

# ANCIENT TERRIBLE THINGS

## QUICK START RULES V2.5

### Set-up

Separate Encounter cards in piles of red, orange and green backs. Shuffle Terrible Thing(TT) tokens face down. Draw number of Encounter cards of each colour as per player count:

4 players	8 cards, 9 TT tokens	12 cards, 13 TT tokens
3 players	6 cards, 7 TT tokens	8 cards, 10 TT tokens
2 players	4 cards, 5 TT tokens	6 cards, 7 TT tokens

Shuffle each pile of Encounters and stack, red then orange and green on top. Flip drawn TT tokens and place on Expedition track.

Shuffle Feat cards and place on marked space on the board. Place top card face-up to form adjacent Feat discard pile.

Shuffle Swag cards and deal 3 to slots in Trading Post. Place Swag deck on marked space on board.

Place Achievement cards next to board.

Each player gets a Character mat, and starts with 1 token of each type: Focus (green), Treasure (yellow), Courage (purple) and Feat (blue); 3 Feat cards and any additional starting resources as listed on Character mat. If the Captain is in play give them the Map, otherwise choose a player to take the Map.

Place all character pawns on Riverboat space.

Each player takes a Scenario card and collectively play using either Scenario I or II, and all turn their card to the chosen side.

### Sequence of Play

At the start of the round, the player with the Map may choose to give it to another player. The player with the Map then starts the round. Play continues clockwise until all players have taken one turn, then the round ends. A turn consists of the following seven phases:

#### 1. Riverboat phase

*Skip this phase if there are Encounters at any of the locations.* Deal cards faceup from the Encounter deck into the numbered slots on each location, from lowest number to highest. Take resource tokens from the supply matching the encounter type(s) shown on each newly placed Encounter and place at location. If there are no Encounter cards in the deck at the start of this phase, the game ends immediately - see The Unspeakable Event.

#### 2. Explore phase

Move pawn to location with Encounter card. Take any resources there. You may take the special action shown on the location:

*Accursed Shrine:* Gain 1 Focus or Feat token.

*Ghastly Gorge:* Discard any number of Feat cards and draw that many fresh Feat cards

*Sinister Chateau:* Take a resource token from an opponent. Give them any one resource in return.

*Yawning Chasm:* Perform a desperate act against any Encounter card in play - spend Courage tokens equal the Ancient Secrets value of the card and add it to your score pile. Any resources at that location are discarded.

*Rusted Gunsloop:* Gain a Courage or Treasure token.

*Crumbling Ruin:* Take the Map token.

#### 3. Desperation phase

Perform a desperate act against the Encounter card at the location - spend Courage tokens equal the Ancient Secrets value of the card and add it to your score pile.

#### 4. Encounter phase

Roll dice and spend dice combinations to overcome the encounter and/or gain resources.

##### *Rolling the dice*

Take the 5 green Basic dice to form your dice pool.

You may play any Swag or Feat cards that allow you to add new kinds of dice or swap out basic dice from your dice pool.

Roll your final dice pool.

You may then choose to re-roll your dice up to 2 times.

Before each re-roll, decide whether to make a **focused** or **unfocused** re-roll.

To make a **focused re-roll**, select the dice you wish to re-roll, and spend Focus tokens equal to that number of dice OR equal to the number of dice you wish not to re-roll. Then, re-roll the selected dice. To make an **unfocused re-roll**, simply roll all your dice.

Before or after each re-roll you may play Feat cards (paying the cost in Feat tokens), and play Swag cards (exhausting the card by turning it face-down, if specified)

You spend your final dice to gain resources as per the Scenario in play or to overcome the Encounter card:

**Overcome the Encounter:** Select the dice that match the combination shown on the encounter. Remove the dice and add the encounter to your score pile.

**Gain Resources:** Select the dice that match the combination shown on Scenario card. Remove the dice and gain the resources.



