///RULES v5 of ARCHIPELAGO///
(The rules as they are given to the players)

Game Setting:

An archipelago of floating islands has been recently discovered by explorers from your county. They reported that it was filled with crystals that have magical powers and brought back one of those. During their visit, the locals inhabiting the archipelago have described a magical artefact with miraculous powers on one of the islands. The king has ordered the creation of a flying castle powered by the crystal brought back by the explorers, in order to find the artefact. But this castle needs to be commanded. You are the captains of the crew that has been sent in the castle to bring back the magical artefact.

Winning: The game is won when the players reach the last island on the map.

Basic Rules:

- The game is designed for 2 to 4 players.
- 1 Turn is divided into 2 phases. The management phase and the exploration phase.
- The game uses different resources:

    - : Crystal Charge:
        - The Archipelago is floating thanks to magic crystals scattered around all the islands. One of this crystal is the energy core of the castle. When the crystal has enough charge, its level increases, which allows more advanced rooms to be built. If the crystal goes back to its previous level, the rooms that have a too high level get disabled.

    - Scrap :
        - The basic material needed to manage the castle, it can be found pretty much anywhere on the Archipelago, but it is more likely to be found in some locations than others (like mines for example).

    - Alchemic points:
        - The Archipelago is floating because of the magic influence of the crystals. This has also caused the environment to be affected by them. Alchemic Material are the manifestations of that influence and can be found in several locations (forests, lakes, ancient magical sites…).

    - Crew Members:
        - The people under the command of the players. Each player has a team of crew members under her command (there are different colours to differentiate these teams). Crew members are used to

perform actions. They are necessary to perform actions on the board (build/repair rooms), they can be assigned in a room to get resources, or they can be sent to explore the islands. Injured crew members need to be healed before being available again. Dead crew members are lost. They are the only resource that is not shared by all the players.

- All the players start with 2 crew members under their command. Each player decides what to do with them. The players can gain crew members as the game progresses.
- They also start with 4 Scrap and 1 Alchemy point in the cargo hold
- Initially, the crystal is powered with 3 crystal charges.
- A player must have at least 1 crew member under her command. If one of the players loses all her crew members, one of the other players has to give him one. The game is lost if there are less crew members than players.

THE 2 DIFFERENT PHASES:

The players discuss during the management phase to decide how to manage their castle, and decide how to spend the resources and to assign the crew members they command.

1) Management phase:

Construction:

- *The Crew members and materials used during the management phase are put in the "Construction" Box*
- *All the actions listed below occupy 1 crew member for one turn.*

i) **The castle is divided into construction zones.** Each zone is a 1x1

square that can contain one basic room. **The basic rooms cost 2 Scrap per tile**.

ii) Rooms can be upgraded. This is done by paying the price of a new basic room (1x1) + 1 Alchemy Point/ construction zone. The upgraded rooms provide more bonuses than basic rooms. Upgrading rooms also grants players with Mastery Tokens. The upgrade can only be performed if the Crystal Level is high enough.

iii) Rearranging rooms (moving them to another place on the board) costs 1 Construction Material + 1 Alchemy material / construction zone.

iv) The cargo hold limits the amount of Construction and Alchemic material that players can store. Each cargo hold space can contain up to 5 resources. The cargo gets upgraded along with the crystal.

Assigning crew members to the rooms

- *Once a room is built, players can decide to assign crew members to it. Doing this provides the bonus written on the tile. This action will also occupy a Crew Memeber for 1 turn.*

v) Miner's Guild:

To collect the construction material needed to build the rooms, the castle's miners need a place to store their tools and work.

1x1: At the end of the turn, the players get 1 Scrap

2x1: At the end of the turn, the players get 2 Scrap / Crew Members

3x1: At the end of the turn, the players get 3 Scrap / Crew Members

vi) Alchemy lab:

Strange magical elements can be found in some locations of the archipelago. These materials can be used in the alchemy lab to produce Alchemy Points.
1x1: *Assigning a Crew Member to this room will reward the player with 1 Alchemy Point at the end of the turn.*

2x1: At the end of the turn, the players get 2 Alchemy Points / Crew Members

3x1: At the end of the turn, the players get 3 Alchemy Points / Crew Members

vii) Chapel:

The gods will help you in your quest. Building a nice chapel will help your priest healing the crew members that got injured during an exploration.

1x1: When a crew member is injured, it is sent to the Chapel and is unavailable for one turn. If there is no chapel when the crew member gets injured during the exploration phase, it will die at the end of the next turn if players don't build one.

<u>2x1</u>: *This room also allows the players to heal 2 Crew Members in one turn.*

<u>3x1</u>: *This room also allows the players to heal 3 Crew Members in one turn.*

viii) <u>Mech's Workshop:</u>

The Castle might take some damages during exploration events. When a room is slightly damaged, it gets disabled (unusable) until players repair it.When a room is damaged, the players need to assign a crew member to the mech's workshop in order to repair it. The room will then be made available again at the end of the turn. It also costs one Alchemic Material to repair the room, no matter its size.

