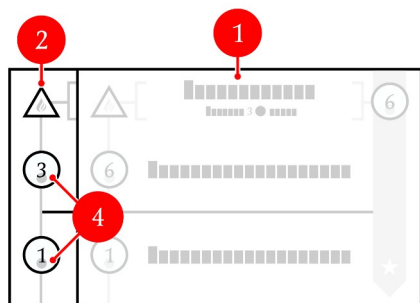


You may slide one Hero Card from your hand under the first free side on the Opening Card right **1** to form a line to the right and show just the Card Value and the Banner. This action will let you:

- **Earn Mana** ●: increase the Status Card Mana ● track by the played Card Value (the number in the sphere on the top right) **2**. Remember that your hero can never have more Mana ● than his Level 🏆.
- **Put in play a new Banner**: a new Banner will join the previous ones, entering play **3**. You may have multiple same-typed Banners or different Banner types in play at the same time.

Training: Charging some Mana ● with one card of your hand. You may go back and choose another Opening Card: set the Status Card Mana ● track to 0 and pick all the Hero Cards in play.

PLAN: INFUSE

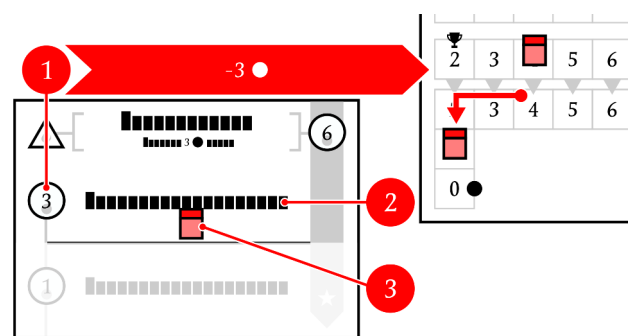


You may slide one Hero Card from your hand under the first free side on the Opening Card left **1** to form a line to the left and show just the Element and the Activation Costs. This action will let you:

- **Put a new Element in play**: if there is an Element symbol on the top right, that Element is in play with the others **2**. You may have multiple same-typed Elements or different Element types in play at the same time.
- **Continue your Constellations**: the spheres on the card's left side are a new component for the Constellations in play **3**.

Training: Infuse with one card from your hand. You can still decide to go back and make different choices, setting first the Status Card Mana ● track to 0 and then taking back in hand all of the Hero Cards in play.

PLAN: ACTIVATE ABILITIES



You can activate the topmost visible, readable (so it shouldn't be upside-down or fully or partially covered by other cards), and not activated ability in the Opening Card by paying its Activation Cost with Mana ● **1**. The Status Card Mana ● track must have the same or more Mana ● than the ability Activation Cost to be activated. If you can do it, decrease the Mana ● track by the Activation Cost and follow the instructions on the card **2**.

In the beginning, you'll be able to activate just the first Opening Card ability and you've to be able to pay the Activation Cost. Choose your Opening Card carefully, considering that your collected Mana ● can never be higher than your hero Level 🏆.

You can make activations easier using a token: when the first ability on the Opening Card is activated, place a token on top of that **3**. The next ability you can activate **is the one that's visible and readable just after the token**. When you'll decide to activate by paying its cost, follow the instructions

and move the token down on that: now the next one will be activable.

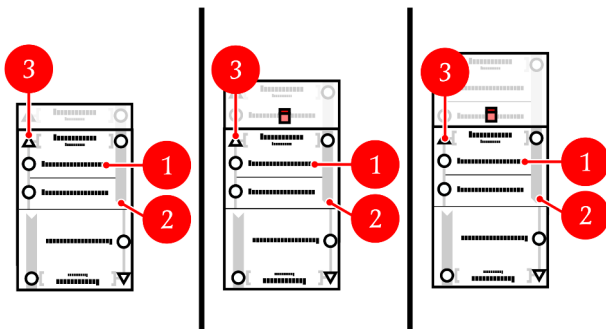
Training: Try to activate the ability on the Opening Card top. If you don't have enough Mana ● try Charging a second time, choosing a Hero Card from your hand and sliding it under the Hero Card right side you used for Charging the first time. Remember that your hero can never have more Mana ● than his Level 🏆 (now 4) so, if the first Opening Card ability has an Activation Cost higher than 4 Mana ● you'll never be able to activate it! You'll have to start over and choose an Opening Card with an Activation Cost that's lower or equal to 4 on his first ability.

is now in play with the others ③. You may have multiple same-typed Elements or different Element types in play at the same time.

Training: Can you Add a new card and activate his first ability by paying the Activation Cost with the Status Card Mana ● track? You may need to earn more Mana ●: to do that you may play another Hero Card to Charge. If you can't do that, start over again and make different choices. This time you may decide to not Infuse and get to this point with one more card.

