

Six Winters

Playtest Rules

V23.0

Six Winters is a cooperative fantasy campaign game for two players based on the *Wrath of the Autarch* tabletop role-playing game.

These rules default to the two player game, but there are options for 1, 3, and 4 player games at the end.

Players control *Brightdune*, a region under threat from the *Empire of the Autarch*. The Autarch works to achieve a sorcerous apotheosis, rendering The Empire unstoppable and spelling certain doom for Brightdune. The players have six winters to stop this from happening. Each game of *Six Winters* is 90-150 minutes long and plays out one year in the chronicle of Brightdune. A series of six games is called a *campaign*.

During a session of the game, players select from a rotating cast of characters and undertake *missions* against the Empire. Each character has their own unique capabilities and limitations. Effectively managing these characters over the six winters is critical to successfully stopping the Empire!

As this document is very much in progress, designer thoughts and notes are captured using this highlighted format.

These notes help provide context, but are not essential to understanding the game. The playtest version number matches that used in Tabletop Simulator and gitlab. All of the graphic design, art, and layout is for prototype purposes and will change at production time.

The first few games will take closer to the 150 minute mark as you learn the rules. Two experienced players can finish a game in around 90 minutes.

Since this is a playtest version of the game, feel free to reach out with any questions. The best place to leave feedback or rules questions is on the boardgamegeek page: <https://boardgamegeek.com/boardgame/382841/six-winters>. The most recent rulebook, character sheets, and (eventually) a sample playthrough will also be at <https://github.com/ziapeitagames/six-winters>.

Feedback will go towards clarifying the rules and tuning the game. Current focus areas for playtesting are noted at the end of these rules.

Resources

The conflict against the Empire is fought using six *resources* depicted with the following icons. Sorcery, Espionage, and Diplomacy play particularly important roles in securing victory.

Support



Technology



Espionage



Military



Diplomacy



Sorcery



Progress

Brightdune's **progress** in each resource is marked using a yellow cube **progress marker** on the associated twelve space **resource track** on the **trade board**. Markers move clockwise around the resource track.

Threats

Threats against Brightdune in each resource except (there are no threats) are tracked using a gray cube **threat marker** on each resource track.

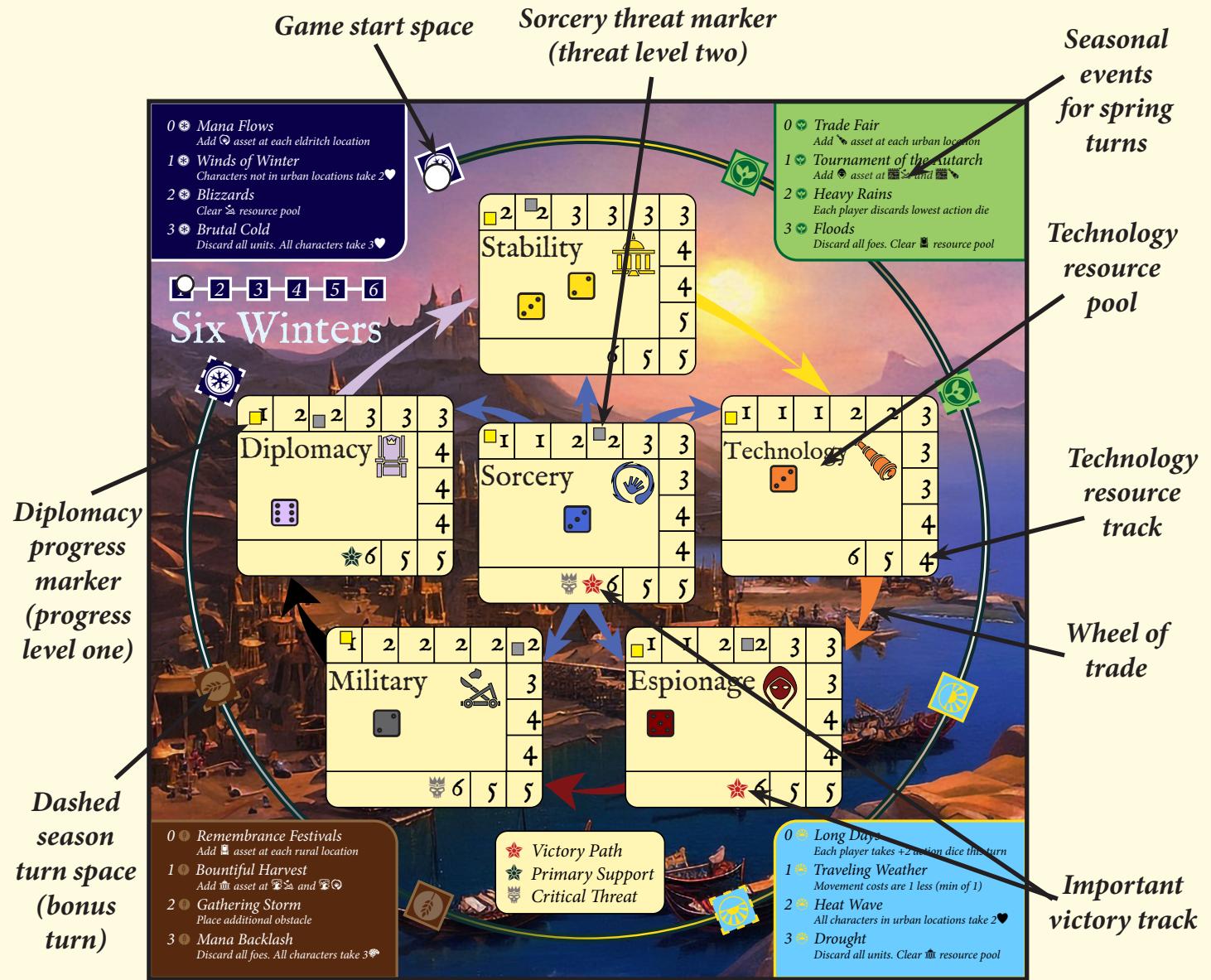
Lowering threats after they have advanced is much more difficult than trying to slow the rate of advancement in the first place.

Progress and Threat Levels

Each resource track has numbers on it between 1 and 6. The number under the progress marker's position is called the **progress level** for that resource, and the number under the threat marker is called the **threat level** for that resource.

How to Win

The players win if they are able to complete either the or finale missions during year six. Gaining significant progress in either or makes this much easier, as does having progress in heading into year six.



Resource Dice Pool

Brightdune's raw capability in a resource is represented by a **pool** of resource dice. This pool of resource dice fluctuates in size over the course of a game, as capabilities are used for different effects. At the end of each turn, players **refresh** these pools with a number of dice equal to the current progress level. This is normally 1 to 6 dice, depending on the resource.

Asset Dice 🔨

If resource pools are raw capabilities, **assets** are specific creations. For instance, an espionage asset could represent anything from a helpful spy or contact to thieves tools or gear.

Assets are created by moving resource dice from resource pools to **location cards**. Some game effects, particularly seasonal events, may create assets directly on location cards. If assets are created directly on location cards, roll a die of the appropriate type and place it at the location.

Assets are much more useful than dice in resource pools.

Components

Resource Dice

Resource dice match the color of the resource icons shown on the trade board. There are 12 resource dice of each color, for a total of 72 resource dice.

Resource dice are finite, if they run out for some reason, new resource dice may not be put into play until some become available again. As mentioned above, resource dice on location cards are called assets.



Resource Dice (12 x Resource)

One of the goals of playtesting is to determine how many of each type of resource dice are needed to avoid running out except in rare circumstances.

Action Dice

Each player has a pool of ivory action dice available each turn. These dice are spent to perform actions in the game. For some actions like movement, the value on the action die doesn't matter, but for most actions the values are important. There are 18 action dice included in the game.



Action Dice (18)

Action Dice are like action points in many boardgames. Thematically, lower valued action dice represent quicker actions and higher valued dice represent longer but more effective actions.

Trade Board

The trade board tracks time, progress, threats, resource dice, and shows seasonal events. There are six resource pools on the trade board.

Critical Threat

Allowing either the 🗡 or 🌱 threat tracks to get to threat level 6 is particularly dangerous and could result in an immediate loss.



Character Mats and Character Sheets

There are character mats for the seven characters in the game. Character mats are used along with character sheets during play to track the character. At the start of the campaign Fuscus, Thea, Menas, and Keel are unlocked and available.

You can find more blank character sheets at <https://github.com/ziapeitagames/six-winters>.

Skills

The back of each character mat shows how proficient the character is at a set of eight **skills**. Skills are ranked from 0 to 5. Starting skills for each character are marked. Skills may be improved further during play.

Stress

Each character has two stress tracks: one for **psyche** and one for **body**. Psyche is tracked with a **gray die**, and body is tracked with a **red die**. At the start of a game, each **stress die** is set at the top of each track to the value

Command Disguise Lore Rapport



Fill in starting skills when character is first played

shown on the front of the character sheet. These dice function as counters. As a character takes stress, the die is lowered in value.

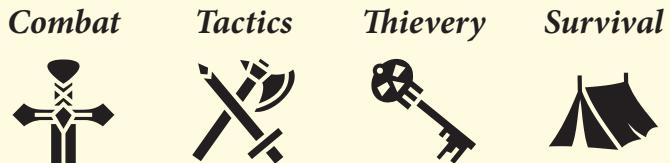
If a character takes stress such that the stress die would go to zero or lower, it is set back to the base stress level for that track, but moved down to the next **unmarked** box on the stress track. The rest of the stress is ignored.

Conditions

The stress track boxes below the starting position are called **conditions**. When a stress die moves on to a condition, it is marked off (the starting box is never marked). As the campaign progresses, characters may need to recover conditions instead of undertaking other activities.

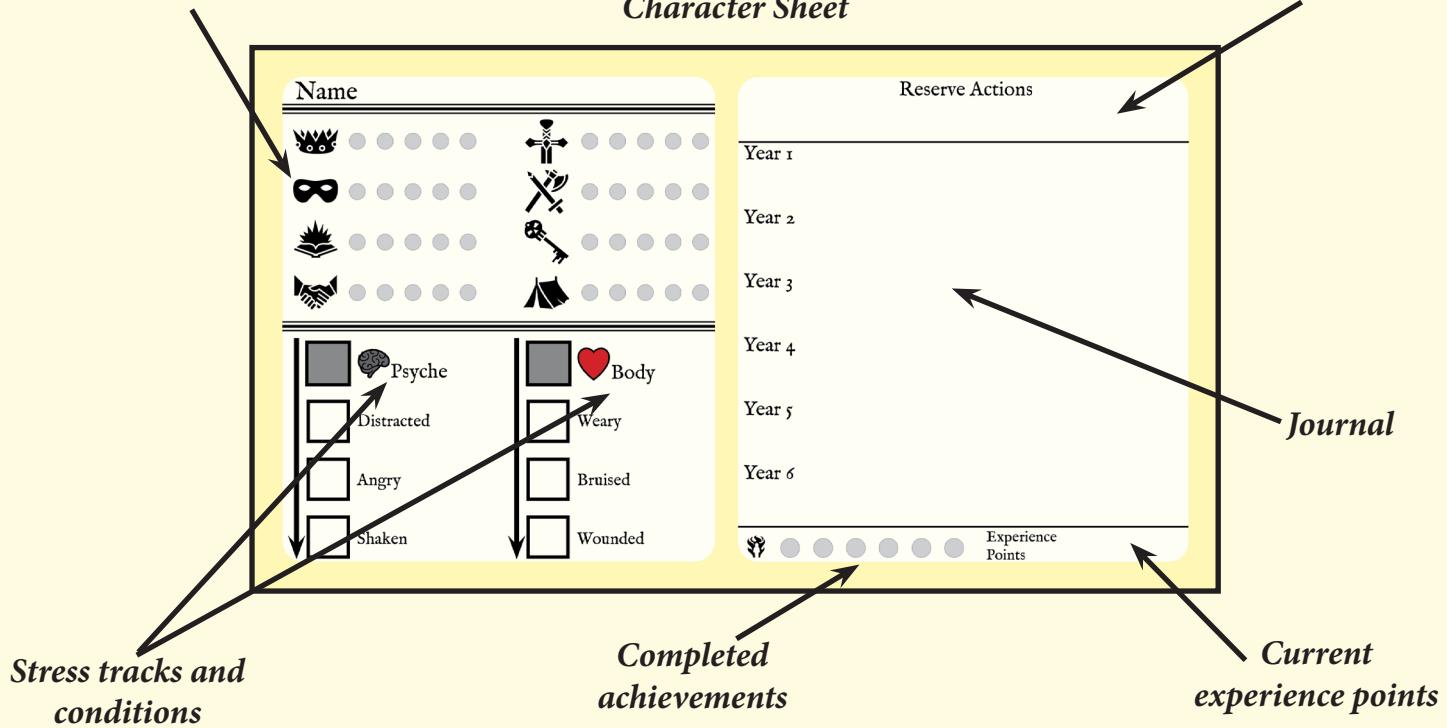
Knocked Out

If either stress die drops to zero or below while on the lowest condition box (Shaken or Wounded), the character is **knocked out** for the rest of that game. Remove the

