

Games for Friends and Lovers Presents:

Near and Far: A Two-Three Player Cooperative Adaptation



Dragon Phoenix Games

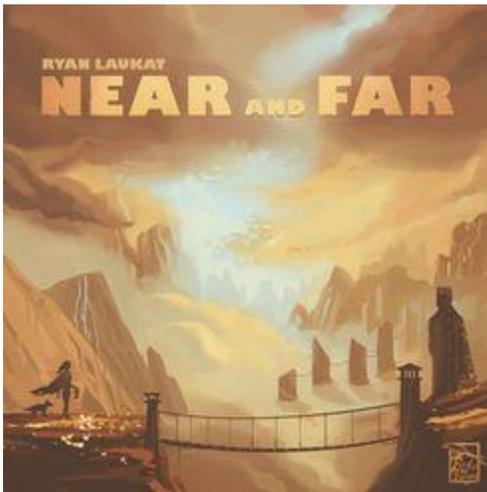


Game: Near and Far

Developer: Ryan Laukat

Publisher: Red Raven Games

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Variant Developer: Harvey and Carlie Cornell

Status: Released

Version: 1.2

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Overview: In this cooperative adaptation, two-three players will work together to place camps on all spaces on the map that do not have coins shown on them plus complete a minimum number of artifacts before the game ends based the threat cards (see below).

What You Need: You only need a copy of Near and Far.

Setup: Choose any game map you wish. Set the game up for two or three players, but place a quest token on every quest location on the map. If playing with three players, only give each player ten camp tents. Place them in the first ten available spaces. Use all fourteen when playing with two players. Whether you are using two or three players, use a non-player character starting on the town hall as described in the two-player rules in the base game. If you would like to have a mix of book quests and card quests you could put a dot on one side of the quest tokens and then draw from a bag or cup or something and place them randomly. The dot represents a card quest and no dot is a book quest.

For two players: Deal ten minor artifact cards and four major artifact cards into a common pile for the players and place it next to the town board.

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For three players: Deal twelve minor artifact cards and six major artifact cards into a common pile for the players and place it next to the town board.

Place the four-point threat marker face up near the board. Shuffle the remaining threat cards to create a deck and place them face down in the space provided for threats on the map.

Course of Play: Play the game as usual. There is no dueling in this cooperative variant. If you wish to enter a town space that is occupied (other than saloon which allows shared occupancy), pay one coin to the bank for each occupant (teammate or the non-player character).

Town buildings are modified as follows:

The Saloon: Pay one COIN to discard and reset the available adventurers.

The Stables: Pay one COIN for a pack bird or one COIN plus one gem for a pack tortoise

The General Store: Take one coin. Also look at one artifact card (your choice, major or minor). To keep it, pay one coin. Cards purchased go into the group of artifact cards available to be built by either player. If you do not purchase the card, then your use of the store is over. If you do purchase the card, then you make look at another card. You keep going until you decide not to purchase any more.

The Mystic's Hut: Look at one treasure. Keep it and take one food or discard it and take one coin.

The Mine and Town Hall are unchanged.

Moving outside of town:

When moving outside of town, passing a space with no camp costs one FOOD, not one heart.

Quests and threats:

Attempting quests and fighting threats is modified. After adding up the appropriate skill or combat points and before rolling the die, the player can add points at one point per heart. After the roll, it costs three hearts each to add points to the final total.

If you fail a quest, you lose one reputation. This does not apply to side quests, only the first quest of your turn.

Likewise, if you encounter a threat and fail to defeat it, you lose one reputation. In addition, you lose one item per point by which you failed the roll. For example, if the threat is 10 points, you have 4 swords, you add 2 hearts, and you roll a 1, then you have failed by 3 and lose 3 items. The player can choose to lose any combination of coins, food, gems, faction tokens, or pack animals.

Journey Points:

Journey points will not be used in the game. Artifacts that refer to endgame journey points can still be completed as part of the victory requirement but otherwise do nothing. Anything else giving journey points is ignored. See the following list for altered cards in the game.

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The players share the artifact cards. Artifacts can be built by either player, but only when they are in the town. Any new artifacts that are acquired from the general store are placed in the common pile until they are completed.

The following Treasure cards are modified as shown:

Rice Cakes – First empty space costs no food

Coin Purse -- +1 coin from quests that give you coins

Old Recipe -- +1 food when gaining food from quest

Bounty Contract -- +1 coin per threat defeated

The following World cards are modified as shown:

Giant Squid – One sword (ignore text on card)

Wooloo (Wooly?) Mammoth – One move, ignore the FOOD cost of one empty space per turn

Cursed Knife -- +2 swords. Cannot gain reputation. Ignore the other text on card.