PLAN: STRAIN

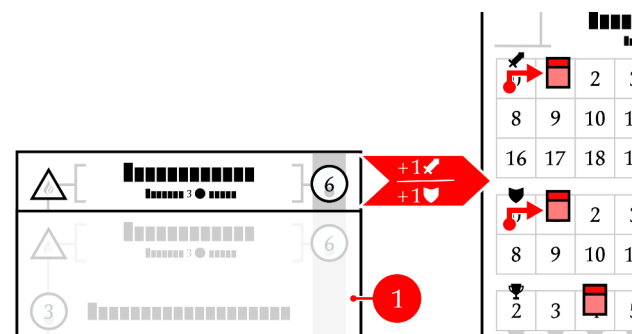
PLAN: ADD



You can cover part of the Opening Card and the other cards added with the Add action using one Hero Card from your hand, forming a line down, and placing the new card upper side on the last activated ability lower side (or just under the Opening Card Drain Effect if no Opening Card ability has been activated), aligning the Banner symbol with the covered cards' same symbol to "stretch" it.

This action will let you:

- **Change the next activable ability:** from now on the next activable ability will be the one on the card you just played top ①.
- **Change the Main Banner type:** the played card Banner tip "replaces" the previous card's Banner tip, changing the Main Banner type ②. This way the number of Banners in play won't change.
- **Put a new Element in play:** if there is an Element symbol on the top right, that Element



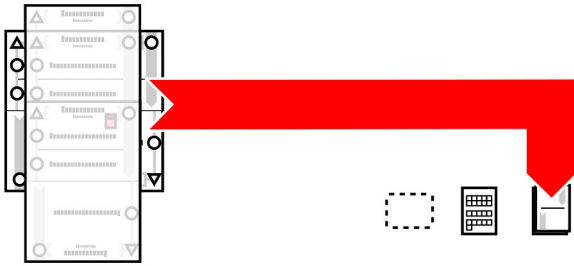
You may slide one Hero Card from your hand under the first free side on the Opening Card top ① to form a line to the top and just show the card name and its Drain Effect for free. Then you may choose to earn 1 Attack Point ✂ or 1 Defense Point 🛡.

Training: Choose one card from your hand and use it for Strain. Then decide to earn 1 Attack Point ✂ or earn 1 Defense Point 🛡 by moving the matching Status Card token track.

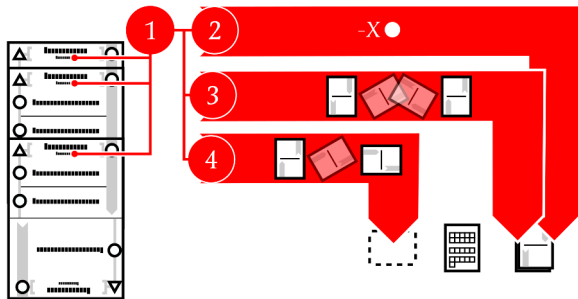
DRAIN

You may perform any number of Plan actions you want or can. When you're OK with your hero's Attack Points ✂ and Defense Points 🛡 the Drain phase starts.

In the Drain phase, all of the Hero Cards in play are discarded on the Discard Deck top but some conditions are applied to them.



- The cards used to Infuse and Charge (on the Opening Card left and right) don't have any visible Drain Effect and they are discarded in the Discard Deck with no condition. Discard them face up on the Discard Deck **top** in any order and without turning them.



- The Opening Card, the cards you used for the Add actions, and the cards used for the Strain actions have a visible Drain Effect ①: you must follow the instructions on each card one by one in any order to remove them from play. They usually ask you to spend Mana ● to discard them face up on the Discard Deck top: you must have the required Mana ● full amount on the Status Card Mana ● track and reduce it by the required cost ②. If you can't or you don't want to do that, cards will ask you to perform a different action often depending on their Banner tips: cards with a one-tip Banner ③ will ask you to turn and discard them ③ and the cards with a two tips Banner ④ will ask you to be removed ④.

To remove a card you've to move that card to the Removed Cards: turn the card horizontally on any side and place it on the Status Card left side. Removed Cards are no longer part of the Discard Deck reducing the available cards and pushing your hero to his defeat. During the game, some events will let you trade the Discard Deck Hero Cards

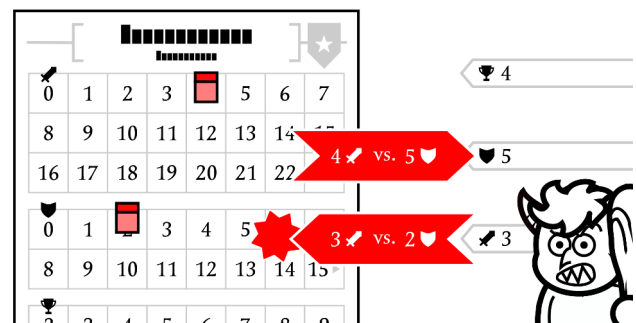
with removed Hero Cards or move them to the Discard Deck. Choose the cards to sacrifice wisely...

Training: Did you keep some spare Mana ● to Drain the cards in play? If you still have some cards in hand you may perform some Charge actions before passing to the Drain phase. Then move all the cards you used to Infuse and Charge (the cards on the left and the Opening Card right) on the Discard Deck top. Check if you can pay the Mana ● required by the remaining cards Drain Effects: if yes, discard the card as you did for the other ones. If not, turn the card and discard it.

EXECUTE

Attack Points ✂ and Defense Points ♥ tracked by the Status Card are then used to determine the outcome of the Combat Turn.