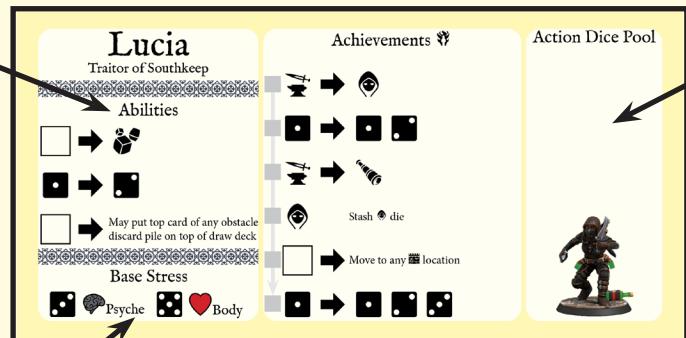


Available reserve actions

Character Sheet



Starting abilities

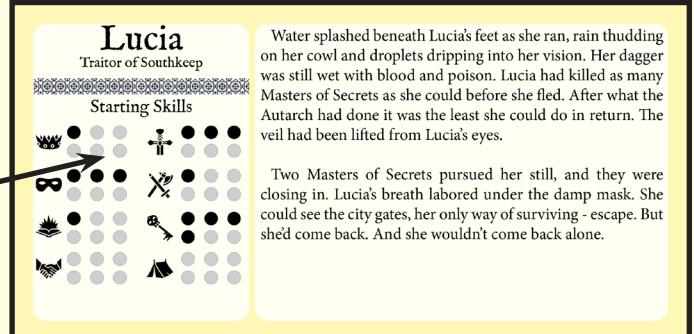


Starting base stress values

Starting skill ranks

Space for unspent action dice

Character Mat (Back)



character token from the board, and that player doesn't take actions for the rest of the game.

Abilities

Abilities are available at any time while players take actions during their turn. Typically abilities are fueled by using an action die or an asset die at the character's location.

Most commonly a die is placed on the left side of an ability arrow to activate the text or effects on the right side. These dice remain on the ability until the end of the turn, effectively limiting most abilities to one use per turn.

Achievements

Characters have advanced abilities called achievements that may be unlocked during play. Achievements are listed under the achievements section of the character sheet. Achievements are gained in order, from top to bottom. The front of the character mat indicates what the character needs to do to unlock an achievement.

When a new achievement is unlocked, mark it on the character sheet, and use a blue tracking token on the character mat to indicate which achievements have been unlocked so far.

Character Sheet

When a character is unlocked for the first time in the campaign, a new character sheet is filled out with the character's name, starting skill ranks, base stress levels, and starting reserve actions.

Players may fill out sheets for Fuscus, Thea, Menas, and Keel at the start of the campaign.

Reserve Actions

Starting in year two, characters not going on a mission may take special reserve actions. The character sheet has a section to record currently available reserve actions.

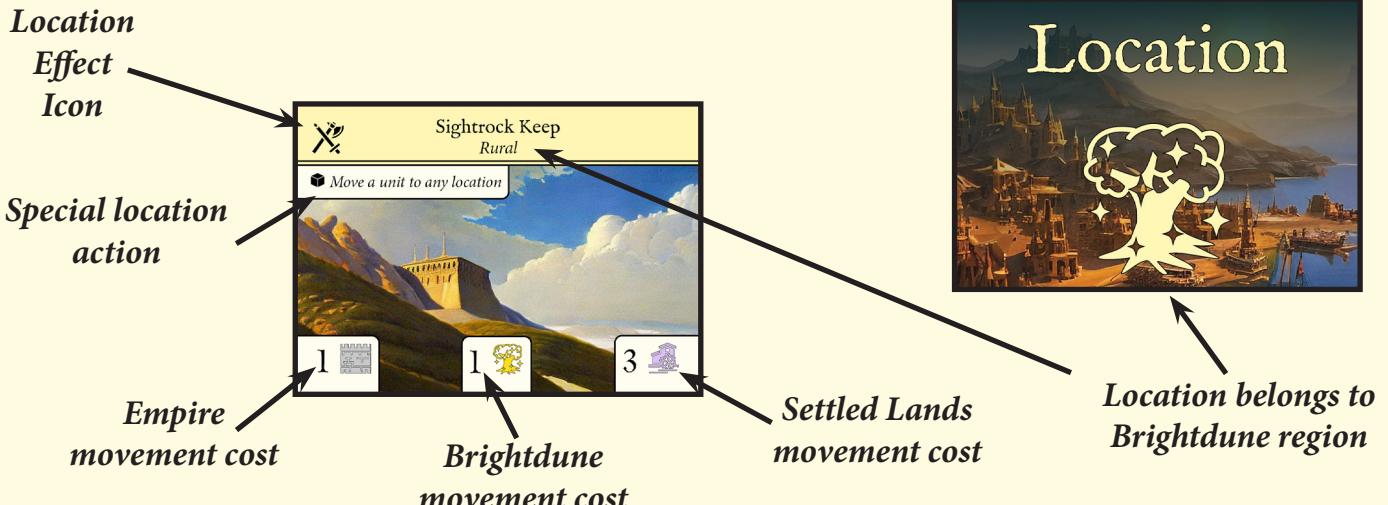
Experience Points

Each year characters accumulate experience points, which may be spent to improve skills, unlock achievements, or improve starting stress track values.

Character Stand-Ups

There are stand-ups for each character in the campaign. These are moved around the nine different location cards during play.

Tabletop Simulator uses character miniatures.



Location Cards

During play, characters move to different locations represented by cards. Each location is assigned to one of the following regions:

- The Empire
- Brightdune
- Settled Lands

There are nine location cards in play, three for each region.

Location Tags

Location cards have a variety of tags used by other game effects. All locations have one of the following tags: urban, rural, or wilderness. Some locations have the icon, which indicates the location starts the campaign in play.

Movement Costs

Along the bottom of each card are movement costs for each region. A player spends the listed number of action dice to move their character to any location in that region. The value of the action dice don't matter for movement.

Location Effect Icon (Optional)

The upper left of each location card contain optional icons indicating various effects.

- Port:** A character may move from this location to another port for the cost of one action die.

Magic Gate: A character may take stress to move from this location to another magic gate.

Resource: Location generates assets of indicated type when activated.

Skill: Characters may create extra assets or trade extra dice up to their skill value.

Stress: May create asset by taking 2 stress of the indicated type, instead of spending action dice.

Location Text (Optional)

Locations may have a variety of effect text as well. This text applies to any character at the location, or in some cases moving to the location.

Action: By spending an action die (value doesn't matter), players may apply the indicated effect.

Activation: This text takes effect if this location is activated during the activation phase.

Progress Cards

Completing progress cards advances the progress tracks for Brightdune. Progress cards are completed by placing asset dice on them, creating an unbroken path from the starting space (the square with the diamonds on top) to the ending space (the square with diamonds on the bottom). From the starting space, dice are placed either orthogonally or diagonally in a chain towards the ending space. Typically there are many such paths from beginning to end which may be taken.

Asset dice may be moved from the character's location onto the controlling player's progress card. This does not require an action (asset dice are always free to use). Most progress card squares have restrictions on dice that may be placed there. These restrictions are depicted by colors and symbols on each square.

Any: Any asset die.

 **Any Value:** Asset must match the resource type (by color), but may be any value.

 **Any Type:** Asset must match the value, but may be any resource type.

 **Type and Value:** Asset must match both the resource type (by color) and value.

 **Region:** Asset die must be taken from location in listed region. If the region symbol is colored, the resource type must match as well.

+1, -1, =: The asset placed must match the given relation to the previous die in the path. The +1 die must be one higher in value than the previous die in the path, the -1 die must be one lower, and the = die must be equal.



Reward

When a progress card is completed, the resource progress track listed on the bottom middle of the progress card is increased by one. Some progress cards have more than one resource symbol, in which case corresponding progress tracks are increased by one for each symbol.

Finally, some progress cards have the ★ wild card symbol, which allows players to increase any progress track by one.

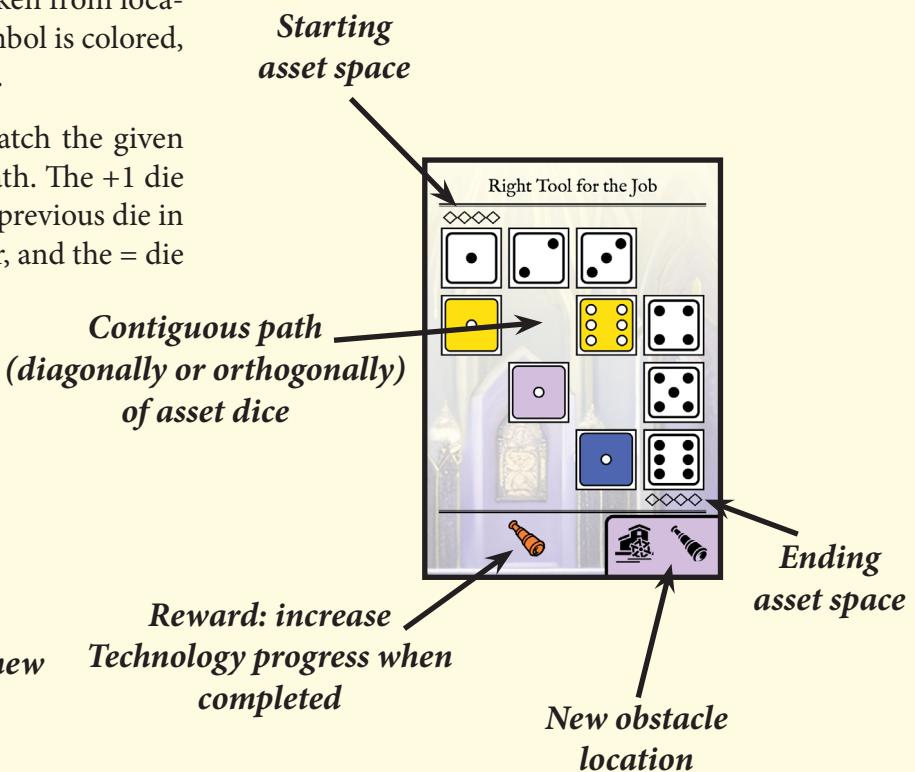
Obstacle Location

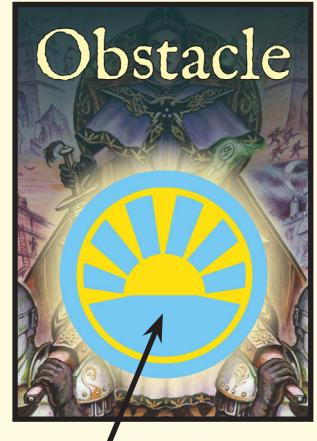
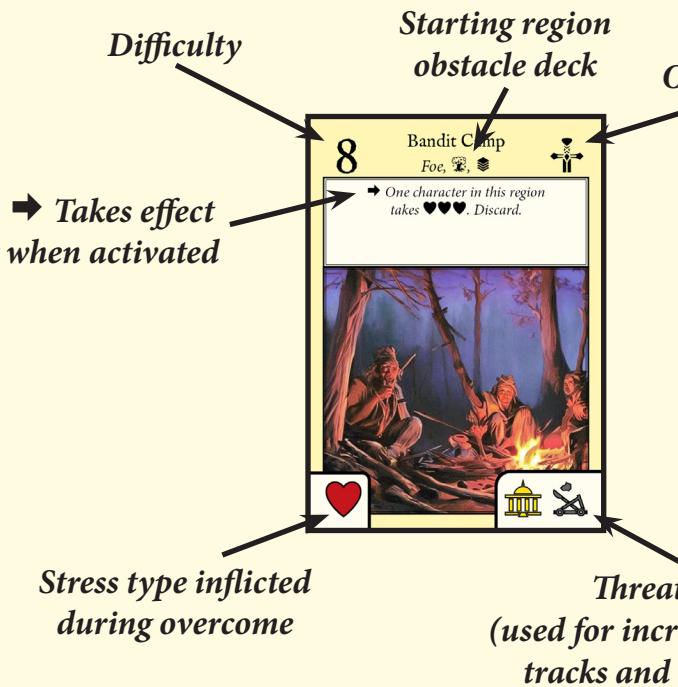
The lower right section of each progress card shows a location position, used to place new obstacle cards.