Ikra -- +1 to skill rolls. +1 gem whenever you can two or more gems from one action.

Soul Coin -- +1 to all die rolls. +1 coin for every blue faction token gained from here onward.

Shadow of Poison -- +2 swords. +3 coins if you reach the minimum reputation.

Self Respect -- +2 coins when you first reach 7+ reputation.

Stubborn Determination -- +1 move while no artifact cards are completed. Otherwise take two coins.

The following artifact cards are modified as shown:

Cooking Spices – One empty space passed does not cost food

Shadow Bracelet – You may visit occupied buildings without paying the coins for it being occupied

Nightmare Amulet – Same as Shadow Bracelet plus gain one coin from bank if occupied by non-player.

Crown of Cruelty – Same as Nightmare Amulet

Flintlock Pistol -- +2 to quest combats

Cloak of Stars -- +1 camp marker if at least one mystic recruited

Ancient Compass – Turn in two coins and two gems for an extra camp marker (unlimited use)

Unearthed Treaty-- +1 camp marker if at least one mystic nomad recruited

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Invincible Box – Players can have unbuilt artifact cards at game end

Scroll of Legend -- +1 camp marker if at least one mystic lizardfolk recruited

Gambling Dice -- +1 camp marker if at least one mystic outlaw recruited

Chief cards:

If a player earns a chief card, he/she can take one extra camp marker and place it on the lower right space on their board (stacked if already occupied).

Attacking a Threat:

When attacking a threat, fight the weakest threat first. You only need to fight one threat when you encounter a threat marker, even if there are multiple threat cards revealed. If you defeat the threat, you may move past. If a threat is defeated, leave it where it is but turn it around to face in the opposite direction (not face down) to indicate it is defeated. Do not put the threat in a player's area and do not place a camp marker on it. If there is no other threat revealed, go through the deck and find the next higher number threat and place it face up next to the last threat. This is the new threat. Then do as before, picking up the discards and threat deck, and shuffle them into a new deck.

Ignoring Threats:

Movement past threats using a character with a shield or a card with an ability is changed. If there is one undefeated threat showing, then you need the ability to move past one threat for each active threat symbol passed (unless neutralized with camps on both sides). Thus, moving past two active threat symbols while one undefeated threat card is showing requires the ability to ignore two threats. For example, one shield on a party member and one treasure with the ability to ignore a threat. If there are two or more undefeated threats showing, then you must have the ability to ignore that many threats for each active threat symbol you pass. Thus, if you wish to pass two active threat symbols on the same turn and there are two undefeated threats showing, you need the ability to ignore four threats. Giving up one pack animal allows you to ignore one threat marker, regardless of how many undefeated threat cards are showing.

End of the Round:

At the end of each round after each player has finished their turn, draw one card from the threat deck. If it is the next higher number after the current threat, then put it on the table next to the current threat. Then pick up all discarded threats and the remaining cards in the threat deck, shuffle them together, then place them back on the board as the new threat deck. If the drawn card was not the next threat card number then place it in a threat discard pile.

Also, at the end of the round, move the non-player character that was originally placed on the Town Hall one space to the right, however, he will skip over the saloon and any occupied buildings. Players pay

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only when they move to an occupied location. After the non-player character reaches the mines, the next move will put him back in the town hall.

[Image of Co-op Carcassonne game in progress](#)



You may view our [Near and Far Co-op Adaptation Video](#) for an overview of play.

Victory Conditions: The players win if they successfully place a camp marker (from either player) on every map location that has either a crystal or a trade route symbol on it, and each player completes at least twenty points of regular artifact cards and twenty points of advanced artifact cards.

The players lose if the last threat (the 15 points one) is revealed and they have not completed all of their objectives.

Tips: It is possible to get trapped by the threats if you do not plan well. Sometimes another player may need to come rescue you. Plan ahead. If all else fails, use the rest action to gain back some hearts.

Difficulty Adjustment: If you find the game too easy, discard the fifteen-point threat card at the start of the game. This will make the game shorter. If it is still too easy, discard more threat markers. If it is too

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hard, start with no threats until the first one (the four pointer) is drawn. Alternatively, the game can be made harder by increasing the requirements for artifact cards. We suggest changing the requirement to 22 points each for both major and minor artifacts. Keep increasing it if that is not enough.

Acknowledgements:

Dragon Phoenix Games is based in Mansfield Texas. Dragon Phoenix Games is designing a wide variety of board and card games as well as providing free mods for popular existing games under the guise of our "Games for Friends and Lovers" label. Visit our [website](#) for more details. Sign up for our [email](#) list to get updated information about our products and schedules.