



Components

16 Map Tiles (4 Wood, 3 Stone / Food, 2 Bone / Fortified Town / Dragon Canyon) 2 Dice 1 Dragon Standee 20 Loot Cards 35 Hero Cards (7 / each player color) 5 Player Boards	31 Building Cards (7 Training Ground / Tribal Village / Cave Palace, 10 Cave Relief) (Original) 1 Building Card Board (Translation for Building Cards) 80 Resource Tokens (20 Stone / Food, Wood / Bone) 5 Reference Cards (Original)
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Set up

1. Randomly place Map Tiles in 4 x 4 grid.
2. Each player takes all 7 Hero Cards and the Player Board of their color.
3. Depending on player count, remove a number of each Building Card (see table).
4. Set the Dragon Standee, Resource Tokens, Loot Cards, and Building Cards (on the Building Card Board) within reach.
5. Randomly determine a start player.

Players	Remove Building Cards
1	3
2	3
3	2
4	3
5	2

Key Concepts

Any time you *gain* a Resource, it's placed in your Caravan – not Stockpile.

Any time you *discard* a Hero, place in your personal discard pile.

Any time you have zero Hero in hand, take *entire* discard pile in hand.

Turn Flow

1. Stockpile (secure previously acquired Resources)
2. Claim (spend Resources to control Buildings)
3. Journey (send Heroes into play)
4. Adventure (trigger Hero Battle *or* Trick)
5. Harvest (trigger Harvest Festivals and/or gather Resources)

Stockpile Phase

Move all Resources from Caravan to Stockpile on your player board.

Resources in Caravan cannot be used and are vulnerable to theft.

Claim Phase

Spend Resources to claim Building Cards. Pay the required Resources from your Stockpile, and resolve Tribal Village / Training Ground immediately.

Journey Phase

Place a Hero from your hand face-down onto any unoccupied Map Tile. If played onto the Dragon Canyon, its effect triggers instantly (see Appendix).

Adventure Phase

The Hero just deployed can do nothing (move to the next phase) or be flipped face-up to perform *one* of the following actions:

- Battle (attack an adjacent enemy Hero – horizontal / vertical, not diagonal)
- Trick (trigger the Hero's unique ability)

Battle

Flip the defending Hero face-up and trigger relevant Hero abilities (see Appendix). The two opposing players each roll a die and add their Hero's Strength (the number on the right side of the card). The higher final value wins – attacker wins ties. If the attacking Hero wins it remains face-up, but if the defending Hero wins, flip it face-down. The losing Hero is discarded.

Spoils

The winning player gains the Resource shown on the defeated Hero from the general supply (choose **one** Resource, if the Dragon Slayer is defeated). If the attacker wins, they also gain a Loot Card and one Resource of their choice from the defeated player's Caravan.

Trick

Carry out the Hero's special ability as printed on the card (see Appendix).

Harvest Phase

First, carry out any potential Harvest Festival; then proceed to Gathering.

Harvest Festival

This occurs when any four Heroes (whether face-up or face-down) form a horizontal, vertical, or diagonal line. Players gain the Resources shown on their Hero *and* the Map Tile. As always, these Resources are gained in your Caravan, not Stockpile. Discard all participating Heroes.

- Dragon Canyon and Fortified Town Tiles do not generate any resources during the Harvest Festival, but the occupying Heroes still generate their Resource and are discarded.
- A Hero being Stomped by the Dragon remains in place after a Harvest Festival, and neither Hero nor Map Tile generate Resources.

Gathering

For each of your *face-down* Heroes on a Map Tile with a Resource (Wood, Stone, Food or Bone) gain that Resource. *Face-up Heroes* (that triggered a Battle / Trick or were targeted by Primal Canine) do not gather any Resources.

Flip all your Heroes face-down. The next player clockwise starts their turn!

Ending the Game

The game ends immediately when either one stack (2-3 players) or two stacks (4-5 players) of Building Cards are empty.

Tally each player's Victory Points. The most points wins!

Appendix - Map Tiles

Dragon Canyon

As soon as your Hero is placed on this Map Tile, move the Dragon to 'Stomp' an enemy Hero by placing the Dragon on top. Then discard a random Hero from that player's hand and gain the resources shown.

- If the Hero Stomped is a Dragon Slayer, the other player may reveal it and cancel the rest of the Dragon Canyon effects. Remove the Dragon from the Map Tile and set aside. If the Hero drawn randomly from the hand is a Dragon Slayer, it is not discarded and no Resource is gained.
- While a Hero is being Stomped by the Dragon, they cannot Gather Resources and will neither gain Resources nor be removed during Harvest Festivals (although they may form part of the line).
- The Dragon remains on a Map Tile until summoned elsewhere. Heroes can still be deployed here, beneath the Dragon.

Fortified Town

The Strength of a Hero on this Map Tile is increased by 2. Counts as a Tribal Village for purposes of trading with the bank.

Food / Bone / Wood / Stone

Gain the Resource depicted during Harvest Festivals and/or when Gathering.

Hero Tricks

Grave Speaker

Voodoo: Take all your discarded Heroes back into hand.

Offerings: When defeated as the defender, gain the resource shown on each of your discarded Heroes.

Skyrider

Sniping: Strength increased to 7 when battling Tribal Mage – Tribal Mage's Blink ability is also disabled.

Home Delivery: Reveal to take this map tile's resource directly into stockpile.

Wolf-Dog

Detection: Flip an enemy Hero face-up and gain its Resource. This Hero remains face-up until another event (such as the end of that player's turn) flips it face-down again. While face-up, this Hero cannot gather Resources.

Pack Creature: Reveal to grant +1 Strength to an adjacent friendly unit.

Trickster

Teleportation: Move an enemy Hero to an unoccupied Map Tile.

Blink: When attacked, you may teleport this Hero to an unoccupied Map Tile. The battle is canceled.

Dino Knight

Leap Attack: Enemy Heroes battling you are denied the Fortified Town benefit.

Dino Frenzy: After winning a battle, the Dino Knight must move to take the place of the defeated Hero.

Wildling

Aim Big: Strength increased to 10 when battling Dragon Slayer.

Raid: Reveal to attack an enemy's village directly. Defender's Strength is equal to the number of cards in their hand.

Dragon Slayer

Dragon Seal: Immune to the effects of the Dragon. If another player uses the Dragon to stomp on this Hero, cancel the effect of the Dragon Canyon. If another player uses the Dragon to reveal this Hero from your hand, do not discard it – the other player does not gain a Resource.

Great Riches: When gaining this Hero's Resource (during a Harvest Festival or when defeated in Battle, etc) **one** Resource may be selected.

Building Cards

During scoring, the Cave Palace, Training Ground and Tribal Village are combined into sets for higher points. The value shown is for the combined set – not each card. Any fifth card starts a new set.

Loot

Worth 3 Victory Points (VP) each. The player with the most Loot receives an additional 10 VP (other players with the same number also receive 10 VP).

Cave Palace

No special effects. Worth 10/25/40/60 VP total.

Training Ground

Each Training Ground allows you to take +1 resource when raiding another player. Worth 5/10/20/40 VP total.

Tribal Village

Each Tribal Village improves the ratio when trading with the bank. This begins at 4:1 and can be improved to a maximum of 1:1. Worth 10/20/30/50 VP total.

Cave Relief

The VP score of each Cave Relief = number of Buildings you have (including Cave Reliefs).