# Kernmodule Boardgame

INSTRUCTION MANUAL

by DANIEL MEYER

# Setup

- Shuffle all card decks (●Biome, 禁Treasure,
  ▶ Objective and ▲ Hazard) and place them on the left side of the table, vertically aligned.
- 2. Place the stack of Level chips on the upper right side of the board.
- 3. For each player, take one Explorer.

# **Round flow**

### Phase 1: Setup

- 1. Place a stack of Level chips on the table to indicate the current round number.
- 2. Draw 1 Biome card and lay it on the right side of the Draw pile. See if the card describes any effects you need to be aware of this round.
- 3. Draw 4 ► Objective cards and place them in the middle of the table. See if the cards describe any **On draw** effects. If so, resolve those effects.
- Draw 4 ▲ Hazard cards and place one below each of the ▶ Objective cards.

Each pair of A Hazard and P Objective cards represents a Path. To reach a Path's Objective and claim its rewards, you must first survive its Hazard.

# Phase 2: Distribution

 Each player starts their Quest by picking one of the Paths to follow, laying their Explorer chip below its <u>A Hazard card to indicate their choice.</u>

Multiple players may choose to embark on the same Quest as a team – which may be advantageous, depending on the A Hazard and P Objective cards on the Path.

2. Each player may bring up to 3 **\*** Treasure cards with them; some offer benefits, like adding dice to your rolls. Place any chosen Treasures on your side of the table.

Be aware that each **\*** Treasure card can be picked by one player only.

For example, if you take a Pickaxe, players outside of your Quest team won't be able to use it. However, players in the same Quest team may freely exchange (most) Treasures.

→ Once all players have decided on their Quest, continue to the next phase.

# Phase 3: Exploration

In any turn order, each team goes through the following steps:

- 1. Resolve the Path's <u>A Hazard</u> card, then discard it.
- If at least one of the Quest team's Explorers survives the ▲ Hazard card: Resolve the Path's ► Objective card, then discard it.
- 3. Return to Camp.
- → Once all players have returned to Camp, discard all remaining <u>A</u> Hazard and <u>></u>Objective cards and return to *Phase 1: Setup* for the next round.
- → If all players are Wounded, or if the players wish to end the game, go to the next phase.

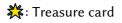
# Phase 4: Rounding up

- Determine your point total by combining the values of all \*Treasure cards you've collected.
- 2. Write down your team's initials, floor number and point total on the score sheet.

Thank you for playing! <3

# Dictionary

### Icons



 $\Lambda$ : Hazard card

2: Participant (a player on the same Quest)

"Explorer"

A player's avatar.

# "Base"

A designated place on the table where each Explorer starts at the beginning of a round, until they embark on a Quest.

# "Camp"

A designated place on the table where Explorers go when their turn ends or when they are KO'd, until the start of the next round.

### "КО"

When a player is KO'd, they must immediately discard all their carried **\***Treasure cards, return to Camp, and knock their Explorer down to show that they have become Wounded.

# "Wounded"

When a player is Wounded, they may continue playing, but all rolls they participate in have their Thresholds increased by +1.

When all Explorers are Wounded, the game is over.

# "Perform a roll $(P+1 \bigcirc)$ ..."

This roll uses a number of dice equal to the amount of players participating in this Quest, plus 1.

"If the result is lower than V-1..."

'V' refers to the value of the  $\triangleright$  Objective linked to this  $\triangle$  Hazard, minus 1.

In case of a ▶ Pedestal card, 'V' instead refers to the value of the XTreasure laying on top of it.