

VASTY WILDS

VASTY WILDS IS A GAME FOR TWO TO FOUR PLAYERS IN WHICH SMALL CREATURES SCAMPER THROUGH AN EXPANDING FOREST AND CHASE AFTER OBJECTIVES. TO WIN THE GAME, A PLAYER MUST COLLECT FIVE OBJECTIVES (FOUR OBJECTIVES IN A THREE-PLAYER GAME OR THREE OBJECTIVES IN A FOUR-PLAYER GAME).

THE GAME CONTAINS THE FOLLOWING COMPONENTS:

- 90 CARDS (1 HOME CARD, 12 ROOT CARDS, AND 77 FOREST CARDS)
- 4 PAWNS
- 8 DAMAGE MARKERS
- 20 OBJECTIVES (5 EACH OF 4 COLORS)
- 8 STATUS TOKENS (2 EACH OF SWORD, SHIELD, POISON, AND CURSE)
- 2 SIX-SIDED DICE (A DIE IS REFERRED TO AS 1d6 IN THE RULES)

Card Placement

EACH CARD HAS A RED ARROW AT THE TOP, AND MOST HAVE A BLUE DOT LOWER ON THE CARD. AS LONG AS THE RED ARROW ON THE PLACED CARD GOES OVER A BLUE DOT ON THE TARGET CARD, THE ORIENTATION IS VALID.

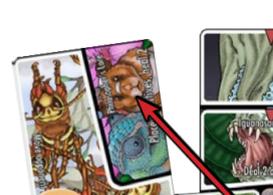


- * A CARD CAN'T BE PLACED SO IT OVERLAPS MORE THAN ONE CARD.
- * A CARD CAN'T BE PLACED IN A POSITION THAT WOULD LEAVE NO SPACE FOR AN OPPONENT TO PLACE A CARD ON HER NEXT TURN.
- * A CARD CAN'T BE PLACED SO IT HANGS OFF THE EDGE OF THE TABLE.

Game Setup

1. PLACE THE HOME CARD (FIG. 1) IN THE CENTER OF THE TABLE.
2. SHUFFLE THE 12 ROOT CARDS (FIG. 2) EACH PLAYER ROLLS A DIE, AND THE PLAYER WHO ROLLS HIGHEST DRAWS A ROOT CARD AND PLACES IT ON THE HOME CARD. PLAY PROCEEDS CLOCKWISE WITH EACH SUCCESSIVE PLAYER DRAWING A ROOT CARD AND PLACING IT. PLACE ALL 12 ROOT CARDS IN A TWO-PLAYER GAME, 8 ROOT CARDS IN A THREE-PLAYER GAME, AND 6 ROOT CARDS IN A FOUR-PLAYER GAME. AN EXAMPLE OF ONE POSSIBLE ROOT CARD LAYOUT IS SHOWN BELOW (FIG. 3).

THE PLAYER WHO ROLLED HIGHEST THEN TAKES A STATUS TOKEN AT RANDOM AND PLACES IT ON ANY SPACE ON THE BOARD. EACH OTHER PLAYER PLACES A RANDOM STATUS TOKEN ON THE BOARD AS WELL UNTIL EACH PLAYER HAS PLACED ONE STATUS TOKEN. A PLAYER WHO LANDS ON OR PASSES THROUGH A SPACE CONTAINING A STATUS TOKEN CAN CLAIM THE TOKEN OR GIVE IT TO ANY OTHER PLAYER.



(FIG. 1)



(FIG. 2)



(FIG. 3)

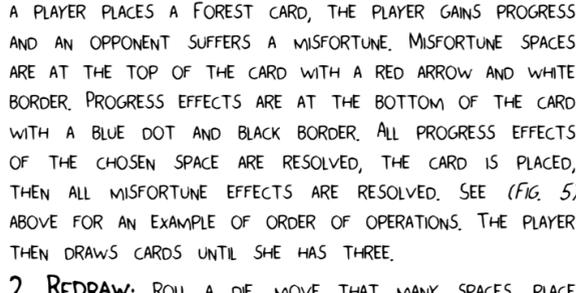
THIS IS AN EXAMPLE OF ONE OF THE POSSIBLE WAYS TO ARRANGE THE ROOT CARDS AT THE BEGINNING OF THE GAME.