You'll usually use them to fight the enemies that will appear on the Adventure Cards and, in TOS, the enemies are described by 3 attributes: Defense ♥, Attack ✂, and Level 🏆.



- Defense ♥:** if the Status Card tracked Attack Points ✂ reach or surpass this value, the enemy is defeated.
- Attack ✂:** if the enemy is not defeated and the Status Card tracked Defense Points ♥ don't reach or surpass the enemy Attack ✂, the difference between the enemy Attack ✂ and the collected Defense Points ♥ will decide how many times you've to choose any Hero Card from the Discard Deck or from the hand to perform its "Drain" text just below the card name **but you won't be able to pay with any resource, Mana ● included.** When you've to

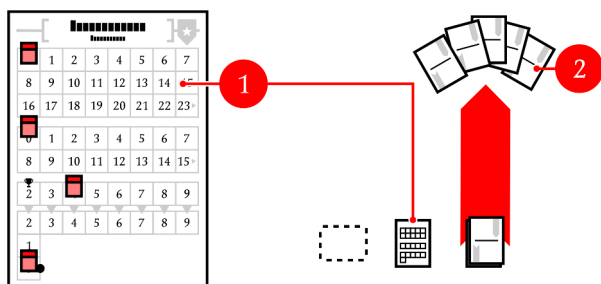
discard a Discard Deck card move it to the top of the Discard Deck as you usually do when you discard any Hero Card.

- **Level** 🏆: if the enemy is defeated and his Level 🏆 is equal to or greater than the one tracked by the Status Card, move the token one square forward on the Level 🏆 track. From now you'll be able to Charge 1 more Mana ● and perform more powerful actions but remember that your hero level can never surpass Level 🏆 9.

Some enemies may have **Enemy Modifier**: they are special rules applied during the whole combat and they can get in your way or help you. You have to read them at the combat beginning and consider them throughout the Combat Turn. Remember that their effect **always refers to the enemy itself** unless specifically stated.

Training: Look at the Attack Points ✂ marked by the Status Card Attack ✂ track. Can you defeat a Defense 🛡 5 enemy? If yes, you defeated the enemy! Increase by 1 the Status Card Level 🏆 track. You didn't make it? Try defending: look at the Defense Points 🛡 on the Status Card Defense 🛡 track. Can you block the enemy Attack ✂ 3 with the Defense Points 🛡 you collected? If yes, you're safe! Maybe you'll be able to defeat the next Combat Turn! If you didn't manage to block the whole attack, subtract the collected Defense Points 🛡 by the enemy Attack ✂ (3). The result will decide how many times you've to select a Hero Card from the Discard Deck or the hand and follow the Drain action without paying any Mana ●. You had to take a hard hit but, in the next Combat Turn...

RESTORE



The Combat Turn ended. Set the Attack ✂, Defense 🛡, and Mana ● Status Card tracks to 0 ① and draw cards from its bottom until you've 5 cards in hand ②.

Depending on the adventure and the Execute outcome you may be able to travel to other places, keep fighting, and so on.

Training: Our training ends here and we are ready to go adventuring! If you prefer to train some more, follow the Restore phase (set the Attack ✂, Defense 🛡, and Mana ● tracks to 0 and draw until you've 5 cards in hand) and repeat the Combat Turn from the beginning. Since the fight is still on and you're beginning a new Combat Turn against the same enemy remember **not to perform** the Prepare! Leveling up, your enemy will become easier to defeat.

READING THE CARDS

In your adventures, both Hero Cards and Adventure Cards will offer you choices and actions. You usually have to read all of the sentences one by one and follow their instructions. Unless the sentence begins with the word "If" or "You may", the actions described by the sentence are to be considered mandatory.

Some sentences are split into two parts divided by a colon symbol (:). If the entire condition explained **before** the colon symbol is true then you've to apply what's explained **after** the colon symbol to the sentence end. You've to ignore the entire sentence entirely otherwise.

The conditions starting with "You may" are verified **only if you decide** to perform **all** of the instructions described **before** the semicolon. You've to ignore the entire sentence otherwise. For example the sentence "Pay 1 ●: discard. **Or: remove.**" asks you to pay 1 Mana ● to discard a card. Then, if you decided not to pay, you've to remove that card.

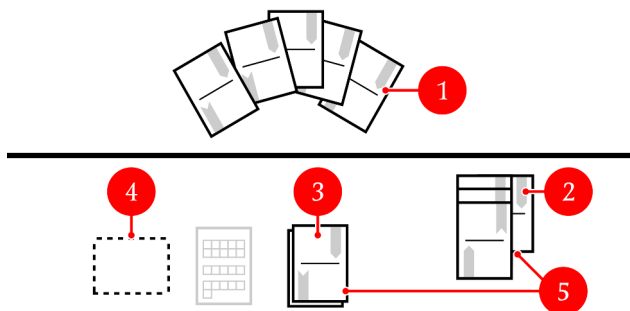
The conditions starting with "Or" are verified **only if none of the instructions of the previous conditions has been verified.** You've to ignore the entire sentence otherwise.

