





# Kernmodule Boardgame

INSTRUCTION MANUAL





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# Setup

1. Shuffle all card decks ( Biome,  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.
4. Draw 4  Hazard cards and place one below each of the  Objective cards.


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

## Phase 2: Distribution

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

Multiple players may choose to embark on the same Quest as a team – which may be advantageous, depending on the  Hazard and  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  Hazard card, then **discard** it.
2. 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  Hazard and  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*


1. 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*

: Treasure card

: Hazard card

: Participant (a player on the same Quest)

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## *“Explorer”*

A player’s avatar.

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## *“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.

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## *“KO”*

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**.

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## *“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 ( $P+1$  )...”*

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

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*“If the result is lower than  $V-1$ ...”*

‘V’ refers to the value of the  Objective linked to this  Hazard, minus 1.

- In case of a  Pedestal card, ‘V’ instead refers to the value of the  Treasure laying on top of it.