

SEVERTON

An illustration of six children in a European town at night. The children are dressed in various styles, including a boy in a blue shirt and shorts, a girl in a brown jacket and blue skirt with a yellow hat, a boy in a yellow shirt and green shorts holding a flashlight, a girl in a blue dress and red shirt, a boy in a blue shirt and red cap, and a boy in a red shirt and grey shorts. They are standing on a cobblestone street with a large, ornate building in the background. The scene is lit with a warm, golden light, suggesting a sunset or moonrise.

Albi:

Rulebook



Walk in the footsteps of the Rapid Arrows—a club of five young friends who venture into the dangerous streets of Severton. Your quests will take you through hidden cellar passages and secret gardens, following clues to locate the mysterious Caged Hedgehog, freeing captured allies, and racing across rooftops alongside the enigmatic Scirocco. All while evading the watchful eyes of roaming Vonts patrols. Vonts are older and stronger guys ruling over Severton, and you should avoid encountering them ...

Your success depends on careful tactical choices: Will you split up to remain undetected, or band together and rely on greater safety in numbers? While a larger group offers protection during confrontations with the Vonts, these encounters will only delay the achievement of your true objectives. Time is of the essence. You must complete your quest before unrest engulfs Severton and transforms the entire district into a powder-keg of chaos.

This game is based on Jaroslav Foglar's novel which has become a cult classic among Czech adventure literature. Knowing the story is not necessary to play, but if you're curious to learn more, you'll find a brief summary at the end of the Scenario Book.



Don't feel like reading the rules? Watch the video tutorial!

Game Components



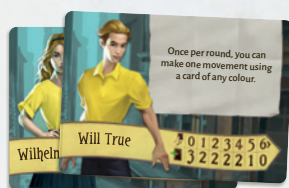
1 Game board



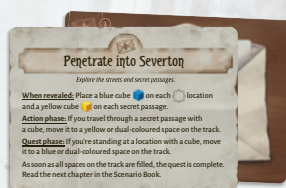
10 Game progress boards



72 Action cards



7 Character cards



5 Scenario 1 Quest cards



21 Vonts Group cards



60 Vonts Movement cards



5 Character Tokens



1 Unrest token



1 Rapid Arrows token



6 Vonts tokens



20 Location tokens



5 Lock tokens



2 Extra card draw tokens



4 Scenario envelopes



1 Scenario Book

1 Rulebook



1 Phase token



15 Quest cubes



1 Chronicle sheet

Any components missing or damaged? Contact us at info@albi.cz, and we will send you a replacement free of charge!

Game Introduction

SCENARIOS

The game features five distinct scenarios  that function as independent adventures. Each scenario serves as a unique level, gradually introducing new game mechanics, and yet most of them offer infinite replayability. Every playthrough creates an original story, allowing you to choose your favorite scenario or select one that matches your current gaming mood.

The scenarios follow a progressive learning curve. After completing each one, you can either replay it or unlock the next scenario to explore new game elements. All components for each scenario are described in the Scenario book in case you need to separate them.

GOAL OF THE GAME

In this cooperative game, all players work together toward a shared victory or defeat. While specific objectives vary between scenarios, the core challenge remains consistent: You need to complete your quest tasks before rising unrest makes Severton too dangerous to navigate.

NUMBER OF PLAYERS

In each game, there are always five characters, each representing a member of the Rapid Arrows team.

- If playing with five players, each player controls one character.
- Games with four players are equally engaging, with one player controlling a double-character : two characters sharing one character card.
- Games with fewer than four players work the same as the four player game; there are four character cards (one of them being a double-character ). Each

player chooses one character card. Together, they share the remaining characters. The shared characters' cards remain face-up on the table, allowing players to make collective decisions about their actions. This approach preserves the strategic depth that comes from managing multiple groups simultaneously. After all, the Rapid Arrows were always a team of five!

- When playing **solo**, you can choose to play with either one double-character  and three single characters, or with all five single characters. No other rule adjustments are applied for solo play.

Minor rule adjustments for games with double-character card  are marked in orange throughout this rulebook. For clarity, we will call them “double-character games”.

Note: Each character comes in two versions, one on each side of the character card. It's up to you which one you choose, and it has no impact on gameplay.

RULEBOOK ORGANISATION

This rulebook contains the rules and setup information that apply to all scenarios. It is useful whenever you need to look up some rules.