Stage and New Obstacles

The back of each progress card shows the progress card's **stage** and between one and three card icons. Progress cards are organized by stage: all stage one cards are shuffled together, then all stage two, and so on. As the campaign progresses, some of the lower stage progress cards will be removed from the game.

The number of card icons determines how many new obstacles come into play during the turn.





Obstacle Cards

Obstacle cards represent adversaries, challenges, but also opportunities for Brightdune. There is one deck of obstacle cards in each region: The Empire, Brightdune, and the Settled Lands. Over the course of the campaign, obstacle cards may move between decks, and decks may grow or shrink based on campaign events. Obstacle cards come into play at locations each turn. An obstacle at a location is **attached** to it.

Obstacle Tags

Below the name, as for location cards, are a set of text tags and icons for each obstacle. Similarly to locations, these tags may interact with other obstacle cards, location effects, and character abilities. The , , and tags indicate which region's obstacle deck the obstacle starts in.

Difficulty

The upper left of the obstacle shows its difficulty number. This comes into play when overcoming the obstacle (discarding it from play).

Threat Tags

Along the bottom right corner of the obstacle are one or more threat symbols, showing one of the six resources in the game. If there are **three or more** of the same symbol are in play during the threats phase, the related

threat track will increase by one for each resource symbol beyond two.

These threat tags are also important for overcoming obstacles. Obstacles use an overcome dice pool size equal to the highest threat level for all threat tags on the card.

Occasionally, game effects will refer to an obstacle by the threat icons. For instance, “a military obstacle” or “a sorcery obstacle”. An obstacle qualifies if any of its threat icons match the listed type.

Obstacle Text (Optional)

Many obstacles have text that details game effects while the obstacle is in play. Text may be preceded by the following symbols:

Overcome: Takes effect when the obstacle is overcome.

Activation: Takes effect if the location where the obstacle is at is activated.

Overcome Skill

The upper right of the obstacle indicates the character skill used to remove the obstacle from play.

Stress Type

Each obstacle may inflict psyche stress, body stress, or both. This occurs when a character fails to defend dur-

ing the overcome obstacle action.

Season Symbol

The back of each obstacle card shows one of four season symbols: ☼, ☽, ☺, and ☻.

The season symbol affects which locations get activated during the activation phase, which seasonal event occurs during the seasonal event phase, as well as how many turns players get each season.

Region Boards

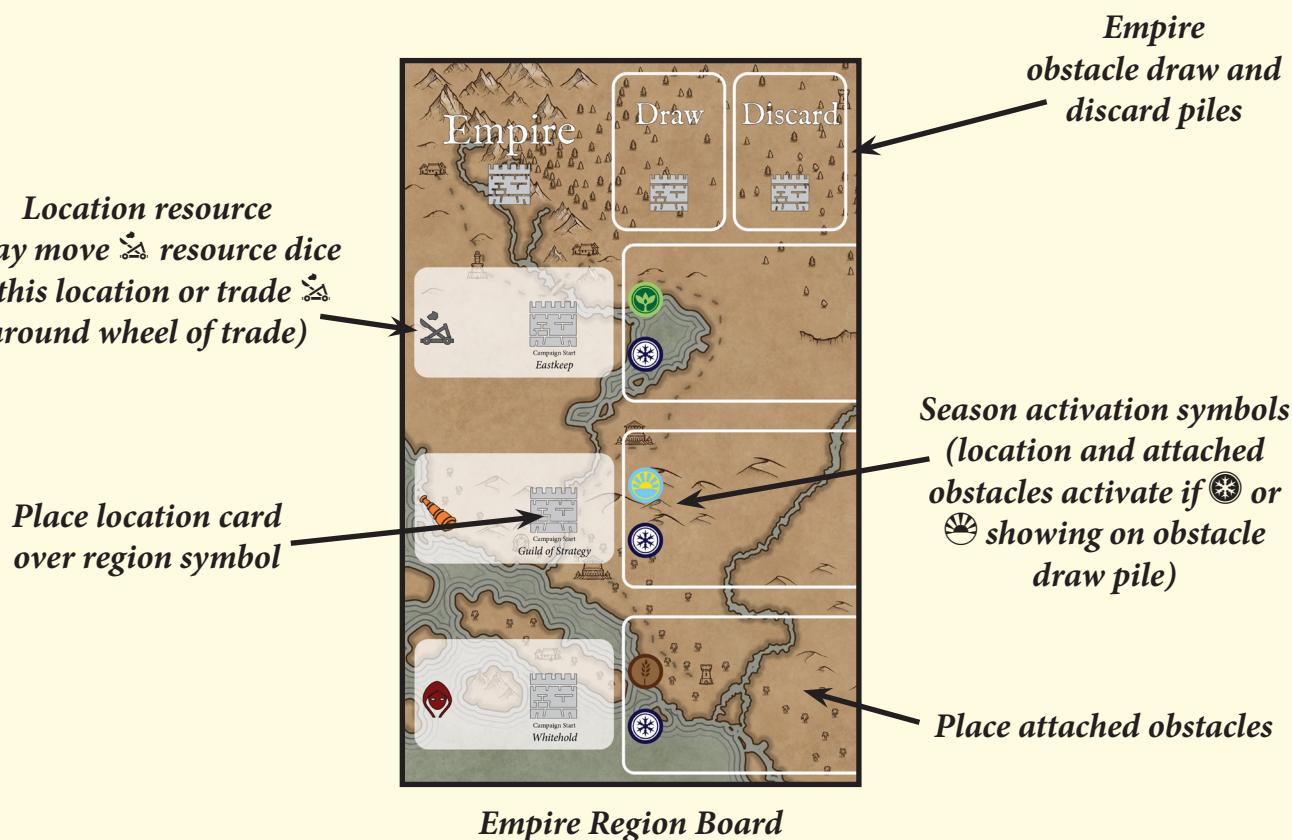
There are three region boards, one for The Empire, one for Brightdune, and one for the Settled Lands. Each region board has space for three locations, obstacles **attached** to those locations, and the obstacle draw and discard pile for the region.

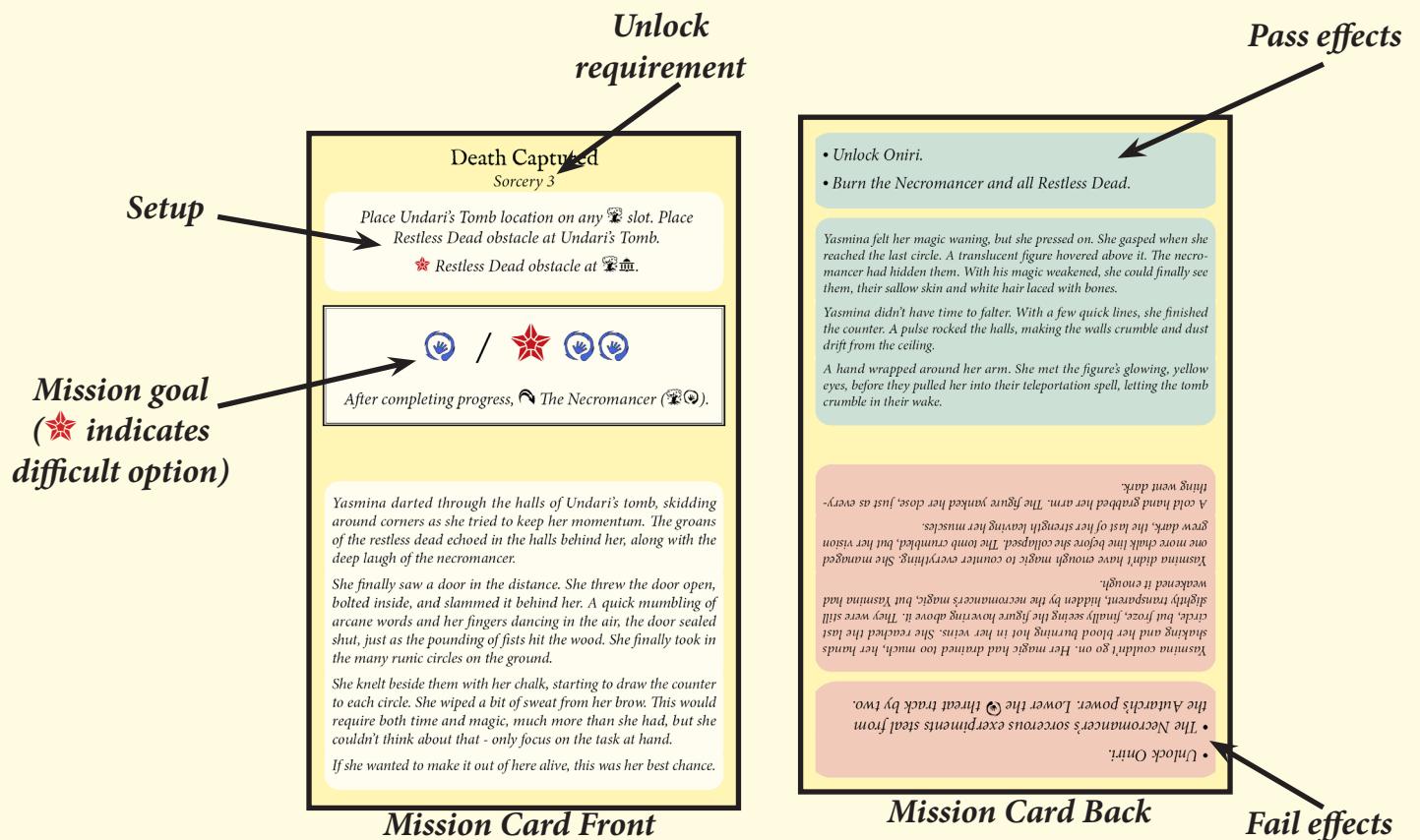
Location Resources

Each location space has an associated **location resource**. When placing locations on the region board, cover the region symbol and leave the resource symbol showing. The location resource shows which type of asset may be created at the location.

Activation Symbols

In the space where obstacles are played are season symbols used during the activation phase. Locations and attached obstacles are activated if a season symbol matches the top obstacle draw card in the region.





Mission Cards

Missions provide goals for each year of play, along with different effects for passing or failing the goals. These effects may unlock or replace different locations, unlock new characters, or apply campaign level effects that change available actions while in play. Each season players undertake **two** missions.

Unlock Requirement

Not all of the mission cards are available at the start of the campaign. Instead they must be unlocked. Many missions are unlocked when a specific year of the campaign occurs. For instance, all of the Year 1 missions are unlocked at the start of the campaign, all Year 2 missions are unlocked in the second year, etc.

Other missions require the progress track to be at a certain level. A Sorcery 3 mission is unlocked when the sorcery progress track is at level 3 or higher (the 5th space on the track).

Once a mission card is unlocked, it remains available until undertaken. For instance, players may choose a Year 1 mission in Year 2 or later provided it has not been chosen already.

Setup

Each mission card has a number of steps to follow at the beginning of a session. Usually this involves placing obstacle cards at certain locations, but may also involve swapping out a location card.