3. SHUFFLE THE FOREST CARDS (FIG. 4) AND SET THEM WITHIN EASY REACH OF ALL PLAYERS. PLACE THE FOUR STATUS TOKENS NEAR THE FOREST CARD PILE. EACH PLAYER PLACES HER PAWN ON THE CENTER SECTION OF THE HOME CARD AND DRAWS THREE FOREST CARDS. EVERY PLAYER IS GIVEN OBJECTIVES MATCHING THE COLOR OF THE PAWN THE OPPONENT TO HER LEFT IS USING. EACH PLAYER RECEIVES FIVE OBJECTIVES IN A TWO-PLAYER GAME, FOUR OBJECTIVES IN A THREE-PLAYER GAME, AND THREE OBJECTIVES IN A FOUR-PLAYER GAME.

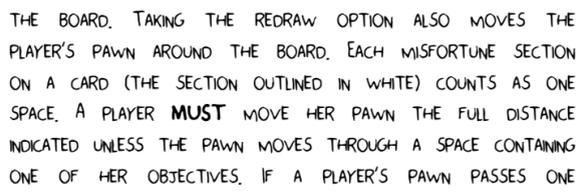


(FIG. 4)

EVERY PLAYER IS GIVEN OBJECTIVES MATCHING THE COLOR OF THE PAWN THE OPPONENT TO HER LEFT IS USING. EACH PLAYER RECEIVES FIVE OBJECTIVES IN A TWO-PLAYER GAME, FOUR OBJECTIVES IN A THREE-PLAYER GAME, AND THREE OBJECTIVES IN A FOUR-PLAYER GAME.



THE GREEN ARROWS INDICATE LEGAL PLACEMENTS FOR THIS CARD. THE RED ARROWS INDICATE ILLEGAL PLACEMENTS THAT WOULD CAUSE THE PATH TO DOUBLE BACK ON ITSELF. A CARD PLACEMENT CAN'T OVERLAP MORE THAN ONE CARD.



(FIG. 5)

IF THIS CARD IS PLACED THIS:

1. THE PLAYER'S PAWN REMOVES ONE DAMAGE MARKER.
2. THE PLAYER MOVES HER PAWN TWO SPACES.
3. THE PLAYER MOVES AN OPPONENT ONE SPACE.
4. THE PLAYER DEALS ONE DAMAGE MARKER.

THE PLAYER WHO ROLLED HIGHEST AT THE OUTSET OF THE GAME TAKES THE FIRST TURN. PLAY THEN PROCEEDS CLOCKWISE.

Player Turns

A PLAYER HAS TWO OPTIONS ON HER TURN: PLACE OR REDRAW:

1. PLACE: PLACE A FOREST CARD ON AN AVAILABLE SPACE. WHEN A PLAYER PLACES A FOREST CARD, THE PLAYER GAINS PROGRESS AND AN OPPONENT SUFFERS A MISFORTUNE. MISFORTUNE SPACES ARE AT THE TOP OF THE CARD WITH A RED ARROW AND WHITE BORDER. PROGRESS EFFECTS ARE AT THE BOTTOM OF THE CARD WITH A BLUE DOT AND BLACK BORDER. ALL PROGRESS EFFECTS OF THE CHOSEN SPACE ARE RESOLVED, THE CARD IS PLACED, THEN ALL MISFORTUNE EFFECTS ARE RESOLVED. SEE (FIG. 5) ABOVE FOR AN EXAMPLE OF ORDER OF OPERATIONS. THE PLAYER THEN DRAWS CARDS UNTIL SHE HAS THREE.
2. REDRAW: ROLL A DIE, MOVE THAT MANY SPACES, PLACE ALL CARDS IN HAND UNDER THE DRAW PILE IN ANY ORDER, AND DRAW THREE NEW CARDS. THE REDRAW OPTION CAN'T BE USED IF THE DRAW PILE IS EMPTY.

Movement

PROGRESS EFFECTS ALLOW A PLAYER TO MOVE HER PAWN AROUND THE BOARD. TAKING THE REDRAW OPTION ALSO MOVES THE PLAYER'S PAWN AROUND THE BOARD. EACH MISFORTUNE SECTION ON A CARD (THE SECTION OUTLINED IN WHITE) COUNTS AS ONE SPACE. A PLAYER MUST MOVE HER PAWN THE FULL DISTANCE INDICATED UNLESS THE PAWN MOVES THROUGH A SPACE CONTAINING ONE OF HER OBJECTIVES. IF A PLAYER'S PAWN PASSES ONE OF HER OBJECTIVES, THE PLAYER ENDS HER MOVEMENT AND COLLECTS HER OBJECTIVE. A PLAYER CAN'T COLLECT MORE THAN ONE OBJECTIVE DURING HER TURN.