The chapter titled *Additional Concepts* (pages 15–22) introduces rules that are gradually added in specific scenarios and remain in effect from that scenario onward. The Scenario book will always let you know which new parts of the rulebook you need to read before playing a scenario.

Any exceptions specific to individual scenarios are highlighted in blue.

Game Setup

- 1 Place the **game board** in the centre of the table, ensuring all players can see and reach it comfortably.
- 2 Place a **Lock token** on each of the five secret passages, indicated by the purple lines on the board.
- 3 Place all five **Character tokens** at location ①, where characters begin their journey into Severton by crossing Partition Street – the wide street connecting locations ① and ②.

- 4 Take two **game progress board pieces** and place them end to end in a line. The correct board is marked with an envelope showing the number that matches the scenario, either at the top or bottom. For example in Scenario 1, take two game progress board pieces with this symbol .

- 5 Each progress board has two sides and by flipping them, you choose the difficulty of the game – the more stars ★ you see, the higher the challenge. Flip one or both parts until you see the number of stars you prefer for your game.

Players often select one star for their initial games, which provides an appropriate level of challenge. Having no stars is advisable for those seeking a more approachable experience, while two stars are suitable for experienced players who are prepared for potential early defeats. Three stars are not recommended for first-time players, as the combination of a steep learning curve and some chance factors may result in overwhelming difficulties against the Vonts.

- 6 The right side of the progress board is dedicated to Vonts, we call it the **Unrest track**. Place the **Unrest token** (the one with the yellow flower, as this is the symbol of the Vonts) on the first space of the Vonts' progress track. When this token reaches the end of the track, the game ends.

- 7 The left track is dedicated to the Rapid Arrows. If there is a track displayed, take the **Rapid Arrows token** (the one with the flag of their club) and put it on the first space.

In Scenarios 1 and 3, there is no track on the left side. Skip this step and return the Rapid Arrows token to the box.

- 8 The left part of the game board is used for Vonts cards – this part is called the **Vonts board**. Shuffle both the **Vonts Group deck** and the **Vonts Movement deck** thoroughly, then place them face-down in their designated spaces on the Vonts board.
- 9 Check the first space of the Unrest track to determine the starting number of **Vonts Groups**. Take the **corresponding lettered Vonts tokens** and place them in the matching spaces with the same letter on the Vonts board, keeping any unused Vonts tokens nearby. For each placed token, deal **two face-down cards**: one from the Vonts Movement deck on



the left side and one from the Vonts Group deck on the right.

- ⑩ Sort the **location tokens** according to their shapes into four separate face-down piles, and place them in the designated spaces on the board.
- ⑪ For each lettered Vonts token on the Vonts board, determine its starting location: Observe the shape beneath its space on the Vonts board, then reveal a location token of the matching shape. Move the Vonts token to the numbered location indicated on the revealed location token, then place that token face-up on its corresponding discard pile.

For example, the shape under Vonts group A shows a star. Reveal the first star-shaped token. If it shows number 4, move Vonts group A to location 4. Repeat this process for all Vonts tokens.

- ⑫ For a five-player game: Display five **character cards**, removing the double-character cards Redcap + Fleetfoot and Henry/Henrietta + Jerry/Jeri (these are used for fewer players). Each player selects one character card and places it in front of them, with the selection based on personal preference for the first game.

For four or fewer players: Remove either the Redcap and Fleetfoot cards or Henry /Henrietta Hoy and Jerry/Jeri Blizzard, and replace them with the correct double-character card . There can be only one double-character card in the game. This results in four cards on the table, from which each player selects one. For any characters not chosen, designate a space around the board to place their cards, which should remain face-up. These unselected characters will be played collectively, following the standard rules as if they were controlled by an individual player. Whenever rules refer to a player, they apply also to fictive players controlling shared character cards.

- ⑬ Shuffle the **action card deck** thoroughly and place it face-down in its allocated space on the game board. Next to the pile, put the **extra card draw tokens**  – they will be used as a reminder whenever players have to draw more cards.
- ⑭ Check the icons at the bottom of the left part of the progress board. They show what the characters start with. This always includes **4 action cards** – deal each player four cards from the action card deck.

In Scenario 1, only action cards are displayed on the progress board. In the later Scenarios, you may also get some other cards, as described in the Scenario Book – the icons on the progress board thus serve as a setup reminder.