The **★** symbol indicates additional setup when playing the mission on the difficult setting.

Goal

Most mission cards list a number of resource symbols indicating progress cards of the listed type that must be completed. The **★** symbol indicates how many progress cards must be completed on the difficult setting.

Some mission cards additionally have a number of obstacle cards that must be overcome after the listed progress has been completed.

Pass and Fail Effects

The back of each mission card has two sides, one if the players are successful and one if they fail.

If the players successfully complete the goals for the mission, they apply the pass effects at the end of the session. Similarly, if the players fail to complete the goals, they apply fail effects at the end of the session.

Any campaign effects are listed in bold and are intentionally placed at the top of the list of pass or fail effects. This lets players arrange mission cards on top of each other, only showing the campaign effect during play.

Narrative

The mission setup, along with the pass and fail sections, all have narrative text that showcases how the mission affects the broader world.

Schemes

Schemes take effect from year two onward. Schemes are plans the Empire has against Brightdune related to the Empire's highest threat level. They are themed around the particular type of threat.

Unblocked Dice Effects

Each scheme shows a list of dice values with an escalating series of mechanical effects. Dice accumulate on the scheme card during play, and during certain turns these dice are rolled.

Unblocked dice cause the listed effect, provided the Empire's threat level is equal to or higher than the die roll. As the Empire's threat level increases, schemes become more dire.

Effects of unblocked dice during scheme resolution



Military Scheme

Campaign Setup

Perform the following steps when undertaking a new campaign. The campaign may be played more than once, although it is not possible to play multiple campaigns at the same time.

1. Set Starting Progress
2. Set Starting Threats
3. Place Starting Locations
4. Create Starting Obstacle Decks
5. Fill Out Starting Character Sheets
6. Set Up Reserve

Set Starting Progress

The yellow cubes are used to track Brightdune's progress on each resource track. At the start of the campaign, the yellow cubes are placed on the first space of each track (the space in the upper left surrounding each resource pool). All resource pools start at size 1 except , which is at size 2.

Set Starting Threats

The gray cubes are used to track threats for each resource type. Place one gray cube on the *final* 2 space (the space right before level 3) on each resource track.

Changing where the starting threat markers are placed significantly changes how difficult the campaign is. The main method to make the game harder/easier is to choose the difficult option for missions, but different starting threat levels is possibly another way to adjust difficulty.

Place Starting Locations

Each region board indicates the starting location cards for each location slot. Find the matching locations and put them into play as indicated. The starting location cards also have the  icon below their name.

Create Starting Obstacle Decks

Gather all obstacle cards with the  icon below their name. These are starting obstacle cards. Sort these obstacles into region decks by their region icons (, , and , and 

Fill Out Starting Character Sheets

At the start of a new campaign Menas, Keel, Thea, and Fuscus are available. Gather these mats together. Fill out a character sheet for each unlocked character, noting their name, starting skills, and starting base stress dice.

Set Up Reserve

Place all remaining obstacles and locations in the reserve card tuckbox.

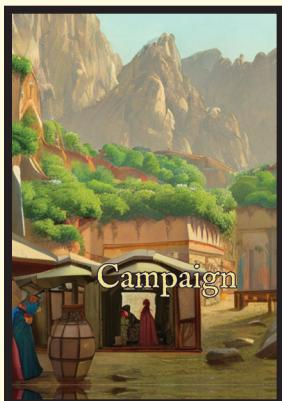
For tabletop simulator, place reserve obstacles and locations off to the side.

Card Storage



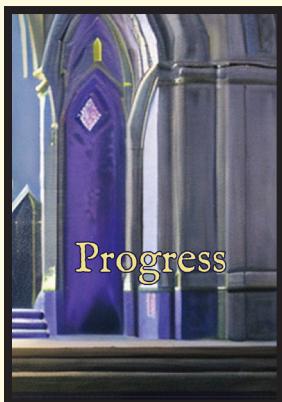
Reserve

Obstacles and locations that are currently not in the campaign are kept in the reserve tuckbox.



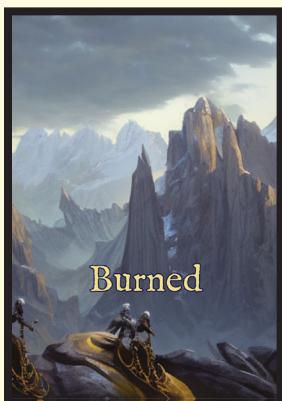
Campaign

The campaign tuckbox stores the current locations, obstacles attached to those locations, and current obstacle decks between sessions.



Progress

The current progress deck is stored in the progress card tuckbox.



Burned

Certain game effects burn locations and obstacles. When a card is burned, it is placed in the burned tuckbox, and may never be played or added to a deck again. If a card effect, mission card, or scheme references a burned card, that card text is ignored.

The progress cards burned at the end of each session will also go in this tuckbox.

Session Start

Perform the following steps at the start of each session.

1. Restore Campaign State
2. Choose Missions and Difficulty
3. Mission Setup
4. Determine Scheme (Years 2-6)
5. Choose Active Characters
6. Reserve Actions (Years 2-6)
7. Active Character Advancement (Years 2-6)
8. Fill Starting Dice Pools
9. Shuffle Obstacle Decks
10. Choose Starting Progress Cards
11. Place Characters at Starting Locations

Restore Campaign State

Place the Trade Board and Region Boards on the table as depicted in the setup diagram below.

Retrieve the stored obstacle decks, location cards, and attached obstacles from the end of the last game. These are stored in the Campaign card tuckbox.

Starting with the region on top (█), put location cards into play, starting with top location slot in the region and working down to the bottom of each region board. Any obstacles stored with a location card should be put into play at the attached location. Then put the region's obstacle draw pile into play.

Ignore this step when starting a new campaign, the starting locations and obstacle decks are handled in Campaign Setup.

Gather all of the lowest stage progress cards available from the Progress card tuckbox and shuffle them to form the current progress deck.

Then draw **four** progress cards and place them face up in a column next to the Trade Board to form the **progress staging area**. This column has a top and bottom as shown on the setup diagram below.

One of the white time markers is placed on the first winter space (the winter space with a solid outline). The other marker is placed on the current year.

Choose Missions and Difficulty

Gather all of the unlocked mission cards, based on current year and current progress levels. All missions that haven't been undertaken with a year equal to or lower than the current year, or progress level equal to or lower than progress type, are available.

Choose two missions from this set of mission cards. Additionally, choose the difficulty for this session:

- **Easy:** Both mission cards are at base difficulty
- **Normal:** Set one mission card at difficult (players choose), the other is at base difficulty
- **Difficult:** Both mission cards are difficult

During **year six**, players must choose two cards from the three year six cards. Ignore other unlocked cards.

Mission Setup

Follow the directions on the top of each mission card for setup. Frequently setup involves placing locations on certain location slots or putting obstacles into play.

When placing a new location, find the location in the Reserve box, and swap it out with the location in the current slot.

For obstacles, first look for obstacles in the Reserve box, then look for obstacles in the current obstacle decks. If a referenced obstacle is burned, ignore it and do no put it into play.

For difficult missions, make sure to also put any additional cards into play if they are next to the **★** symbol.

Determine Scheme(2-6)

Skip this step during the first year. After the first year, find the scheme card type matching the highest threat level. For instance, if **▲** has the highest threat level, put the **▲** scheme into play.

If multiple threat levels are tied for the highest, gather all matching schemes and randomly select one.

Remember, threat levels are the number under the cur-

rent threat marker, not how high the marker is on the track. For instance, the military threat marker starts high up on the track, but its threat level is two.

Choose Active Characters

Each player chooses one character from all unlocked characters for this game. Take the chosen character's mat, five action dice, and a die to track psyche and body.

Also take the character sheet for the character. Place the gray psyche and red body die at the start of each stress track using the indicated starting values on the character sheet.

Reserve Actions (2-6)

Skip this step during the first year. Each character who isn't active this session may take one *reserve action* available to them. These actions represent activities the character undertakes during the year while other characters are on the mission.

See the Reserve Actions section at the end of the rules for which reserve actions are available to each character. New Reserve Actions may be unlocked during missions.

Update the journals on the reserve character sheets with the reserve actions taken by each character. This helps chronicle their activities during the campaign.

Active Character Advancement (2-6)

Skip this step during the first year. Characters chosen for the mission may spend available experience points to advance skills, gain achievements, and clear conditions.

Experience point costs are as follows. Players do not have to spend experience points. For each advancement, modify the character sheet and subtract the listed experience points from the total.

- Unlock New Skill (Gaining Rank 1): 10
- Gaining Further Skill Ranks: 3 x New Rank
 - » Advancing a skill from 1 to 2 costs 6 xp, advancing from 2 to 3 is 9 xp, etc.
 - » In total, advancing a skill from 0 up to 5 costs 52 xp

- New Achievement: 10
 - » Achievements are gained in order, starting with the top achievement on the character mat and going down
 - » Mark current achievements in the lower right section of the character sheet
- Recover Conditions
 - » Distracted or Weary: 1
 - » Angry or Bruised: 3
 - » Shaken or Wounded: 6
 - » Spend the listed xp amount to erase a condition of that type. This represents having to recover instead of training or improving in other ways. You don't have to fully recover, but it's riskier to go into missions with conditions!

Fill Starting Dice Pools

Roll and place a number of resource dice for each pool equal to the current progress level. Each player rolls **five** action dice for their starting action dice pool, placing these dice on their character mat.

Place the rest of the resource dice and action dice in an easily accessible location near the trade board.

Shuffle Obstacle Decks

Shuffle the three regional obstacle decks and place them in the draw pile section at the top of each region.

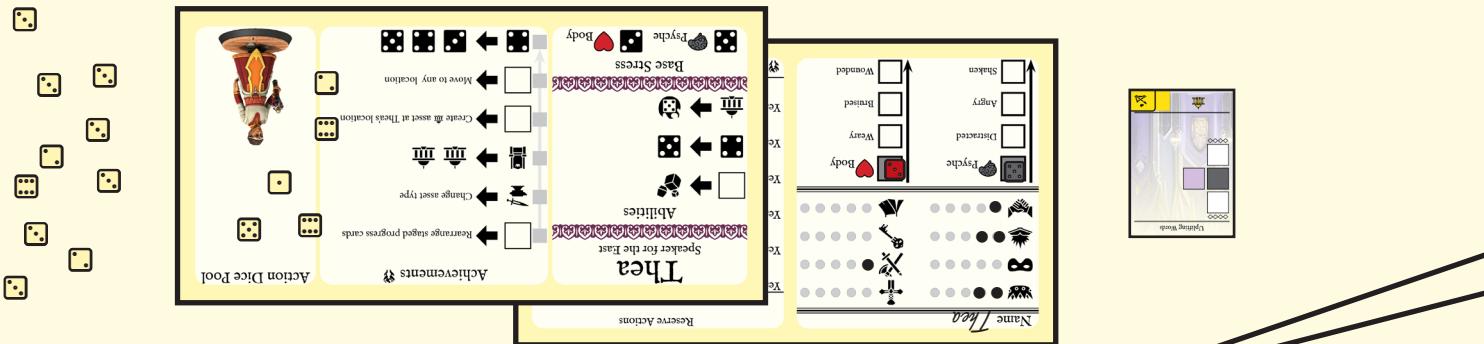
Choose Starting Progress Cards

Each player chooses a starting progress card from the progress staging area. When a progress card is chosen, discard all progress cards below the chosen progress card, slide down any cards still in the staging area, and refill the staging area up to four progress cards.

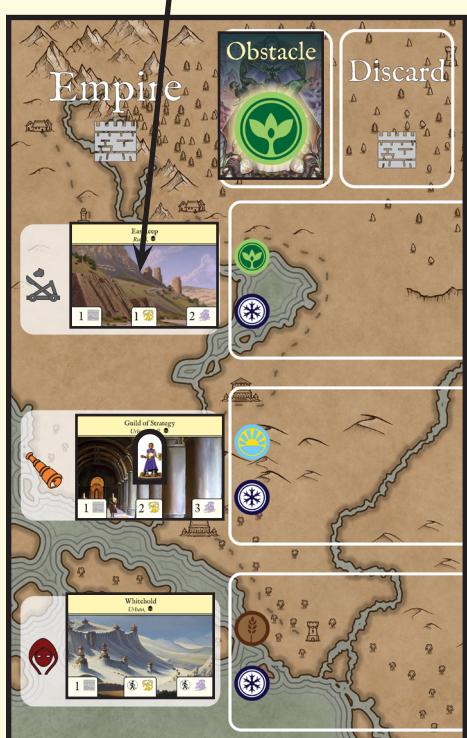
The Complete Progress Card action described later in the rules has a diagram showing how to refill the staging area after taking a progress card.