Some conditions may contain the word **Pay**: to validate the condition you must reduce the respective track of the Status Card by the requested value. If you don't have enough resources to pay the price the entire condition is not verified.

Some conditions may contain the word **Not**: to validate the condition, the requirement following the word "not" must be **not verified**. For example, "Not pay 3 ●: remove" explains that if you decide not to pay, you will have to remove the card.

Finally, any condition **must be satisfied just when it's activated** and is not needed to be satisfied after: for example, if a card requires you to have a specific Constellation in play to perform an action, that action may change the cards in play so that Constellation is no longer in play. This behavior is legit.

HERO CARDS PLACES

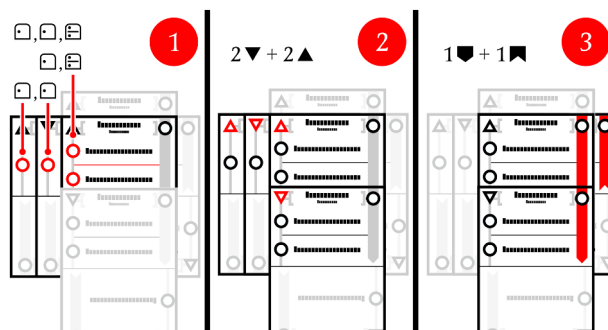


Some conditions and actions may refer to Hero Cards on a specific position.

- **In hand**: they are the Hero Cards in your current hand of cards. ①
- **In play**: they are the Hero Cards you played from your hand during the Plan phase. ②
- **Discard Deck or Discard**: they are the Hero Cards in the Discard Deck, placed vertically on the Status Card right. ③
- **Removed**: they are the Hero Cards in the removed cards deck, placed horizontally on the Status Card left. ④
- **On table**: they are the Hero Cards in the Discard Deck or in play. Cards in hand and removed are excluded. ⑤

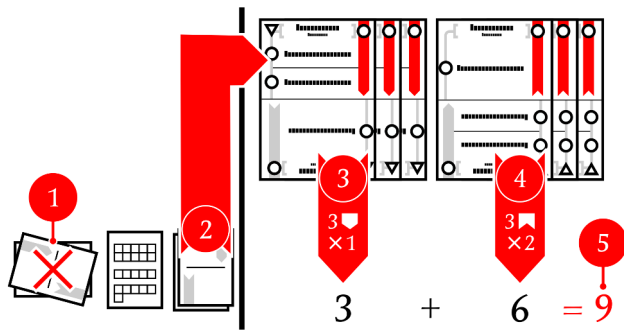
CONSTELLATIONS, ELEMENTS, AND BANNERS

Some cards may ask you to have specific Constellations, Elements, and Banners in play. You can usually tell that by looking at the symbols on the cards in play ignoring the cards used to Strain. That's what you've to do:



- **Constellations ①**: any sphere sequence from left to right to the Opening Card are in play. In the example, there are 3 Constellations in play: the Constellation with a length of 3 [sphere], [sphere], [sphere], the Constellation with length 2 [sphere], [sphere] and the Constellation with a length of 2 [sphere], [sphere]. The game may refer to one-card Constellations, so there also are 2 Constellations with a length of 1 [sphere] and 1 Constellation with a length of 1 [sphere]. Finally, the rightmost Constellation element is identified by the spheres **printed on the Opening Card**, regardless their ability has been activated or it was fully or partially covered by another card.
- **Elements ②**: the Elements in play are all of the Elements on the left and below the Opening Card. In the example, there are 2 Elements ▼ and 2 Elements ▲ in play.
- **Banners ③**: the Banners in play are the Main Banner (the one that starts from the Opening Card) and the ones on the cards used to Charge. Consider the Opening Card row Banner **as a single Banner** with the lowest card Banner tip. In the example, there is 1 Banner ▼ that starts from the Opening Card and 1 Banner ▲ in play.

CALCULATING THE SCORE



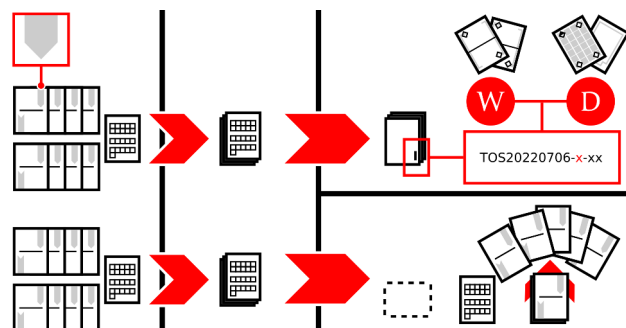
At the end of each adventure you can calculate the score of your game **by counting how many points the not removed Hero Cards Banners have.**

Let's calculate it step by step:

- Set aside the removed Hero Cards **1**: they won't give you any points.
- Divide the remaining Hero Cards by Banner **2**
 - Cards with a 1-tip Banner will give you 1 point each. **3**
 - Cards with a 2-tips Banner will give you 2 points each. **4**
- Add these scores together to get the total score! **5** How did it go?

LET'S GO ADVENTURING!

Now it's time to start a complete TOS game! Follow the steps explained in the Setup chapter and then flip the deck you put away: this new deck will be the Adventure Deck and will guide your hero around the dangerous places of Stampadia.