Remember that in games with fewer than four players, shared characters on the table count as players – they receive the exact same amount of cards of all types, and all their cards should be placed face-up next to their character card.

- ⑮ Place the **game phase token** on the game sequence disc on the game board and position it on the **Action phase space** .
- ⑯ Put 5 red, 5 blue and 5 yellow cubes in the designated area on the board. These are used for various purposes related to quests.
- ⑰ As a last step of the game setup, you prepare a quest deck according to the scenario and reveal the starting quests. This is handled differently for particular Scenarios, so we will not cover it here yet; all will be explained later in the Scenario Book.



Playing the Game

The game follows a game sequence disc that shows the individual phases of gameplay. The game begins with the *Action phase* marked by the game phase token. After completing each phase, the token moves clockwise, triggering the next phase, and this cycle continues until either victory or defeat conditions are met.

The phases of the game are:

1. Action phase
2. Vonts phase
3. Quest phase
4. Unrest phase
5. Vonts Refresh phase
6. Players Refresh phase
7. Quest Replenishment phase



1. ACTION PHASE

During the *Action phase*, players use action cards to move through Severton and explore groups of Vonts or secret passages. Players have two possible actions available – **movement** and **exploration**.

Flow of the Action Phase

Players may execute **individual actions in any order they choose**, even alternating between players. The order of the actions is determined by mutual agreement, as sometimes the sequence can be critically important.

This flexible structure allows for situations where a character can perform one action, other characters take their turns, and then the original character returns to perform another action.

The *Action phase* concludes when no character wishes to or can play additional cards. Players then advance the game phase token to the next space – the *Vonts phase*.

Tip: While the freedom to execute actions in any order provides numerous tactical opportunities, some groups, particularly those new to the game, might experience initial hesitation as players wait for others to act. In such situations, having an experienced player take the initiative can help maintain the game's momentum.

Action Cards

Action cards have two independent parameters – **colour** and a **numbered symbol**. The numbered symbol is not

relevant at this moment, it becomes important only on encountering Vonts (see p. 10) and for completing certain quests in later scenarios.



The red, blue, yellow and purple action cards are used for movement along the paths of the corresponding colours. Cards with all four colours are **wildcards**. A wildcard can be a substitute for any colour including purple. However, since it lacks a symbol, it has limited use in the other parts of the game.



The exploration symbol shown on all purple cards and wildcards indicates that you can perform exploration using these cards during the *Action phase*. This allows players to reveal the nature of Vonts and their intended actions, or to reveal the purple paths, which are locked at the start of the game.

Each player only plays their own action cards; it is not possible to share or exchange them.

In games with fewer players where a character is shared, that character has their own action cards, which can only be used by them.

Character Movement

The board shows a map of Severton with locations marked 1 to 22, connected by four types of paths: **wide streets** (yellow lines), **winding alleys** (red lines), **steep staircases** (blue lines) and **secret passages** (purple lines, these will be explained later).

A character can move to an adjacent location along any red, blue or yellow connection. The player declares movement along the chosen path and **plays a card of the matching colour** (including a wildcard). All played cards are placed on the action card discard pile on the board.

Any character, or multiple characters at the same location, may declare “I’ll go with you”. To do so, they must play **one of their cards** (the colour is irrelevant). Subsequently, **all character tokens move simultaneously** to the new location.

When moving a double-character, both tokens move together, but the player only needs to play one card.

Characters can therefore move independently or as a group. Movement always costs each moving character one action card. When moving as a group, only one of these cards needs to match the colour of the path.

Imagine the perspective of the characters: Their view isn't as clear as your bird's eye view of the map. They stand at an unfamiliar location, surrounded by darkened buildings. They might know there are stairs nearby, but they cannot locate them, which is represented by not having a blue card. With multiple characters present, the chances of finding these stairs increase (as one character might have the correct colour card). That character can then whisper "this way, follow me", allowing others to follow by playing any card. Moving as a group therefore provides an advantage in navigating Severton, though it makes the characters more conspicuous and increases the likelihood of attracting the attention of the Vonts.

Regardless of whether moving alone or in a group, a character can make a **maximum of two movements during one Action phase**. These movements can be executed independently, as one solo move and one group move (in either order), or both moves can be made with the same or different groups.

It is entirely acceptable to make only one move or no moves at all – waiting and saving cards often proves to be strategically advantageous.