Place Characters at Starting Locations

Each player places their characters standup at any starting location they wish.



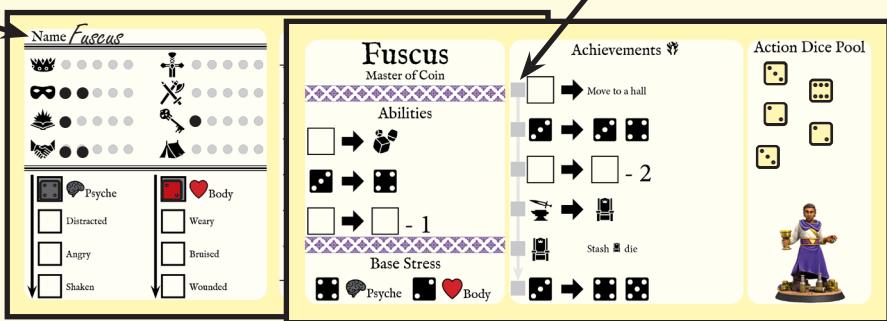
Starting locations



Obstacles from
difficult setup



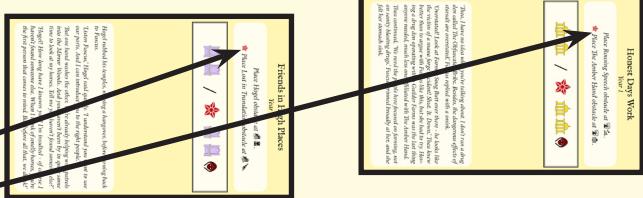
Slide character sheet
under character mat



Starting progress card

Year One Game Setup (Difficult)

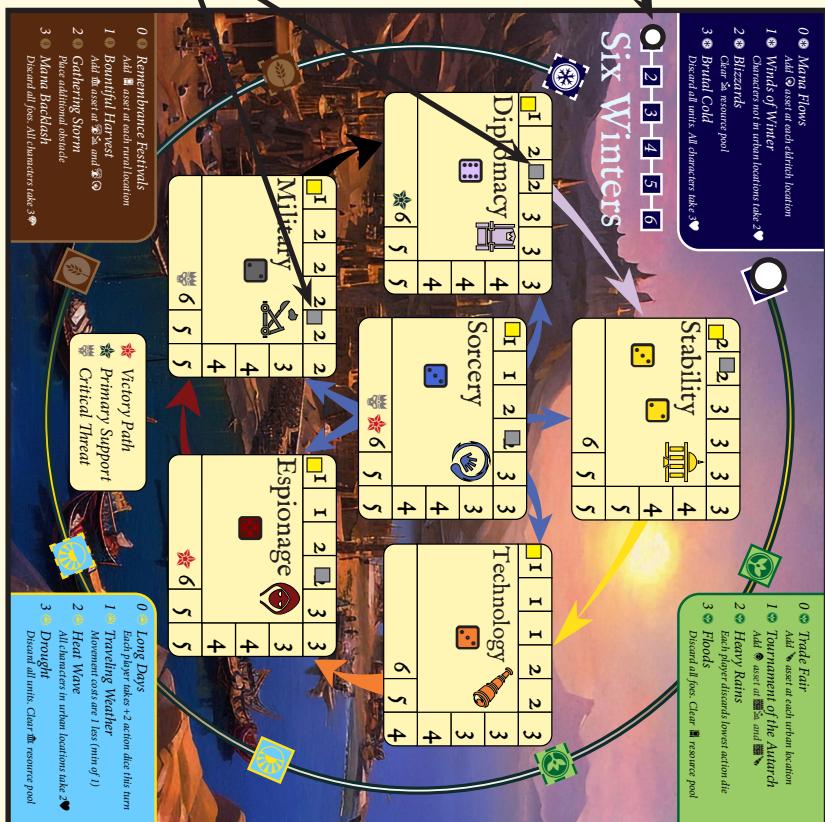
Chosen missions for year one



Threat markers start on last level 2 space on each track

Year one

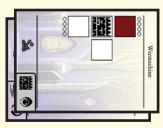
Later stage progress cards set aside until needed



Current stage 1 progress draw pile



Top progress card in staging area



Bottom progress card in staging area

Progress staging area

Turns

Each turn is composed of the following steps.

1. Seasonal Event
2. Actions
3. Refresh
4. Activate or Move Obstacles
5. Place New Obstacles
6. Threats
7. Advance Time

Seasonal Event

Add up all the season symbols on the obstacle draw piles matching the current season (between 0 and 3). In the current season's event text box, apply the effect that matches this number.

Actions

During the actions step, players spend their action dice to perform actions. Players may freely use character abilities and achievements along with campaign abilities from completed mission cards during this step.

Actions may be taken in any order by any player. When all players are done spending action dice and using abilities, the actions phase is complete. See the Actions section for a detailed explanation of all possible actions.

Players may save **up to two action** dice for next turn.

Refresh

Remove any dice on character abilities and achievements and put them back in their respective pools.

New resource dice are rolled and added to each resource pool until there are a number of dice matching the progress level. ***Do not reroll any resource dice already in the pool,*** and do not remove any dice if there are more dice in the pool than the progress level.

Next, **five** action dice are added to any saved action dice and ***all action dice, including saved action dice, are rolled*** and placed into each player's unspent action dice pool.

Unused resource dice in the resource pools keep the same value, but unused action dice are rerolled.

Activate or Move Obstacles

For each region, starting with , then , and finally , activate locations and obstacles as indicated on the season symbol on the region's obstacle draw pile.

The  symbol activates the top location card and any attached obstacles, the  symbol activates the middle location and attached obstacles, the  symbol activates the bottom location and attached obstacles, and the  symbol activates all locations and obstacles in the region.

Follow any  effect text on activated locations and obstacles. Make sure to check for resource effect icons on location cards, which create an asset at the location.

Note: **obstacles may never activate more than once** in the same turn. Rarely an obstacle may move to a different location that also activates. In this circumstance, the obstacle does not activate again.

Moving Obstacles

If the season symbol is , , or  and the **activated location has no attached obstacles**, move the highest difficulty obstacle in the region to this location. If there are multiple obstacles with the same highest difficulty in the region, players may choose which to move. This obstacle **is not activated**, it is only moved, possibly to be activated next turn.



Place New Obstacles

Draw and place new obstacles equal to the number of card icons on the current stage draw pile (1, 2, or 3).

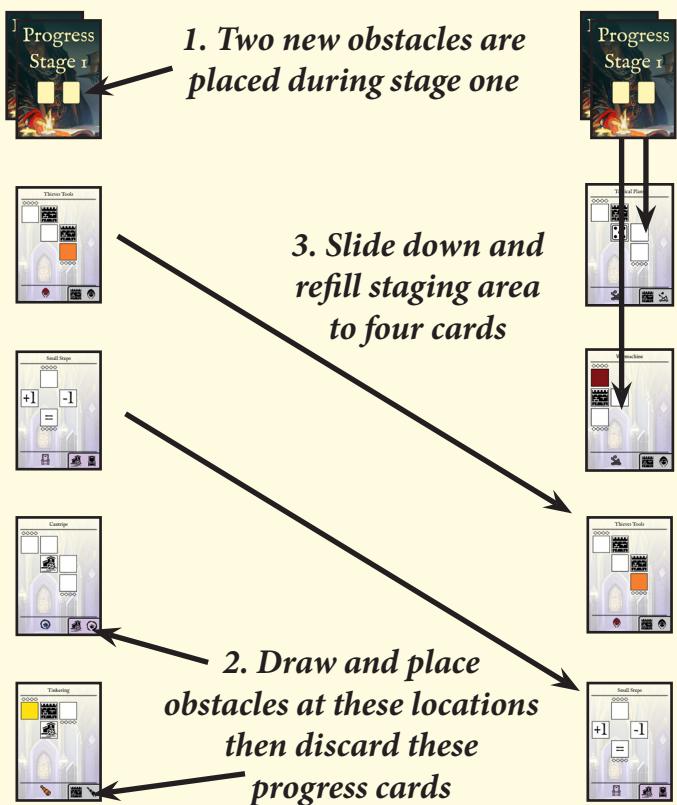
For each obstacle to place:

1. Look at the bottom progress card in the staging area
2. Place one obstacle at the obstacle location (in the lower right of progress card)
3. Discard the bottom progress card

After placing obstacles, slide down remaining progress cards (there will be 1 to 3 remaining progress cards) and draw new progress cards at the top of the staging area to refill the staging area to four face-up progress cards.

If a region's obstacle draw deck is ever emptied, shuffle the discard pile and create a new draw deck. It's okay if some cards in the discard pile did not start in the region, as obstacle cards may move between regions.

If the current stage's progress deck empties, immediately shuffle and put into play the next stage's progress deck. Additionally, if the progress deck is in Stage 5, and there aren't enough Stage 5 progress cards to refill the staging area, shuffle all of the discarded Stage 5 progress cards and form a new deck.



Threats

Add up all matching threat tags for each obstacle in play.

Escalate Threat Tracks

Increase each threat track by one for each matching threat tag **above two**. For instance, if there are 4 ⚔ threat tags on obstacle cards in play, the ⚔ threat marker will move 2 spaces forward on the resource track.

If a threat track is **already at** the highest position (step 12 on the track), place a die of the appropriate type on the current scheme card. If a threat track is at the highest position during year one and there is no scheme card, ignore the threat. Also, you're not doing very well!

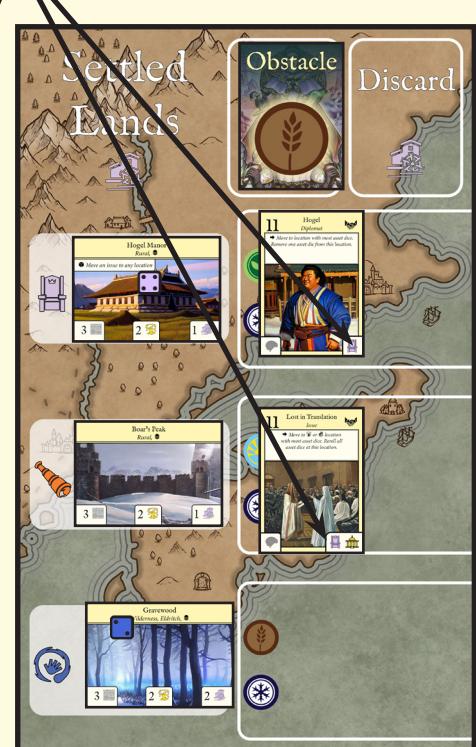
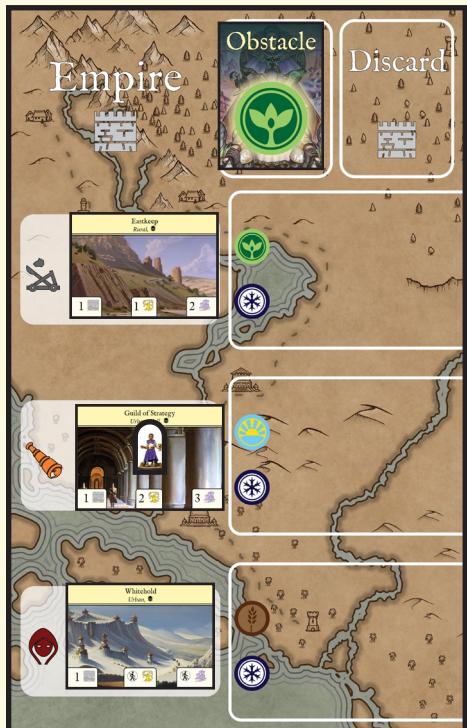
Escalate Current Scheme

Ignore this step during year one (there is no scheme during year one). For every threat tag matching the current scheme type, place a matching resource die on the scheme card. These are added to any dice already on the card.