In TOS there are 2 adventure types: the World Adventures, set in different regions, and the Dungeon Adventures, set in dangerous dungeons. Each adventure type has different rules. What adventure happened to you? Look at the code

printed on one of the long borders of any card. If the letter between the 2 dashes is a "D" then it's a **Dungeon Adventure** and if it's a "W" is a **World Adventure**. Cards from different adventure types are very different so you'll soon learn how to recognize them without looking at the codes.

Skip to the manual part named as your adventure type. See you there!

WORLD ADVENTURE

Stampadia is in danger and you're the only one that can save the day! The World Adventures will bring your hero around the lands of Stampadia, meeting precious allies and terrible enemies.

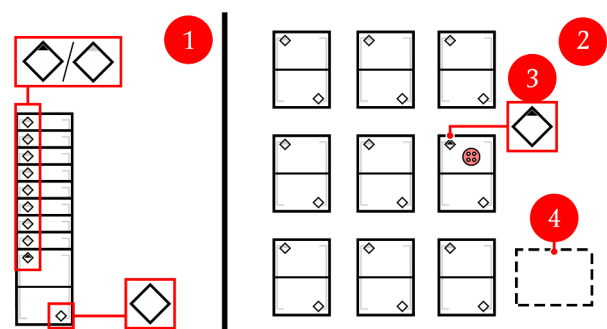
Enemies and places will change a little every time you play the same World Adventure!

At the end of the main mission you can follow the instructions in the "Calculating the Score" section of this manual to find out how it went!

WORLD ADVENTURE: NOTES

World Adventures cards are divided into 2 halves as the Hero Cards. The lower and upside-down part is never activated.

WORLD ADVENTURE: SETUP



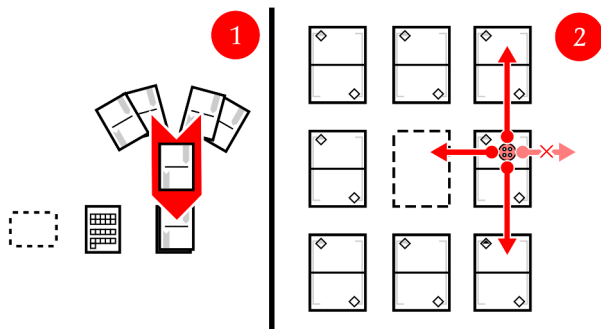
Flip the Adventure Cards so the symbol on the top left has a small triangle on the top **1**. Then shuffle them and make a 3x3 grid **2**. Pick the Hero Token and place it on the card with the black triangle on the top left symbol **3**.

Leave some space on a side to keep the removed Adventure Cards 4: you'll keep them horizontally

like your hero Removed Cards. This deck is empty when the game starts. Removed Adventure Cards are never in play.

Finally, read the text on the card in which the Hero Token is: that's your main mission. Will you be able to complete it?

WORLD ADVENTURE: MOVEMENT

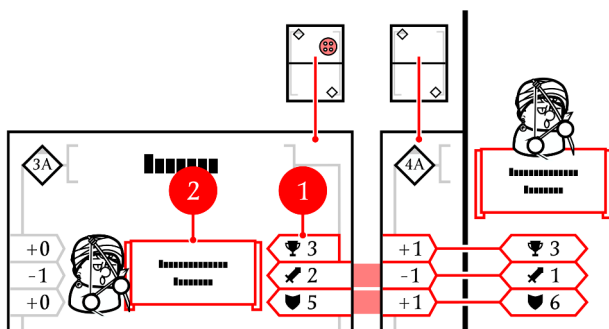


Each card represents a Stampadia region. You may move your hero to another region and go adventuring.

To do that, you've to discard a Hero Card from your hand, if any (1), and then move the Hero Token up, down, left, or right by one cell into the 3x3 grid (2). If the Hero Token enters a new card you've to read its text and follow its instructions. Once the execution ends you may move again.

When the game starts all of the grid cells will have a card but, as the game goes on, some Adventure Cards will be removed and their cells will become empty. It's still allowed to move the Hero Token on 3x3 grid empty cells but they will be considered as containing a card with no text inside.

WORLD ADVENTURE: COMBAT



Some cards will contain an enemy to defeat: you'll have to fight!

Read the text on the card top and start a Combat Turn against the enemy described in the middle.

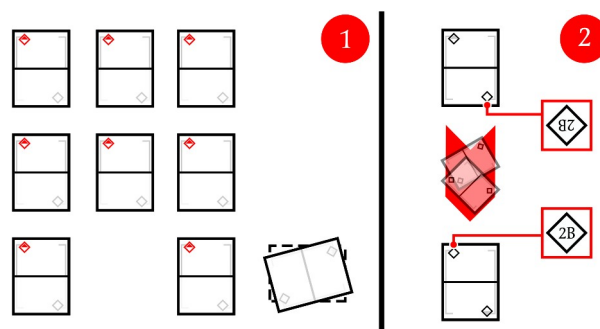
Standard combat rules apply: the enemy Level 🏆, Attack ⚔️, and Defense 🛡️ attributes are on the 3 spaces on the card's right side (1) while any Enemy Modifier is explained by the scroll on the enemy illustration right (2). Grid's first or second rows enemies may change their Level 🏆, Attack ⚔️, and Defense 🛡️ attributes depending on the bonus given by the card on their right. You can get the bonuses matching the **opened spaces** on the enemy card right with the ones of the card on its right.