While keeping track of your character's movements is typically straightforward, you may find it helpful to place the cards played for movement next to your character card for reference. This practice is particularly valuable in games with fewer players where shared characters are in play.



Example: Fleetfoot moves along the red path by playing a red action card. Redcap needs to move along the red path as well, but he lacks a red action card. He therefore declares he will move with Fleetfoot and plays a yellow card for his movement.

Exploration

Exploration is performed by playing cards with the exploration symbol . The symbol always appears on purple cards and wildcards. Exploration does not count as movement, so players may perform **any number of explorations** (as long as they have the right cards) in addition to their two regular movements.



When exploring, players may choose one of these two effects:

a. Discovering a secret passage

Secret passages (purple paths) are unknown to the players at the start of the Scenario, and cannot be used, which is indicated by the Lock token .

To discover a secret passage, your character needs to be at one of the passage exits. Play a card with  and remove the Lock token – the path is now unlocked for the rest of the Scenario.

Once the secret passage is unlocked, players can move through it just like on any other path. To move through a secret passage, at least one character must play a purple card or wildcard (others at the same location can join by playing any colour card, as usual). The secret passage can be used even in the same round as it was unlocked.



Example: Henrietta standing on location 22 needs to get to location 20 through the locked secret passage. It is possible to do so just in one round, however, it requires playing two purple cards or wildcards: one to unlock it and the other one to move through it.

Additionally, whenever players count distances, or whenever "adjacent" locations are determined, unlocked secret passages count as regular paths.

b. Investigating Vonts

Investigating Vonts is the second available use of exploration, and allows players to gather intelligence about the Vonts groups. The group you wish to investigate must be **within two movements of your character's position**.

Declare the Vonts group you are investigating, play a card with , and then **reveal both the Vonts Group card and the Vonts Movement card** next to the corresponding lettered space. If either card was already face-up, it remains unchanged, while the other card is revealed. In cases where both cards were already revealed, the exploration action has no effect.



Example: Wilhelmina (at location 11) can investigate Vonts A at location 2 (one movement away) and Vonts C at location 20 (two movements away). However, investigating Vonts D at location 22 would be impossible due to the distance. To investigate that group, Wilhelmina would first need to move closer (by moving along yellow path) before using a card with . Note that if the secret passage between locations 13 and 4 were unlocked, Wilhelmina could investigate Vonts B at location 4, because it would be only two movements away.

While the investigation itself produces no immediate effects, the information gained – specifically the group's identity (how to interact with them) and their planned movement for the current round – proves critically important for your gameplay strategy.

Note: It is usual to investigate Vonts at the start of the Action phase, and adjust your plans accordingly. Sometimes, if distant Vonts are worrying you, it may be useful if one character moves closer to investigate them, and based on the revealed information the others decide whether to follow that character or not. Just remember: In that case, they cannot just say "I am going with you" – one of them must play the card of the correct colour, as this is a separate movement.

Too many of the same cards

If you do not have the right colour for what you need to do, you may play **three cards of any one colour** – this counts as playing a **wildcard**. Thus you can, for example, explore by playing three yellow cards, or move along a blue path by playing three purple cards. Sometimes, this may be crucial; but sometimes, it is better to wait until the next round, as cards are valuable resources.

Severton is a highly cooperative game. To succeed, especially on higher levels of difficulty, you need to coordinate your play very well, so sharing information and ideas is allowed and encouraged. However, we recommend not to play with open hands. You are allowed to tell which colours or symbols you have, but do not show your cards to the other players. They should not see and manage your personal card hand.

Character Abilities

Characters have special abilities printed on their cards. These can be used only **once per round**, usually during the *Action phase*. (Except for Henry/Henrietta Hoy, whose ability can be used either during the *Action phase* or the *Vonts phase*.) For clarity, you can rotate the character ability card slightly after it's been used that round.

This is particularly helpful for shared characters that aren't controlled by a specific player.

Note: Redcap's ability relates to exploration, which includes both revealing secret passages and investigating Vonts. He/she can even explore secret passages when he/she is one space from the entrance!

2. VONTS PHASE

During the *Vonts phase*, Vonts groups execute their planned actions. Process each group in alphabetical order (from group A through to the last deployed group):

1. **Reveal the Vonts Movement card** for the current group, if it has not already been revealed during the previous phase. (Reveal only the card to the left of the group's lettered space on the Vonts board; the right card remains face-down if it has not been revealed previously.)
2. **Execute the movement** shown on the Vonts Movement card.
3. **Discard the Movement card** to indicate completion of the movement.