<u>1x1</u>: *Assigning one crew member to this room allows to repair 1 construction zone in the turn.*

<u>2x1</u>: *Assign two crew members allows to repair 2 construction zones per turn.*

<u>3x1</u>: *Assigning 3 crew members Allows to repair 3 construction zones per turn.*

Mastery:

- *The first player upgrading a room to 2x1 construction zones gets a LV1 Mastery Token of the same type of the room. Building a 3x1 room grants the player a GrandMaster token, which allows him to build the Master Room. (2x2)*
- *The mastery bonuses only apply to exploration events in which the player having the mastery token sent a Crew Member.*
- *The Mastery Tokens also possess the bonuses of lower level mastery tokens of the same type.*

ix) <u>Mining mastery</u>

<u>LV1</u>: Crew members sent by this player in exploration to gather locations will always bring back 2 Scrap

<u>LV2</u>: Allows that player to build the GuildMaster's quarters.

GrandMaster: CM sent by this player to Gather Locations get injured instead of killed.

x) Alchemy mastery

LV1: Crew members sent by this player in exploration to [Alchemy locations] will always bring back 2AP

LV2: Allows that player to build the Alchemy Master Lab.

GrandMaster: CMs sent by this player to [Alchemy Locations] get injured instead of killed.

xi) Priest Mastery

LV1: Crew members sent by this player never get killed.

LV2: Allow that player to build the Temple

LV3: This player can revive Crew Members who got killed during the last Exploration.

xii) Mech Mastery

LV1: Rooms never get disabled in events in which this player sent a CM.

LV2: Allow that player to build the Master Workshop

LV3: Rooms that get disabled can be repaired immediately.
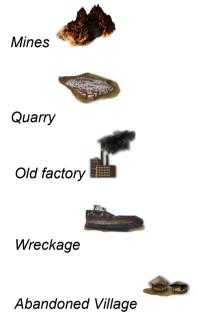
2) **The Exploration phase**

- *The exploration phase takes place in the app.*
- *Your crew needs resources in order to manage the castle and reach its final destination. The exploration events will allow players to get these resources.*
- *The events require to send Crew Members. So they need to be available.*
- *Some of the options also require to use Resources.*
- *The outcomes can be affected by the Mastery Bonuses.*

- *The different situations to overcome vary according to the type of location the crew is visiting.*
- *All the events offer different possibilities to the players. The possibilities depend on the location type.*
- *The crew members and resources used in the event must be placed in the "Event Box" on the board.*

Location types:

    i)   Gathering Locations:
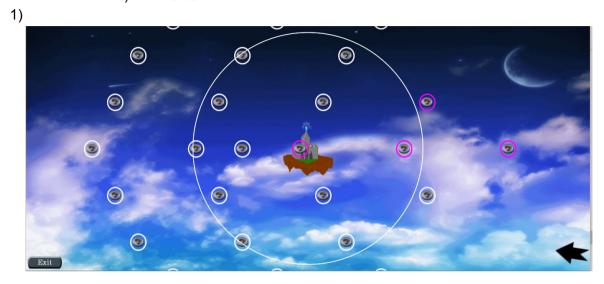   *Locations where players will be likely to gather construction material.*

Mines

Quarry

Old factory

Wreckage

Abandoned Village

    ii)   Alchemy Locations:
    Locations where players will be likely to gather Alchemy Materials.

Lake

Forest

Magic Site

Ruins

Floating Rocks

1)

The players select one of the island *on the Archipelago's map. The island must be in range of the castle (within the circle around it) . The arrow in the bottom right of the screen shows the direction of the final island that players have to reach.*

2)

Select one of the locations on the island. The icon pointing on it shows what type of location it is, and thus what resource is more likely to be found.

3)

The players need to solve the event that is presented to them. They have different solutions to do so. The buttons show the available solutions, and the symbols on the right indicate what resources must be spent in order to select this option. Some options require to have a mastery token available (which must not be spent, but indicates that the player having this token must send one of her crew members in order to use this option.
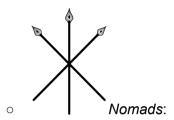
4)

The resolution of the event. Showing the resources lost or gained.

iv)   *Factions and Special Events*

● *The Archipelago is inhabited, which means that the players will have to deal with the different factions, each of them having different interests or morality.*

- *Islands and their locations are controlled by the factions*
- *Depending on the players' actions on the island, the relation with the faction controlling it can change from enemy, neutral, or allied.*
- *The relation to the faction affects the risk of an event and its potential outcome.*
- *Under certain condition, a Special Event can be triggered. This event is depending on the players' actions on an island. Special events are direct confrontation with a faction, and greatly affects the relation with it.*

  - *Nomads*:

The Nomads arrived in the Archipelago a few decades ago. They live by scavenging the islands for materials to trade with the Highbournes. Because they suffered segregation when the Humans arrived, they do not trust strangers if they have not proved helpful to them.

  - *Humans:*

Humans have colonized the archipelago a few decades ago. The first settlers built villages and traded with the locals.
After a long period of peaceful relations, the rapid development of their population has leaded to tensions with Nomads settlement and Highbournes are alos fearing for their spiritual places.

  - *Highbournes:*

The Highbournes are humans native to the Archipelago. The crystals scattered all over the islands seem to have given them magic powers. Therefore, they do not call themselves "humans" anymore.They respect righteousness and strong minded spirits.