If current scheme is ⚔, with the board state below, three ⚔ resource dice would be added to scheme card. Ouch!

Three ⚔ matches. Increase ⚔ threat track by one



Trigger Scheme (Bonus Turn Only)

Ignore this step during year one. If this is a bonus turn (the second turn of a season marked with a dash line), roll all the dice on the scheme card.

After rolling the dice, players may cancel scheme dice using assets. A die on the scheme card may be removed and placed back in the resource pool by spending a **matching asset type with a value equal to or higher than** the die on the scheme card.

After canceling dice using assets, any remaining dice that have a value **equal to or less than current threat level** activate the listed effect. Each effect may be activated only once, even if two or more dice match.

Some effects remain in play until the scheme is triggered again. Leave dice next to those effects as a remainder.

Advance Time

Advance the seasonal time marker to the next box clockwise around the wheel of seasons.

Only advance to the second bonus turn of a season, as indicated by a dashed box around the season symbol, **if at least one season symbol matching the dashed box** is showing on the obstacle draw piles.

If there is no matching season symbol, skip the dashed box and move on to the next season on the wheel. If the time marker advances past the second winter turn, the game is over.

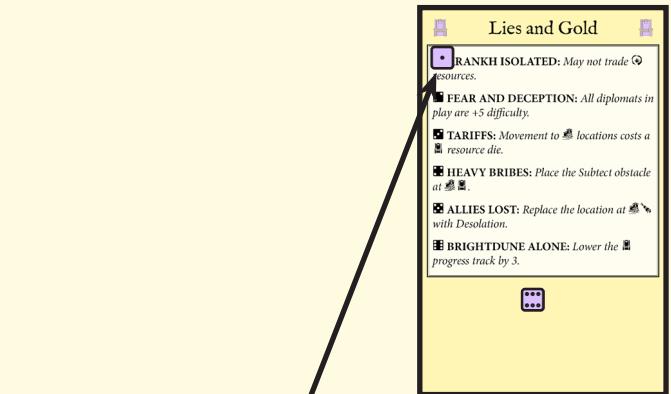
Having one matching season symbol heading into the bonus turn is good! But having too many season symbols means more negative season effects. It's a balancing act.



1. Bonus 🌳 turn, roll dice on current scheme



2. Players spend a 🌸 asset to cancel the 🌸



3. The 🌸 die takes effect (may not trade 🌱 until scheme is triggered again)

4. The 🌸 is left on the scheme card but does not take effect since the 🌱 threat level is only three



Actions

Spending action dice to take actions makes up the bulk of a turn. Character abilities and achievements, along with completed mission campaign effects may be used at any time during this step.

The available actions are:

- Move
- Location Action
- Create Asset
- Complete Progress Card
- Trade
- Overcome

Move ⚑

Every location card lists action dice costs for traveling to each region in the game. To move to a different location, spend the indicated number of action dice for the destination's region. The value of the action dice don't matter.

Locations with the ⚑ symbol may only be entered and exited from/to a location in the same region. For instance, characters can only move to Whitehold from a different Imperial location, and must leave Whitehold to a different Imperial location.

Special Movement

Characters may move between two ⚓ locations by spending one action die.

Characters may move between two ⚔ locations by spending one stress (either ❤ or 🤡). Many character abilities and achievements have reduced movement costs to move to particular locations.

Location Action ⚡

Some locations allow characters there to spend an action die to perform the listed effect. The value of this action die doesn't matter.

Create Asset 💰

This action moves a resource die matching the location's resource from the resource pool to the location the character is at. This turns the resource die into an asset.

Asset dice are used for filling in progress cards, as well as overcoming obstacles and fueling character abilities and achievements, so this is a very common action.

To create an asset, spend an unspent action die, and move a resource die from the location's resource pool to the location that is **less than or equal** to the value of the spent action die.

At The Guild of Strategy, Fuscus may spend action dice to create 💰 assets



I	I	I	2	2	3
Technology	3	3			
			3		
				4	
					6

Current 💰 resource pool



A value 3 action die is spent, so the player may move the value 2 or 3 💰 resource die to Fuscus' location

I	I	I	2	2	3
Technology	3	3			
			3		
				4	
					6



Next, the remaining value 3 or 4 action die may be spent to create an asset from the value 3 💰 resource die. The player currently can't create an asset from the value 6 💰 resource die

I	I	I	2	2	3
Technology	3	3			
			3		
				4	
					6



Complete Progress Card

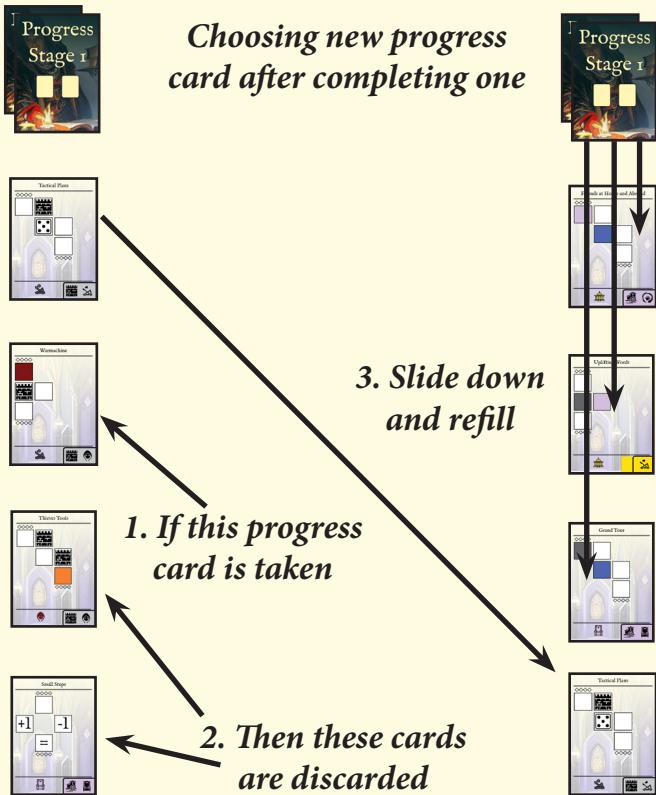
Players may freely take any asset dice at their character's location and place them on their current progress card. Dice are placed on a path from the beginning space to the end space of the progress card, subject to the constraints on the card, as described under Progress Cards in the Components section.

When an asset die is placed on the end space of the current progress card, it is completed. Players immediately gain the progress track reward(s) indicated. Additionally, when a progress track increases, **immediately fill the resource dice in the pool** up to the current (sometimes improved) progress level.

The asset dice on the progress card are discarded. The completed progress card is placed on a mission card if it applies to a goal on either mission card, or is discarded. When a progress card is placed on a mission card, it may not be moved later! Choose carefully.

A new progress card is taken from any of the four in the progress card staging area. The progress cards **below** the chosen progress card are discarded.

After discarding progress cards, slide down remaining progress cards, if any, and draw new progress cards at the top of the staging area to refill the staging area to



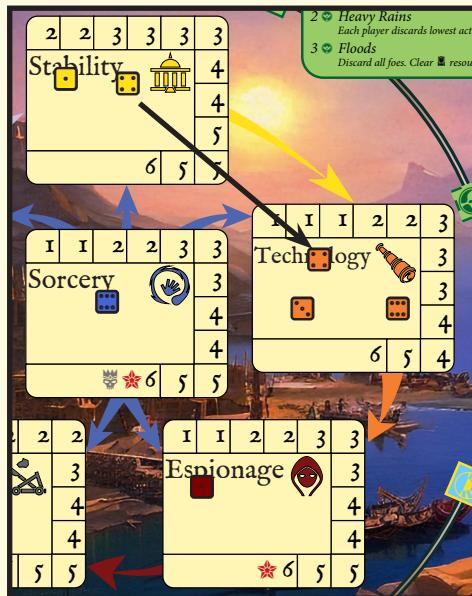
four face-up progress cards. If the current stage progress deck is emptied, move on to the next stage (or reconstruct the Stage 5 deck) and continue refilling.

Trade

Trade allows players to move resource dice between pools, as indicated by the arrows on the Trade Board. To trade, spend an unspent action die, then move a resource die into or out of the location's resource pool.

The resource die moved must be less than or equal to the value of the spent action die. The die is traded one step along the wheel of trade as indicated by the trade arrows (\rightarrow , \nwarrow , \nearrow , etc.). When a die is moved from one resource pool to another, it changes type. Dice from the \diamond pool may move into any other resource pool, but no resource may be converted to \diamond dice.

At \diamond location, may trade \rightarrow , \nwarrow , or \nearrow



Value \square action die spent, may trade \square or \diamond into \diamond , or \diamond into \diamond . The \square and \diamond are higher than the value of the action die spent. Die resource type is changed after trade, but value is the same

Overcome Obstacle

Overcome allows players to discard obstacles from the location where their character is located. Overcoming an obstacle is done over a number of rounds (usually one) with the following steps:

1. Create Reaction Pool
2. Roll Obstacle Stress Dice
3. React to Obstacle Stress Dice
4. Apply Stress Dice and Overcome Progress
5. Round End

Create Reaction Pool

Players may set place any number of unspent action dice onto the obstacle to form a **reaction pool**. Players do not have to put any action dice into the reaction pool.

Roll Obstacle Stress Dice

Roll resource dice equal to the threat level for the obstacle's threat tag. If obstacle has multiple threat tags, choose the one with the highest threat level. These dice may cause stress to the character during overcome.

React to Obstacle Stress Dice

Players may spend a die from the reaction pool to cancel any obstacle stress die of equal or higher value. The canceled obstacle stress die is put back into the resource pool.

Lower valued action dice represent speed: reacting to unforeseen situations.

Apply Stress Dice and Overcome Progress

Players need a total amount of overcome progress equal to or higher than the obstacle's difficulty number. This is tallied up as follows.

First, characters take 1 stress of the type indicated on the obstacle card for each uncanceled obstacle stress die of value 1. Each die applies stress independently. Recall that if stress causes the character's stress die to drop to zero or lower, it is reset to the base value and moved down on the condition track to the first unmarked condition. That condition is then marked.

After the character takes stress from all value 1 stress dice, the player adds their character's obstacle overcome skill value to all value 1 action dice (not those allocated to reaction pool). The total of all value 1 action dice is added to the overcome progress. If the overcome progress is greater than or equal to the obstacle difficulty, the obstacle card is immediately discarded.

Next, characters take 2 stress of the type indicated on the obstacle for each remaining obstacle stress die of value 2. Each stress die is applied to the character independently, they are not summed and applied.

After this, the character's obstacle overcome skill is added to all value 2 action dice and these are added to the overcome progress. Continue on this way through all the stress and overcome dice.

If at any point the overcome progress is higher than the obstacle difficulty, the obstacle is immediately discarded. Any obstacle stress dice with higher values will not take effect. Apply any  obstacle card effects on overcome.

Round End

At the end of a round, ***all reaction dice are spent***, regardless of if they were used to cancel obstacle stress dice or not. Action dice used for overcome progress ***are not spent***.

In the rare case the obstacle difficulty was not reached after tallying all the progress from all the obstacle progress dice, keep the current progress and start another round, creating the reaction pool again as normal (although without any action dice spent for reaction this round).

Teamwork

Multiple characters may work together to overcome an obstacle, provided they are at the same location with the obstacle. In this case, players create reaction pools independently, but obstacle stress dice are only rolled once. Either player may cancel dice using their reaction pool dice.

Additionally, when calculating overcome progress, tally all action dice of the same value between all players involved in overcome. Players may additionally decide which character should take stress for each stress die.

Abilities and Achievements

Abilities and achievements may only be used before the obstacle stress dice are rolled each round. Once the obstacle stress dice are rolled, the outcome of the round is resolved without any dice manipulation.

Assets and Overcome

Assets at a character's location may be added to either the reaction pool or the overcome progress. However, at the end of the round, assets are *always spent*, even if they were used for overcome progress.