The Vonts Movement card indicates where the group intends to move this round. Vonts move along paths just like players do. Some cards allow them to use purple secret passages as well. Whenever Vonts are to use secret passages, **it doesn't matter whether these are unlocked or locked** – they know Severton very well.

Two Vonts groups can **never end their movement at the same location**. Though one group may pass through a location occupied by another group, they must finish their movement at an unoccupied location.

When a group cannot move due to other Vonts blocking their path, they **regroup** instead. If their Vonts Group card (to the right of their lettered space on the Vonts board) was already revealed, discard it and replace it with a new face-down card – the Vonts have regrouped, and you no longer know their identity. If the group's card was face-down, nothing happens; it doesn't matter that the Vonts regrouped since you didn't know their identity anyway.

Only the blocked group regroup, not the group blocking their movement.

Vonts groups can enter locations with characters. When this occurs, **immediately resolve the encounter with the Vonts** (see section *Vonts Encounters* on page 10).

Vonts Movement cards

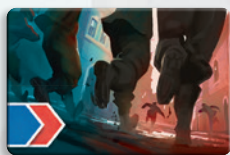
The Vonts Movement cards come in several distinct types:



Single Colour

This is the simplest case: **Move the Vonts group along a path matching the indicated colour.**

However, if another Vonts group occupies the target location, no movement happens and the Vonts regroup instead.



Dual Colour

The group attempts to do two movements: first following the colour of the first movement arrow, then the colour of the

second movement arrow.

- If the first location is occupied by another Vonts group, but the second is not, Vonts pass through the first location and end up on the second.
- If the second location is occupied, but the first is not, Vonts make one movement and then regroup.
- If both locations are occupied, Vonts only regroup.

The group attempts both movements. If an encounter with characters occurs during the first movement, resolve that encounter immediately (see section *Vonts Encounters* on page 10). If the Vonts Movement card wasn't discarded during the encounter resolution, the group proceeds with their second movement.



Example: Vonts A attempt to make two movements. First they move along the red path. Then they attempt to move along the yellow path, but the final destination is occupied by Vonts B. Therefore Vonts A regroup. As their Vonts Group card was previously revealed, it is discarded and replaced by a new face-down card.



Converging on the Centre

The wildcard with a plus symbol indicates that the group will **move to the adjacent location with the highest number.** They

ignore locations occupied by other Vonts groups (but not locations occupied only by characters). They will also **consider secret passages** if any lead from their location (regardless whether they are unlocked or not). If all adjacent locations are occupied, the group regroups. (The numbering of locations is done in some kind of a spiral, with lower numbers on the outskirts and the highest in the centre of Severton. Thus this card more likely (but not necessarily) leads the Vonts towards the centre.)

If you are going to play **Scenario 1**, ignore any symbols in the upper left corner and follow only the movement arrows in the bottom left corner, until otherwise instructed. The Vonts are not very suspicious yet; they do not believe you would be so daring as to intrude into Severton. Skip the rest of this chapter for now and continue with the section *Vonts Encounters* on page 10.



Alerted Groups

Some Vonts Movement cards also have symbols in the upper left corner. These are **Alerted groups** that are actively looking

for intruders. The alert symbol indicates that the group is vigilantly scanning their surroundings for suspicious individuals.



When a card has this symbol, resolve this alert status first, temporarily ignoring the card's colour (bottom left corner). Check the **adjacent locations** (connected by paths). If any of these locations has a **group of characters with at least as many tokens as the number shown on the card**, the Vonts have spotted them. They will change their plans and move to that location.



The colourful arrow behind the alert symbol indicates whether the Vonts search only the standard paths or also the secret passages.

If multiple qualifying groups are present at adjacent locations, the Vonts move toward the largest group. In case of equally sized groups, they move toward the group at the location marked with the higher number.

If no group of sufficient size is present in adjacent locations, the Vonts move according to the card's basic movement arrows (as described before).



Example: Vonts B search only adjacent locations connected by regular paths, but they can spot even a single character there. Vonts C can spot only a group of 3 or more, but they are also scanning through a secret passage (whether it is locked or not). In both cases, if they do not spot a corresponding group, they move along the blue path, which was their original plan.