After the Restore phase:

- **If the enemy is defeated:** you must keep reading the text under the enemy description. Then you can move the Hero Token as before to explore a new region.
- **If the enemy is not defeated:** you must start a new Combat Turn against the same enemy.

Enemies can be fought multiple times, coming back on the same Adventure Card with a movement.

WORLD ADVENTURE: MAPPED CARDS AND REVEAL



Some instructions will refer to "**mapped**" cards. A card is mapped if its **two-letters code** appears on the 3x3 grid cards top left, so removed cards are excluded (1).

Moreover, during the adventure, the game will ask you to **reveal** a specific card: to do that find the mapped card with the requested code (usually it's on their upside-down part) and turn it so the code

appears on the card's top left ❷. From now on that card will be mapped. In some cases, the game may ask you to reveal a card that's already mapped or removed: ignore the instruction.

WORLD ADVENTURE: "FOR 1 TIME"

Some cards will show the wording: "For 1 time". The following action must (or may) be performed **only once per game** and can't be repeated: if it has been already performed the sentence rest must be ignored. Each card has a maximum of 1 "For 1 time" so you can place a token on the Adventure Card or tilt it by 30° to remember that you already performed that. Remember to remove the mark when the Adventure Card is removed or turned and to keep it if it changes its position on the 3x3 grid.

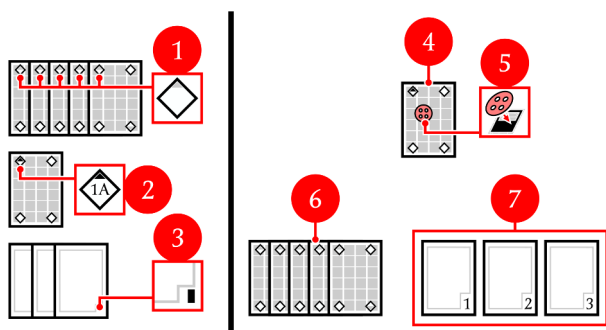
DUNGEON ADVENTURE

Something suspicious is happening in the dungeons... It's time to investigate and settle the matter once and for all!

Dungeon Adventures are set in dangerous and intricate mazes in which your hero will lose the way... but luckily they stay the same every game. Play the same Dungeon Adventure multiple times and learn the best routes to win!

At the end of the main mission you can follow the instructions in the "Calculating the Score" section of this manual to find out how it went!

DUNGEON ADVENTURE: SETUP



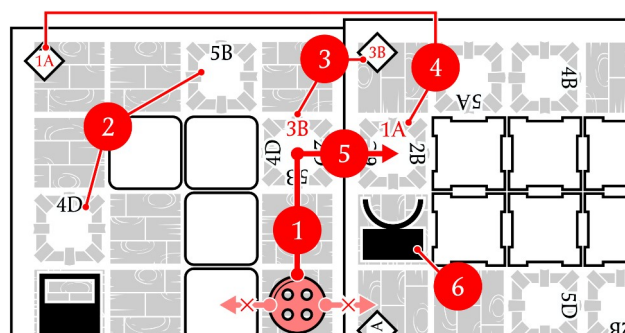
Dungeon Adventure cards are divided into Room Cards (with a 4x6 symbols grid) and Index Cards (with a number in the bottom right).

Separate the Room Cards this way: find the 5 Room Cards with a gray triangle on the top left and make a deck ❶, keep the remaining Room Card with the 1 digit in the symbol and flip it so the black triangle is on the top left (1A side) ❷, gather the 3 Index Cards cards ❸.

Put the 1A Room Card in the table center ❹ and place the Hero Token on the card symbol ❺. Keep the other 5 Room Cards apart ❻. Finally, put the Index Cards side-by-side in page order so they're fully visible ❼.

Find the symbol under the Hero Token on Index Cards: you'll read your main mission description. Will you be able to complete it?

DUNGEON ADVENTURE: MOVEMENT



When you're not involved in a Combat Turn you may move the Hero Token by 1 cell up, down, left, or right once as many times as you want in the same Room Card ❶. Cells with black borders are walls that cannot be crossed. Some cells may have arcs made with rocks with some codes around ❷: these are doors that the Hero Token can cross to move from one Room Card to another.

To cross the door you have to keep moving the Hero Token orthogonally to the arc square and then check if there is a readable code like 4B" or "5D" on it. Ignore all of the codes with other orientations.

If there is no code, the door is blocked and it can't be crossed: the Hero Token can freely move again in the same Room Card. If there is a code, the door is opened and you may decide to cross it.

If there already is another Room Card adjacent to the Hero Token and the destination cell has a rock arc, move the Hero Token to that cell **1**.