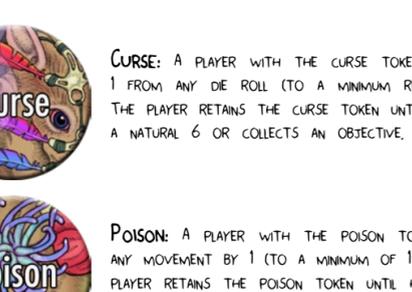
AFTER COLLECTING AN OBJECTIVE, THE PLAYER MAY RETURN HER PAWN TO HOME AND REMOVE ALL DAMAGE MARKERS. RETURNING TO HOME AFTER COLLECTING AN OBJECTIVE IS OPTIONAL, BUT NO DAMAGE MARKERS ARE REMOVED IF THE PLAYER CHOOSES NOT TO RETURN TO HOME.

A PAWN CAN'T MOVE INTO A SPACE IT PREVIOUSLY OCCUPIED DURING A TURN; BACKTRACKING WITHIN A TURN IS NOT ALLOWED.

Damage

EACH PLAYER'S PAWN IS UNDAMAGED AT THE BEGINNING OF THE GAME. WHEN A PAWN TAKES DAMAGE (EITHER FROM MISFORTUNE EFFECTS OR FROM DUELING) A DAMAGE MARKER IS ADDED TO THE PAWN. WHEN THE PAWN WOULD GAIN A THIRD DAMAGE MARKER, THE PAWN IS RETURNED TO HOME AND ALL DAMAGE MARKERS ARE REMOVED.

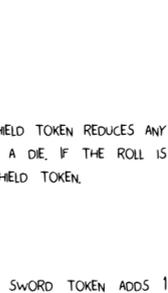
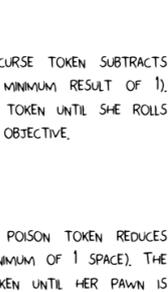
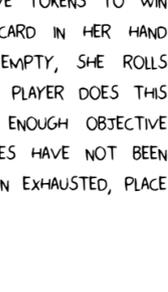
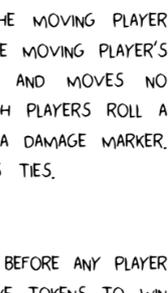
SOME FOREST CARD EFFECTS HEAL (REMOVE) DAMAGE MARKERS. PASSING BY HOME OR LANDING ON HOME ALSO REMOVES ALL DAMAGE MARKERS FROM A PAWN.



A DAMAGE MARKER

Placing Objectives

MANY PROGRESS EFFECTS INCLUDE THE TEXT "PLACE OBJECTIVES." EACH PLAYER PLACES AN OBJECTIVE FOR THE PLAYER TO HER LEFT, STARTING WITH THE PLAYER TO THE LEFT OF THE PLAYER WHO PLACED THE "PLACE OBJECTIVES" EFFECT. IN OTHER WORDS, YOUR OPPONENT TO YOUR LEFT PLACES YOUR OBJECTIVES FOR YOU. THE PLACEMENT OF OBJECTIVES THEN PROCEEDS CLOCKWISE.



OBJECTIVES

EXAMPLE: IN A THREE-PLAYER GAME, THE FIRST PLAYER PLACES A CARD ON A SPACE WITH A "PLACE OBJECTIVES" EFFECT. THE SECOND PLAYER WOULD PLACE AN OBJECTIVE FOR THE FIRST PLAYER, THE THIRD PLAYER WOULD PLACE AN OBJECTIVE FOR THE SECOND PLAYER, AND THE FIRST PLAYER WOULD PLACE AN OBJECTIVE FOR THE THIRD PLAYER.

OBJECTIVES MAY BE PLACED ONLY ON MISFORTUNE (WHITE-BORDERED) SPACES.