1a. A player wants to the Remote Influence obstacle at Keel's location



Keel
Archer of the Amber Hand

Abilities

-  → 
-  → 
-  →  + 
-  →  + 

Achievements

-  → Move to any  location
-  → 
-  →  + 
-  → 

Action Dice Pool

Base Stress

Psyche **Body**

Stash die

Keel figure



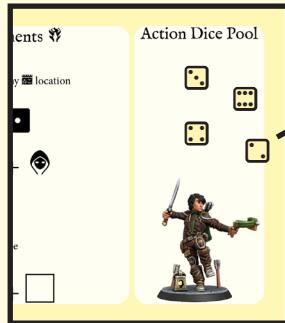
1b. The threat track is way up at level 4, so the player uses one of Keel's abilities to split a tech asset at his location



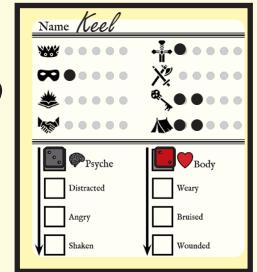
2. Four dice are rolled for obstacle stress pool



1c. Player allocates and to reaction pool



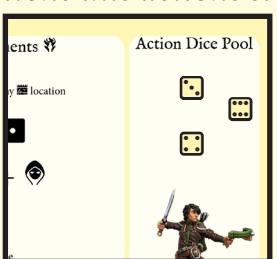
4c. Next the die adds 6 to progress for a total of 16. That's higher than the difficulty of 12, so it's immediately overcome. The doesn't take effect



4b. The next dice in sequence are and . Keel currently has a of 2, so each die adds 5 to progress, for a total of 10. Close!



5. The is spent since it's an asset. The rest of the action dice are available for later actions this actions step



Session End

At the end of games for years 1 through 5, complete the following steps. At the end of the year 6, move on to the campaign end instead.

1. Spend Resources and Assets to Discard Obstacles
2. Apply Mission Results
3. Clear Unfinished Progress Cards and Assets
4. Burn Progress Cards
5. Gain Experience Points
6. Update Character Journal and Status
7. Store Game

Instructions to burn cards refer to placing them out of play for the remainder of the campaign. There is no effect that brings a burned card back into play.

Spend Resources to Discard Obstacles

Players may spend resource dice and assets to discard obstacles before next session. In order to discard an obstacle, resources or assets matching the threat tag must be spent with a total value equal to or higher than the obstacle difficulty. Players may not make change: each resource and asset may only be spent toward one obstacle.

For instance, the players may spend  resources and assets of value   to discard a  obstacle with a difficulty of 10 (the players must spend all of the dice even though the total is 13).

If the obstacle has multiple threat tags, any resource dice or assets matching any of the tags may be spent.

In general, it's a good idea to discard as many obstacles as possible, as they will start next game in play. Choosing which to discard may depend on what characters are going on the next mission, based on their strengths and weaknesses.

Apply Mission Results

For each mission, determine if the goals have been completed or not. If there aren't enough progress cards on the mission card to meet the goal, and/or any required obstacles are not overcome, it is failed. Read the fail

text on the back in red and apply the red-highlighted fail effects to the campaign. Otherwise read and apply green-highlighted pass effects.

If the players chose to make the mission difficult, all progress cards next to  must be completed.

Sometimes mission results will add or remove cards from obstacle decks or add or remove locations to a region. This is done now.

Clear Unfinished Progress and Assets

Remove and discard any asset dice currently on location cards. Discard asset dice on currently unfinished progress cards and discard the progress cards to the appropriate progress card deck by stage. Clear resource pools.

Burn Progress Cards

Gather and shuffle all of the progress cards for the lowest available stage, then burn twice as many cards as the current year.

For instance, after the first game, when it is year one, 2 random stage 1 progress cards are burned. After the second game, in year two, 4 random stage 1 cards are burned. After the third game, the rest of the stage 1 cards are burned. The fourth game will start in stage 2.

Burned cards are set aside and removed from the current campaign. Once a card of any type is burned, it is never used in the current campaign again.

This changes the pacing and difficulty of the campaign as the years advance. There are different strategies in play depending on what stage players start in.

Gain Experience Points

Each character active during this mission receives 25 xp. Each unlocked character in reserve receives 20 xp, even characters just unlocked during the Apply Mission Results step earlier this year. Add these awards to the current totals on each character sheet.

It's important to allow characters in reserve to also gain experience points. This prevents a runaway active character situation where characters in reserve fall further and further behind.

Update Character Journal and Status

Update the active characters journals with the missions undertaken this year, the results of those missions, and any particular details you would like to remember.

Also update the current progress tracks and threat tracks on one of the character sheets.

Store Game

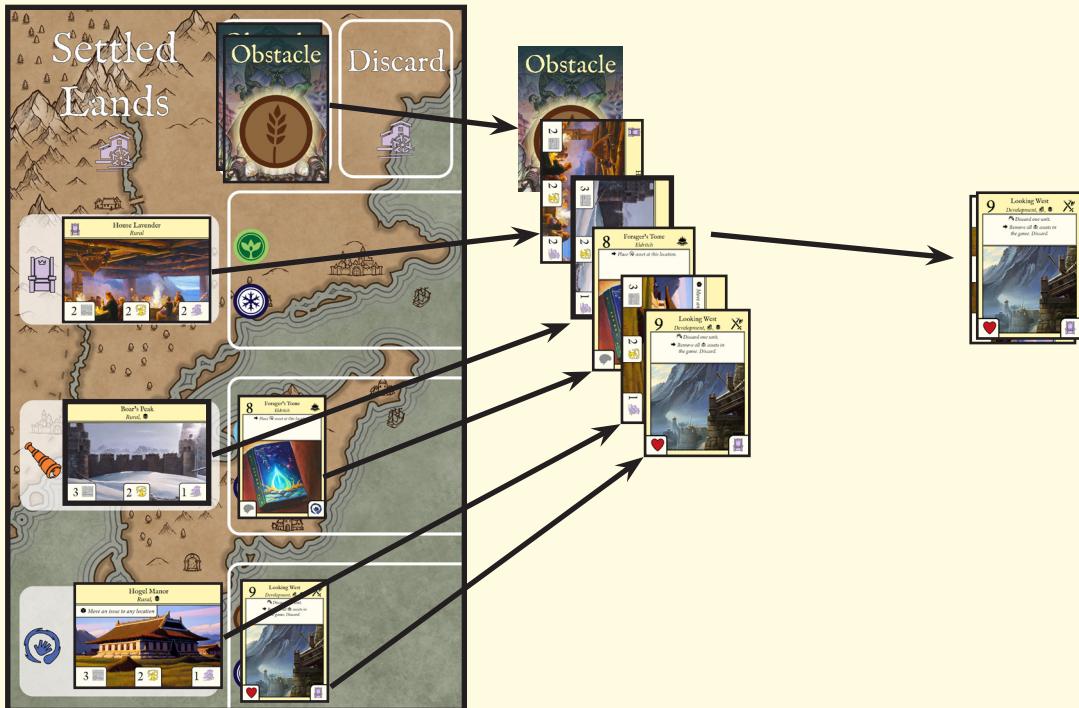
For Tabletop Simulator, the game can be left as-is after performing session end steps (in particular, remember to clear off unused assets from location cards).

For the physical game, locations and obstacle decks will have to be stacked in such a way that they are easy to recover for next session.

Starting with the region, place the top location card in the region onto the obstacle draw pile. Then put any attached obstacles face up onto the location card. Next place the middle location card onto this pile, along with attached obstacles. Finally, place the bottom location card and attached obstacles onto this pile.

Do this for each region. Then place stack on top of stack, finally placing stack on top. Place the entire stack of cards in the Campaign tuckbox. When recovering campaign start, place cards, followed by and .

Store obstacles and locations for next game



Campaign End

If the players succeed at either the Served Cold or Severing year six missions, they are victorious in the campaign! Congratulations!

Campaign Scoring

The game is mostly about the experience along the way, but following is a score which reflects how difficult the campaign was and overall amount of success.

Add up scores from the following:

- Each successful mission: 1
- Each failed difficult mission: 2
- Each successful difficult mission: 3
- Successfully completed Beyond Brightdune year six mission: 5
- If  progress track is higher than  threat track: 5
- If  progress track is higher than  threat track: 3
- Current  progress level

This yields a total between 0 and 55.

Results

Score	Title
0	If you were actually trying, I'd love to hear what happened!
1-10	Beginner
11-20	Novice
21-30	Expert
31-40	Master
41-50	Grand Master
51+	Grand Champion of Brightdune
55	If you were actually trying, I'd love to hear what happened!

Campaign Effects Reference

Unlocked campaign effects from missions are free to use at any time during the actions step, except when resolving an overcome action after the stress dice have been rolled. Following are further explanations and examples of some of these abilities.

Speaker for the East

May create assets using all the resource dice **matching the value** of the action die used. This makes sets of the same value in resource pools particularly easy to move around.

For instance, if the  pool has the following dice:    , and a value  action die is used to create assets from that pool, all four of the value three dice are placed at the character's location as assets!

Transmutation

Sorcery assets may be treated as any resource type when playing onto progress cards, giving them much more flexibility. The value and  region restrictions still apply as normal.

War of Attrition

When  or  schemes activate, may use  resource dice directly from the resource pool as if they were assets to cancel dice on the scheme.

Reserve Actions

Characters undertake during season start when they aren't active for a mission. Each character starts with one available reserve action and further reserve actions may be unlocked during the campaign.

Many of these actions act on another character in reserve (the characters who are not going to be active for that years game). Fictionally, this represents the characters in reserve spending more time together.

Character	Starting Reserve Action
Thea	Encouraging Words
Menas	Military Tactician
Fuscus	Hollow Promises
Keel	Sabotage
Yasmina	Magical Healing
Lucia	Assassin
Oniri	Deathtouched

This may not survive to the final version. It adds another fiddly layer onto an already fairly complex and fiddly game. But it also does give the characters a little more depth, and harkens back to downtime sorts of actions in tabletop role-playing games.

Assassin

Burn any spy or foe obstacle from the obstacle deck.

Deathtouched

Increase the base body stress die by one for another character in reserve. Write this new value on the character sheet. May not increase base body die beyond .

Encouraging Words

Clear one condition on another character in reserve.

Forager

May place any wilderness or eldritch location in reserve on a or location slot. Swap the current location out to the reserve box.

Hollow Promises

Burn any diplomat obstacle from the obstacle deck.

Hunter

Burn any foe obstacle from the obstacle deck.

Magical Healing

Clear one condition on another character in reserve.

Military Tactician

Increase the or skill by one for another character in reserve. This includes going from not having a skill to having one rank.

The military tactician character is spending this year teaching the chosen reserve character. As such, may not use this to improve a skill rank beyond the teacher's rank.

Sabotage

Burn any trap obstacle from the obstacle deck.

Smuggler

Attach any drug obstacle from the reserve to any location card.

Strategic Planning

Attach any development obstacle from the reserve to any location card.

Character Abilities Reference

Character abilities and achievements may be used at any time during the Actions turn step, except when resolving an overcome action after stress dice have been rolled. Most of them require spending a die, and placing it on the activated ability.

Many abilities feature the symbol. These abilities are activated **by spending a die and placing it on** the during the actions step. The die spent comes from one of two places: an **unspent action die** or an **asset** from the character's location. After a die is placed on , the action to the right of the arrow is performed.

Once an ability has a die on it, it can't be used again this turn. These dice are cleared during the Refresh step.



The ability lets the player reroll **any** dice in **one of the following dice pools**: the character's remaining unspent action dice or any asset dice at the character's location.

To reiterate: players may choose which dice to reroll from the selected pool, they do not have to reroll all the dice.



Every character has abilities of this type, which allow players to convert a die of the specified value into one or more dice with the value(s) listed.

This ability turns a die into a die. As with , the can be an **unspent action die** or an **asset** where the character is located.

The chosen die (with a value of 1) is placed on the . This generates a value die, which is of the **same type** as the die placed on the .

That is, if an asset of type is placed on the , a new asset is placed at the character's location. If an unspent action die is spent, the player generates a new unspent action die of value .

This type of character ability could actually go away given the new way obstacles are resolved.