If there is no card, discard 1 Hero Card from the hand if any, and find the Room Card with the door code **3**. This Room Card may be in the Room Cards deck you prepared at the game start or it may be already on the table. In both cases pick the requested Room Card, turn it to the requested side, look for the door that leads to the Hero Token Room Card and place it adjacent to the Hero Token **4**. Finally, move the Hero Token by 1 cell to the new Room Card **5**.

It may happen that the door requested Room Card isn't in the Room Cards deck and on the table: in this case, the door is blocked, as something on the other side is keeping the door shut.

If you moved the Hero Token on a new Room Card look for the symbol on the card in the Index Cards and follow its instructions if any **6**. Symbols with different orientations are different symbols.

Dungeons are places with a twisted planimetry and your hero may lose the way quite often... you've to help him **in some way**!

DUNGEON ADVENTURE: TIMING

Symbols descriptions start with an icon telling you when its instruction will be applied:

- **Immediate** ⚡: the description will be applied when you read it.
- **Walk on** 🚶: the description will be applied as the Hero Token enters the cell with the symbol.
- **Choice** ⚙️: the description will be applied as the Hero Token enters the cell with the symbol **and you decide** to perform the action.

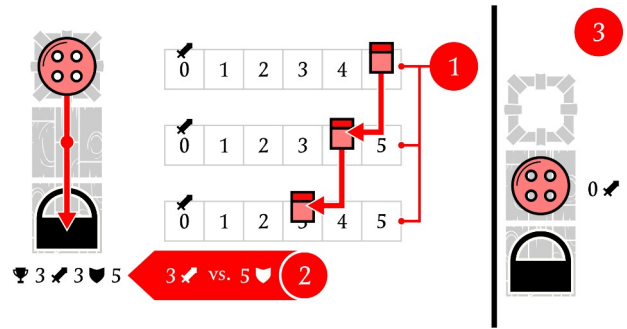
DUNGEON ADVENTURE: COMBAT


Some instructions will describe enemies: you've to fight them!










They're described as symbol and number sequences, with Level 🏆, Attack 🔪, and Defense 🛡️ enemy attributes displayed one after another

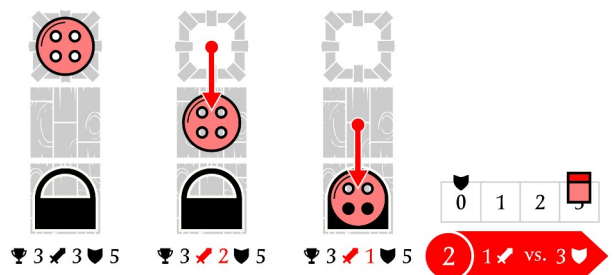
and followed by a possible Enemy Modifier name in bold with its description in brackets. Enemies must be defeated before reading the rest of the instruction.





Standard combat rules apply, except for the Execute phase.



During combat, the Hero Token cannot freely move as explained in the "Dungeon Adventure: Movement" chapter but it may spend collected Attack Points  to do that during the Execute phase. That's how Dungeon Adventure's Execute phase works:

- As the Status Card Attack  track marks at least 1 Attack Point , you can reduce it by 1 to move the Hero Token by 1 cell to the up, down, left, or right performing a movement . During the Combat Turn, **you cannot displace any Room Card** so you can just cross doors to a Room Card that's already on the table. For now, ignore all of the Room Card symbols except for the enemy you're fighting.
- If you don't want or you can't move you've to compare the Attack Points  of your hero with the enemy Defense  attribute following the standard rules , but if the Hero Token isn't **over** the enemy symbol, your hero's Attack Points  for this phase are 0 (don't change the Status Card Attack  track for now) .



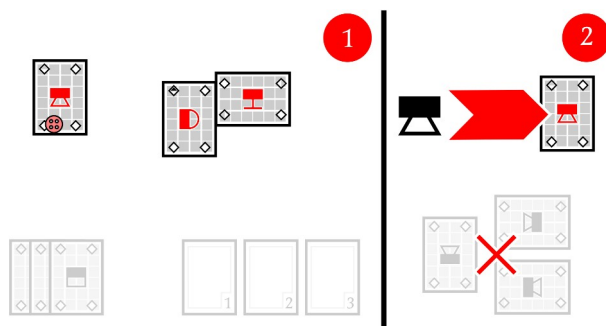
- Then it's the enemy's turn to attack: as the Hero Token is not **over** the enemy symbol and the Attack  enemy attribute is greater than 0, move it by 1 cell to the up, down, left, or right following the shortest valid route to its symbol and reduce its Attack  attribute by 1 **1**.
- Finally, compare the remaining enemy Attack  attribute to the Status Card Defense Points  following the standard rules **2**.

In the Restore phase, after restoring the Status Card tracked, consider the enemy attributes restored to the ones in its description and, at the phase end:





- **If the enemy is defeated:** the combat ends and **the enemy will no longer be in his room until the same instructions re-reading**. You must keep reading the text following the enemy description. Finally, you can keep moving the Hero Token freely.
- **If the enemy is not defeated:** if the Hero Token isn't in the same room with the just fought enemy **the combat ends and your hero managed to escape!** Follow the new Room Card Index Cards instructions. If your hero didn't manage to escape you've to start a new Combat Turn against the same enemy.