Dueling

WHEN PASSING ANOTHER PLAYER'S PAWN, THE MOVING PLAYER (ONLY) CAN CHOOSE TO INITIATE A DUEL. THE MOVING PLAYER'S PAWN STOPS IN THE OPPONENT'S SPACE AND MOVES NO FARTHER UNTIL THE DUEL IS RESOLVED. BOTH PLAYERS ROLL A DIE. THE PLAYER WHO ROLLS LOWER GAINS A DAMAGE MARKER. THE PLAYER WHO INITIATED THE DUEL WINS TIES.

Endgame

THE FOREST CARD DRAW PILE MAY RUN OUT BEFORE ANY PLAYER COLLECTS THE REQUIRED NUMBER OF OBJECTIVE TOKENS TO WIN THE GAME. IF A PLAYER DOESN'T HAVE A CARD IN HER HAND TO PLAY AND THE FOREST CARD PILE IS EMPTY, SHE ROLLS 1d6+3 AND MOVES THAT MANY SPACES. EACH PLAYER DOES THIS IN TURN UNTIL ONE PLAYER HAS COLLECTED ENOUGH OBJECTIVE TOKENS TO WIN THE GAME. IF ALL OBJECTIVES HAVE NOT BEEN PLACED WHEN THE FOREST CARD PILE HAS BEEN EXHAUSTED, PLACE ALL REMAINING OBJECTIVES.

Status Tokens

CURSE: A PLAYER WITH THE CURSE TOKEN SUBTRACTS 1 FROM ANY DIE ROLL (TO A MINIMUM RESULT OF 1). THE PLAYER RETAINS THE CURSE TOKEN UNTIL SHE ROLLS A NATURAL 6 OR COLLECTS AN OBJECTIVE.

POISON: A PLAYER WITH THE POISON TOKEN REDUCES ANY MOVEMENT BY 1 (TO A MINIMUM OF 1 SPACE). THE PLAYER RETAINS THE POISON TOKEN UNTIL HER PAWN IS RETURNED TO HOME.

SHIELD: A PLAYER WITH THE SHIELD TOKEN REDUCES ANY DAMAGE TAKEN BY 1 AND ROLLS A DIE. IF THE ROLL IS 1, 2, OR 3, SHE LOSES THE SHIELD TOKEN.

SWORD: A PLAYER WITH THE SWORD TOKEN ADDS 1 TO HER ROLL WHEN ENGAGED IN A DUEL. IF THE PLAYER'S DUEL ROLL IS A 1 OR 2, SHE LOSES THE SWORD TOKEN.

ONLY TWO COPIES OF EACH STATUS TOKEN CAN BE IN PLAY AT ANY TIME. IF AN EFFECT WOULD GRANT A THIRD COPY OF A TOKEN ALREADY HELD BY TWO PLAYERS, THAT EFFECT IS WASTED.

Progress Effects (black-bordered areas on cards)

- GAIN SHIELD TOKEN: GAIN THE SHIELD STATUS TOKEN.
- GAIN SWORD TOKEN: GAIN THE SWORD STATUS TOKEN.
- HEAL (X): REMOVE THE INDICATED NUMBER OF DAMAGE MARKERS FROM THE PLAYER'S PAWN.
- MOVE (X): THE PLAYER MOVES HER PAWN THE INDICATED NUMBER OF SPACES.
- MOVE 1d6+2 (ON A 1, TAKE 1 DAMAGE): ROLL A DIE, ADD 2, AND MOVE THAT MANY SPACES. IF THE DIE ROLL IS A 1 (EVEN IF MODIFIED BY AN EFFECT SUCH AS A CURSED TOKEN), GAIN ONE DAMAGE MARKER.
- MOVE 1d6+4 (ON A 1 OR 2, TAKE 2 DAMAGE): ROLL A DIE, ADD 4, AND MOVE THAT MANY SPACES. IF THE DIE ROLL IS A 1 (EVEN IF MODIFIED BY AN EFFECT SUCH AS A CURSED TOKEN), GAIN TWO DAMAGE MARKERS.
- PLACE OBJECTIVES: ALL PLAYERS PLACE OBJECTIVES AS OUTLINED ABOVE.
- SWAP OBJECTIVES: EXCHANGE THE POSITIONS OF ANY TWO OBJECTIVES ON THE BOARD.
- REMOVE ONE TOKEN: REMOVE ONE STATUS TOKEN FROM ANY PLAYER.