Thea



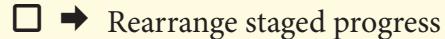
Spend a asset at Thea's location to explode all value dice in a chosen pool. Place the spent die on the icon.

One of the standard two dice pools may be exploded: Thea's unspent action dice or assets where Thea is located.

Gain one extra die of the appropriate type for each in the selected pool and roll them. If any of those newly rolled dice also roll a , take additional dice and roll those. Continue gaining new dice every time a is rolled.

For instance, if Thea has in her unspent action dice pool, and uses a asset at her location to explode fives in that pool, the player gains 3 new action dice and rolls them (one for each five). These dice result in , so the player takes one more action die and rolls it (for the five). This die results in a .

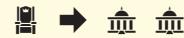
Thea's unspent action die pool now has !



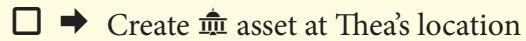
After spending an unspent action die or asset, the player may rearrange the four staged progress cards in any order desired. This is frequently beneficial right after a progress card is completed or at the end of the Actions turn step.



Select an asset at Thea's location, and place it on the symbol. Place a new asset of any type at Thea's location. The value is the same as the spent asset die.



Spend a asset die at Thea's location to take two dice and roll them, placing them at Thea's location (creating two assets).



Spend an unspent action die or asset to roll a new die and place it at Thea's location.

Menas

Stash  asset

 → Flip die

Generates a die of the same type (asset or unspent action die) as placed in , but the die is flipped, changing its value. A  is flipped to a , a  to a , etc.

 → Create  asset at Menas's location

Spend an unspent action die or asset to roll a new  die and place it at Menas's location.

Keel

 →  + 

Spend a  asset at Keel's location, and gain two  assets. The two assets must sum to the spent  asset.

 →  + 

Spend a  asset at Keel's location, and gain two  assets. The two dice must sum to the spent  asset.

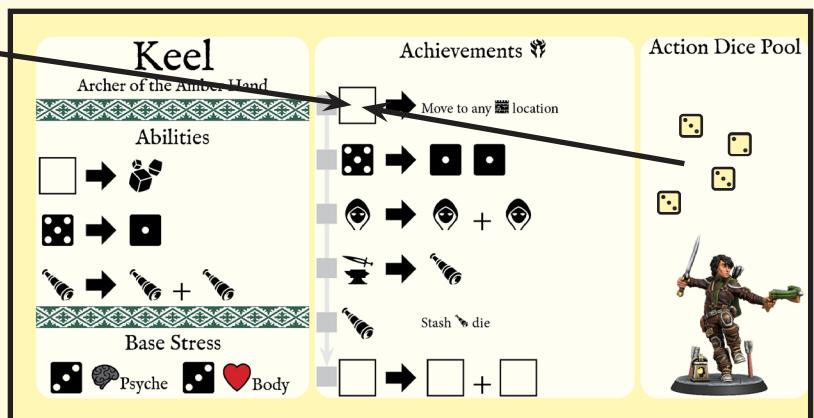
 → 

Select an asset of any at Keel's location, and place it on the  symbol. Place a new  asset of the same value at Keel's location.



Asset...

... or unspent action die



Keel
Archer of the Amber Hand

Abilities

-  → 
-  → 
-  →  + 

Achievements 

-  → Move to any  location
-  →  + 
-  → 

Action Dice Pool

Base Stress

 Psyche  Body

, , , , , and 

For , , , , 

Fuscus

□ → □ - 1

Gain a die of the same type as placed on □, but one value lower.

□ → □ - 2

Gain a die of the same type as placed on □, but two lower in value.

Yasmina

□ → □ + 1

Gain a die of the same type as placed on □, but one higher in value.

♥ → Discard top obstacle card from any obstacle draw pile

Yasmina takes one ♥ stress (lower the ♥ die by one) to discard the top obstacle card from any draw pile. Remember: character abilities may only be used during the Actions step of the turn.

Oniri

♥ → Move to any ♀ location

Oniri takes one ♥ stress (lower the ♥ die by one) to move to one of the two ♀ locations.

May convert ♀ resource pool dice to action dice

Oniri spends one ♀ resource pool die (remove it from the pool and place it into the supply) and takes an unspent action die of the same value as the resource pool die.

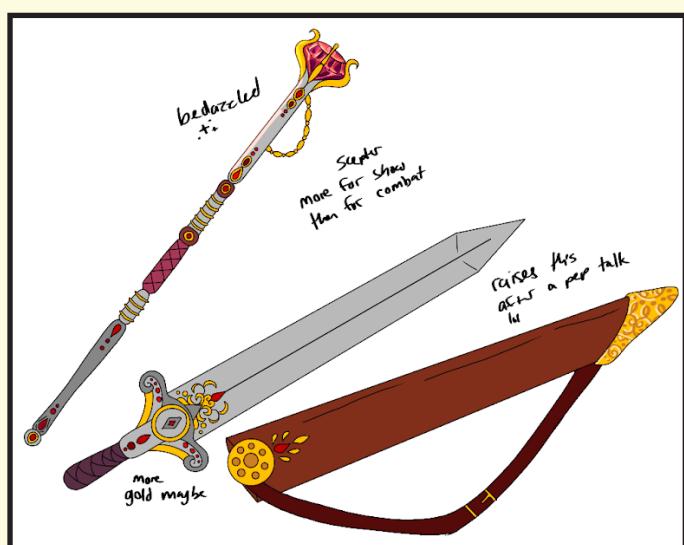
♥ → For each ♥ spent, from another character's stress

Oniri takes one ♥ stress (lower the ♥ die by one) in place of the other character in play. Any amount of ♥ stress taken by the character may be given to Oniri's character instead (as decided by Oniri's player).

Lucia

□ → Put top card from any obstacle discard pile onto top of draw pile

This is essentially the opposite of Yasmina's discard ability. Lucia may take a discarded obstacle and place it on top of the obstacle draw pile (in the same region).



Location Reference

Amaranth Bourne

When Creating Assets at this location, characters spend an action die to create a number of assets up to their  skill. All of the resource dice moved on to the location must be less than or equal to the spent action die.

Amber Trade Fair

During the Activate or Move Obstacles step of the turn, if Amber Trade Fair is activated, roll and place a  die there.

Arankh

When Creating Assets at this location, characters spend an action die to create a number of assets up to their  skill. All of the resource dice moved on to the location must be less than or equal to the spent action die.

Beetle Burrough

During the Activate or Move Obstacles step of the turn, if Beetle Burrough is activated, roll and place a  die there.

Dusk's Ayrie

During the Activate or Move Obstacles step of the turn, if Dusk's Ayrie is activated, roll and place a  die there.

Guilder Farms

During the Activate or Move Obstacles step of the turn, if Guilder Farms is activated, roll and place a  die there.

Guild of Secrets

When Creating Assets at this location, characters spend an action die to create a number of assets up to their  skill. All of the resource dice moved on to the location must be less than or equal to the spent action die.

Hall of Brass

When Creating Assets at this location, characters spend an action die to create a number of assets up to their  skill. All of the resource dice moved on to the location must be less than or equal to the spent action die.

House Lavender

During the Activate or Move Obstacles step of the turn, if House Lavender is activated, roll and place a  die there.

Long Wastes

During the Activate or Move Obstacles step of the turn, if Long Wastes is activated, roll and place a  die there.

Lower Wash

When Creating Assets at this location, characters spend an action die to create a number of assets up to their  skill. All of the resource dice moved on to the location must be less than or equal to the spent action die.

Mirror Woods

When Creating Assets at this location, characters spend an action die to create a number of assets up to their  skill. All of the resource dice moved on to the location must be less than or equal to the spent action die.

Obfuscated Bribe

When Creating Assets at this location, characters spend an action die to create a number of assets up to their  skill. All of the resource dice moved on to the location must be less than or equal to the spent action die.

Sightrock Keep

When Creating Assets at this location, characters spend an action die to create a number of assets up to their  skill. All of the resource dice moved on to the location must be less than or equal to the spent action die.

May spend an action die to move a unit from any location to any other location.

Throne Room

During the Activate or Move Obstacles step of the turn, if the Throne Room is activated, roll and place a  die there. Creating assets in this way does not cause any characters to lose stress.

Any character taking the Create Asset action at this location must take 3  stress.

Weird Rock

Characters may spend one 🌱 stress at this location to create an asset, instead of spending an action die. If this is done, any resource die from Weird Rock's attached resource pool, regardless of value, may be taken for the asset.

Yearly Field

Characters may spend one ❤️ stress at this location to create an asset, instead of spending an action die. If this is done, any resource die from Yearly Field's resource pool, regardless of value, may be taken for the asset.

Notes For Solo, Three or More

The game has mainly been designed and playtested for two players. However, there are ways to play with different numbers of players.

Solo Play

I have played a solo campaign by playing two characters at once, and *sharing* 7 action dice per turn between them. This means either character may use the action dice, and supply character abilities with them during the Actions step of a turn.

I've also thought about trying a solo game where you play one character for a year, with five action dice each turn, then another character for a year. Only conduct game end steps (removing assets, etc) after the second year.

The key change: for the first year, only draw new obstacles on the first turn of each season. Then, on the second year, only draw new obstacles on the second (bonus) turn of each season. Both characters could have different numbers of turns when they play out their years.

Three or Four Players

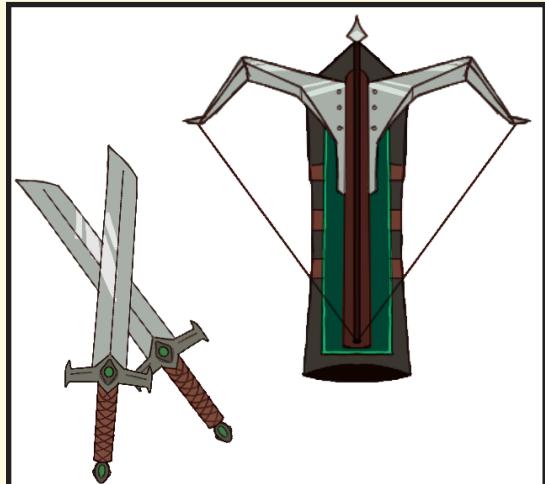
For three players, add 5 to every obstacle difficulty.

The issue with more players is that as a group they have more action dice, so will go through progress cards much quicker. Increasing the obstacle difficulty only addresses that a little. Obstacle difficulty more has an impact on character stress, although that could translate into more cautious play, where players spend more action dice for reaction pools.

Really, it should cost more to finish progress cards. Or progress cards shouldn't move progress up the tracks as quickly. But I haven't found a clean way to make that happen.

Additionally, for four players, each player only receives 4 action dice each turn.

I haven't played with four players at all. Not sure it would work very well.



Playtest Guidance

The general structure of the game is fairly set at this point. I'm interested in specifics surrounding pacing and ability interactions, with an eye towards the following questions:

- Did any characters get knocked out during a session? When and what session? Did it feel arbitrary, or was the risk fairly well understood?
- How many conditions do characters usually take in a given session?
- Did any resource dice ever run out from the supply? When? How often? How many resource dice are needed so they don't run out? This question is driven by the cost of including dice in the game. (I think 10-15 dice per resource is somewhere in the right ballpark.)
- Which character abilities are the most fun? Which character abilities aren't? Is there a place for each character in the campaign?
- How much progress was made in each session? Was it easy to win?
- Were there any particularly memorable interactions between characters and obstacle cards? Any obstacle cards with confusing and/or not very interesting text effects? Any obstacles that were particularly interesting?
- The game is mainly about the puzzle of filling in progress cards. Any particularly interesting progress cards? Are there other ways to fill out progress cards that seem interesting or useful?

Obstacle and Location Effects

As with character abilities, there are tons of options for obstacle and location effects. That kind of tuning can go on forever, but it's good to prune the cards that really aren't working, and lean into the ones that are.

Intentionally, most obstacle cards are fairly straightforward and similar, as they mostly are used to build up threat tags. However, it's nice to have some obstacle cards with more unique abilities and interactions.

Credits

The following people made this game possible.

Game Concept and Design: Phil Lewis
Character Concept Art and Design: Jack Mitchell
Narrative Development: Alhana Lewis

Legal

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