Enemies can be fought multiple times, as you'll have to read its symbol instructions from the beginning.

DUNGEON ADVENTURE: "IF A SYMBOL IS MAPPED"



Some instructions may refer to symbols "**mapped**". A symbol is mapped **if the containing Room Card isn't in the Room Cards deck and it's on the table** **1**. Moreover, **that Room Card must show the symbol with the exact required orientation** **2**: for

example, the  symbol is different from the , , and  symbols.

DUNGEON ADVENTURE: "FOR 1 TIME"

Some instructions may show the wording: "**For 1 time**". The following action must (or may) be performed **only once per game** and can't be repeated: if it has been already performed the sentence must be ignored. Each instruction has a maximum of 1 "For 1 time" so you can place a token on the Index Card on the matching instruction symbol to mark it as already performed.

DUNGEON ADVENTURE: TELEPORTS

Some instructions may ask you to move the Hero Token around a specific symbol. If the symbol is mapped move the Hero Token in its Room Card following the instructions. If the symbol isn't mapped look into the Room Card deck for the matching symbol, flip it to the correct orientation, look for the rock arcs on the border and check if there is any code matching the Room Cards on the table. If yes, place the card as explained in "Dungeon Adventure: Movement" and move the Hero Token on that card following the instructions.

If the card with the required symbol isn't connecting with anything... **where will your hero go?** Place the Room Card **where you imagine it can be on the map and not adjacent to any card**. Keep exploring... soon your hero will return to orientate.

Anyway, after a teleport, **you must read the Hero Token new Room Card symbol instructions** on the Index Cards, as it happens when you perform a movement through a door.

TOS is an open-source project: <https://github.com/kesiev/stampadia-travelers>. Very special thanks to **Bianca** and the **Discord** and **BGG** travelers of Stampadia for sharing their efforts and ideas.

QUICK REFERENCE: SETUP

Hero Cards: Flip the cards to the . Place the Status Card on the table. Place 1 token at the beginning of all tracks. Draw 5 cards from the bottom. Place the remaining Discard Deck on the Status Card right.

World Adventure: Flip the cards to have a triangle in the top left. Shuffle. Place them in a 3x3 grid. Place the Hero Token on the black triangle card. Read the instructions under the Hero Token.

Dungeon Adventure: Place the 1A Room Card on the table. Place the Hero Token on its symbol. Put the Index Cards in page order and visible. Put the remaining Room Cards aside. Read the instructions of the symbol under the Hero Token on the Index Cards.

QUICK REFERENCE: MOVEMENT

World Adventure: Discard 1 Hero Card from hand if any. Move the Hero Token by 1 cell orthogonally in the 3x3 grid. Read the instructions if any.

Dungeon Adventure: Move the Hero Token orthogonally in the Room Card.

Moving through a door: If the destination Room Card is not attached: discard 1 Hero Card from hand if any. Attach the Room Card matching the doors. Move the Hero Token to the destination. Read the reached Room Card symbol instructions on the Index Cards.

QUICK REFERENCE: COMBAT TURN

- **Prepare:** At the beginning of the first Combat Turn against an enemy shuffle the Discard Deck and draw from the bottom until you've 5 cards in hand.
- **Play the Opening Card:** Play your first card from hand. +●. +/. +/▽/▲/▽. +/□.
- **Plan:** Perform as many times as you want.
 - **Charge:** Add a card to the right. +●. +/.
 - **Infuse:** Add a card to the left. +/▽/▲/▽. +/□.
 - **Activate abilities:** Pay the next available ability with Mana ●. Activate.

- **Add:** Add a card below. Change the next available ability. ~/.
- **Strain:** Add a card to the top. +1/.
- **Drain:** Discard cards on the left and right of the Opening Card. Perform visible Drain.

Execute:

World Adventure:

- Add the enemy bonus on the Adventure Card's right.
- If Attack Points - Defense enemy
 - ≥ 0 : Enemy defeated.
 - < 0 : If Attack enemy - Defense Points > 0 : Drain as many Hero Cards as the difference.

Dungeon Adventure:

- Use Attack Points to move the Hero Token to the enemy symbol. If Hero Token is not on the symbol: Attack Points = 0.
- If Attack Points - Defense enemy
 - ≥ 0 : Enemy defeated
 - < 0 : Use enemy Attack to move the Hero Token to the enemy symbol. If Hero Token is not on the symbol: enemy Attack = 0. If enemy Attack - Defense Points > 0 : Drain as many Hero Cards as the difference.

- **If the enemy is defeated:** If your hero Level \leq enemy Level : +1 .
- **Restore:**
 - Attack , Defense , and Mana ● tracks to 0. Draw until 5 cards from the bottom.

World Adventure:

- **If the enemy is defeated:** Keep reading instructions.

Dungeon Adventure:

- **If the enemy is defeated:** The enemy won't be there until its description is read again. Keep reading the instructions.
- **If the enemy is not defeated and the Hero Token is:**
 - **On a new Room Card:** The combat ends. Read the new Room Card instructions.
 - **On the same Room Card:** Reset the enemy attributes.
- **If the enemy is not defeated:** Perform a new Combat Turn without performing the Prepare phase.