### 5. Terrible Thing phase

If you fail to overcome the encounter (or choose not to), you unleash a Terrible Thing(TT). Discard the Encounter card to the Rumours space, and take the lowest value Terrible Thing token on the Expedition track. (0,1,2 or 3 tentacles)

### 6. Trading Post phase

Move your pawn to the Trading Post.

You may move any one card in the Trading Post onto the Old Stock (discard pile), and replace it with a new card from the Swag deck.

Then, you may buy any faceup Swag cards (including the top card of the Old Stock pile), by paying the cost shown with Treasure tokens.

You may spend 2 Treasure tokens to refresh up to 3 cards, placing them onto the Old Stock pile.

When you have finished buying cards, refresh any empty slots by dealing news cards into them.

#### 7. Refresh phase

Draw Feat cards from the Feat deck until you have 3 cards in your hand. Turn all exhausted Swag faceup.

Your turn is over. If all pawns are on the Trading Post, the round ends. Move all pawns back to the Riverboat and start a new round.

### The Unspeakable Event.

If the Encounter deck is empty at the beginning of the round, or the last Terrible Thing token is taken from the Expedition track, the game ends.

Each player counts the total value of all Ancient Secrets(points) in the score pile, which includes: encounter cards, Swag cards that are worth points, Achievement cards and the Map.

Each player then subtracts the total penalty value of the Terrible Thing tokens in their stash (0, -1,-2,-3)

The winner is the player with the highest score.

Break ties by comparing TT tokens (the fewer the better) and Courage tokens (the more the better), in that order.

The player who wins the game becomes the lone survivor and briefly receives the Battered Journal token as their reward before it is loathsomely committed to the Sanatorium furnace.

### Dice Combinations

Encounter and scenario cards show combinations of die which come in 4 types:

**High numbers** single die showing a particular number or higher.

**Pairs** showing the same number ( value or higher )

**Blocks** of 3 or more dice of the same number ( which must be a particular value or higher )

**Runs** of 3 or more dice in sequence (starting with particular value or higher)

Cards show the minimum value of the dice required for a combination. (eg. Pair(3+), can be fulfilled with a pair of dice showing 3,4,5,or 5, but not a pair of dice showing 1 or 2.)

## FORGOTTEN SECRETS

### SOLO PLAY

#### Set-up

Remove all purple-header cards from Feat deck.

Remove the Skeleton Key from the Swag deck.

Build an Encounter deck with 18 Encounter cards (4 green, 6 orange, 8 red).

Shuffle and draw 5 TT tokens for the Expedition track. Choose a character and equip with 1 resource of each type, plus their starting resources.

#### Object of the game

The object of the solo game is to end each round with an empty Rumours pile and a positive Ancient Secrets score, with at least one Terrible Thing remaining on the Expedition track.

The solo game allows the player to forget Ancient Secrets from their score pile (removing them from the game), and to forget encounters in the Rumours pile (removing them from the game).

At the end of each round, the player must forget cards with at least double the total Ancient Secret value of the cards in the Rumours pile. The entire Rumours pile is then removed from the game.

End of round in solo play is when there are no Encounters at any of the locations ( not at the end of the player's turn.)

Any cards worth Ancient Secrets can be spent in this way, including Swag cards and achievements. Note that achievements cannot be regained after they have been spent, and spent cards do count towards achievements.

Cards which would normally be worth Ancient Secrets at the end of the game are worth that many Ancient Secrets when they are forgotten.

#### The Map

The Map is not used to determine turn order. Instead, when the player has the Map, they may discard it when they fail to overcome an encounter. That encounter stays on the board, is replenished with resource tokens, and the player does not take a TT token.

The Map token cannot be used at the Crumbling Ruin.

#### Location action variants

The location action variants for solo play are on the reverse side of the respective travel edition cards (included in game expansion). The revised actions are as follows:

*Sinister Chateau:* Take a resource token from the bank, return a resource to the bank.

*Yawning Chasm:* Spend Courage tokens equal to the Ancient Secrets value of the top card on the Rumours discard pile, to discard that card from play.