Misfortune Effects (white-bordered areas on cards)

CHOOSE NEXT CARD OPPONENT PLAYS: CHOOSE ONE OPPONENT. ON HER NEXT TURN, LOOK AT HER CARDS AND CHOOSE WHICH ONE SHE WILL PLAY. SHE MAY NOT CHOOSE TO REDRAW ON HER TURN. THE OPPONENT STILL MAKES ALL PLACEMENT AND EFFECT CHOICES FOR THE CARD PLAYED. IF YOUR OPPONENT DOES NOT HAVE A VALID PLACEMENT FOR ANY OF THE CARDS IN HER HAND, SHE SKIPS HER TURN.

CHOOSE OPPONENT'S MOVEMENT NEXT TURN: CHOOSE ONE OPPONENT. CONTROL THE MOVEMENT OF HER PAWN ON HER NEXT TURN.

DEAL (X) DAMAGE: ADD THE INDICATED NUMBER OF DAMAGE MARKERS TO ONE OPPONENT'S PAWN.

DUEL OPPONENT, WINNER MOVES LOSER 1d6: INITIATE A DUEL WITH AN OPPONENT EVEN IF THE PAWNS DO NOT SHARE A SPACE. THE PLAYER WHO LOSES GAINS A DAMAGE MARKER AS NORMAL. IN ADDITION, THE WINNER MOVES THE LOSER'S PAWN 1d6 SPACES IN THE DIRECTION OF THE WINNER'S CHOICE.

MOVE OPPONENT (X): MOVE AN OPPONENT'S PAWN THE INDICATED NUMBER OF SPACES IN ANY DIRECTION.

MOVE OPPONENT OBJECTIVE 1d6: ROLL A DIE. MOVE AN OPPONENT'S OBJECTIVE THAT MANY SPACES.

OPPONENT CAN'T HEAL NEXT TURN: NO EFFECT CAN REMOVE DAMAGE MARKERS FROM THE CHOSEN PLAYER'S PAWN UNTIL AFTER THE END OF HER NEXT TURN. EVEN PASSING THROUGH HOME WILL REMOVE NO DAMAGE MARKERS FROM THE PLAYER'S PAWN. IF THE PAWN IS RETURNED TO HOME BECAUSE IT GAINED THREE DAMAGE MARKERS, A SINGLE DAMAGE MARKER IS REMOVED.

OPPONENT CAN'T MOVE NEXT TURN: ONE OPPONENT CAN'T MOVE HER PAWN ON HER NEXT TURN. EFFECTS THAT SWAP PAWNS OR SEND A PAWN TO START WORK NORMALLY.

OPPONENT DISCARDS CARD OF YOUR CHOICE: LOOK AT AN OPPONENT'S HAND AND SELECT ONE CARD. THAT CARD IS PLACED AT THE BOTTOM OF THE FOREST DECK. AT THE END OF THE OPPONENT'S NEXT TURN SHE DRAWS AN EXTRA CARD SO HER HAND SIZE IS AGAIN THREE.

OPPONENT GAINS CURSE TOKEN: ONE OPPONENT GAINS THE CURSE STATUS TOKEN.

OPPONENT GAINS POISON TOKEN: ONE OPPONENT GAINS THE POISON STATUS TOKEN.

OPPONENT LOSES NEXT TURN: ONE OPPONENT SKIPS HER NEXT TURN.

REMOVE ONE OBJECTIVE: REMOVE ANY ONE OBJECTIVE FROM THE BOARD. RETURN IT TO THE PLAYER WHO PLACED IT.

SEND ONE PAWN TO HOME: CHOOSE ONE PAWN ON THE BOARD. RETURN IT TO HOME AND REMOVE ALL DAMAGE MARKERS.

SWAP TOKENS WITH OPPONENT: THE PLAYER EXCHANGES STATUS TOKENS FOR AN OPPONENT'S STATUS TOKENS. IF THE PLAYER HAS NO TOKENS BUT THE OPPONENT DOES, THE PLAYER GAINS THE OPPONENT'S TOKENS AND THE OPPONENT WILL HAVE NONE. IF THE OPPONENT HAS NO TOKENS BUT THE PLAYER HAS TOKENS, THE OPPONENT GAINS THE TOKENS AND THE PLAYER WILL HAVE NONE. IF NEITHER PLAYER NOR OPPONENT HAVE STATUS TOKENS, THERE IS NO EFFECT.

SWAP TWO PAWNS: EXCHANGE THE POSITIONS OF ANY TWO PAWNS ON THE BOARD.