Highly Alerted Group

Cards with two arrows next to the alert symbol are the rarest type. They work similarly, but allow

Vonts to scan locations **up to two movements away**. These double arrows never combine with secret passages and typically only detect larger groups.

If the Highly Alerted Vonts spot characters, they make the necessary one or two moves to reach their location. In doing so, they can move through another group of Vonts. It may also happen that they encounter another character or characters in their first move. Resolve that encounter first, and then, if the Vonts still have their movement card, continue with the second move.

If there are two same-length paths to reach the spotted group, the Vonts choose the one which goes through the higher number.

Remember: Count the number of character tokens, not the number of players. A player controlling a double-character always moves both tokens simultaneously, making them more likely to be noticed by Alerted Vonts even when they are moving alone.



Example: Vonts D search for a group of four or more characters within two locations (and they would make two moves to reach that location). But there is no such group, so they take a single move along the yellow path.

VONTS ENCOUNTERS

An encounter with Vonts can occur in two ways:

- During the **Action phase**, when players voluntarily move their characters onto a location occupied by Vonts.
- During the **Vonts phase**, when a Vonts group moves onto a location with characters.

Encounters are resolved immediately. This means it's not possible to move multiple groups from different locations to the same location with Vonts, to participate in a single encounter – as soon as the first group arrives, the encounter must be resolved.



Regardless of how the encounter occurs, the resolution process remains the same. It begins by **revealing the Vonts Group card** for that group (located on the right side of the Vonts board), if it hasn't been revealed already. This card indicates the available options for resolving the encounter. The options are represented by numbered symbols.

Symbols on the Action Cards

Encounters are resolved by playing Action cards with specific symbols. Each card, except for wildcards, has some symbol and number in the top left corner.



There are three basic symbols and one special:



The fist represents physical strength and agility.



The speech bubble represents eloquence and cunning.



The eye represents attention and stealth.



The whirl is a universal symbol that can substitute any other symbol.

Also, note there is a **1** on the reverse side of all action cards. That means, any card (including wildcards) can be played face-down to provide value 1 of any symbol.

Resolving Encounters

The fist, speech bubble, and eye symbols also appear on Vont group cards, indicating how difficult it is to deal with the group in each way.

An encounter can be resolved in four ways:

- Defeating the Vonts in a fight
- Outwitting the Vonts
- Hiding from the Vonts
- Getting Caught by the Vonts

Defeating the Vonts in a Fight

One option is to defeat the Vonts in physical combat. To accomplish this, players participating in the encounter must **collectively play cards to a total of the shown number of fists** or more.



This is called a **collective challenge**, because **all present players can contribute** to it. It is indicated by the number being in three circles.

All double-characters have a special ability that whenever a player controlling a double-character participates in a collective challenge, cards played by this player count double! (As if each of their characters played them.)



Example: Jerry, Fleetfoot and Redcap are involved in the encounter and they must play cards with fist or whirl symbols so their numbers total at least 16. All characters contribute to the challenge and the played cards are totaling 16. (Exceeding the required value is allowed.)

If you defeat the Vonts in combat (by playing the required strength or more), remove the Vonts token from the map and place it on its lettered space on the Vonts board. Also discard both cards (the Vonts Group card on the right and the Vonts Movement card on the left). The Vonts are scattered ... but not for long. At the end of the round, a new group will appear in their place. Therefore, defeating Vonts is not an effective strategy on its own, but you might need to do it to facilitate your movement through Severton or to complete quests. Most importantly, you might need to fight when Vonts unexpectedly attack you.

Outwitting the Vonts

Another option is to pose as locals. To convince the Vonts, one player must play cards with eloquence equal to the shown number next to the speech bubble.



Any one character present at the location with Vonts has to play the required eloquence – they must achieve the required number alone; no other player can contribute any cards. This is called a personal challenge and you can recognize it by the number being in a single circle.



Example: Wilhelmina and Henrietta encounter Vonts D. Henrietta can achieve a maximum eloquence of 6, Wilhelmina of 8 (even when playing all other cards face-down). Since this is a personal challenge, they cannot help each other, and neither can successfully deceive the Vonts group – they must choose another way to deal with the Vonts.

A player controlling a double-character still counts as one player, despite controlling two characters. In personal challenges, their played cards are not doubled.

If you manage to outwit the Vonts, they will trust you. Select any available path leading from the encounter location (excluding locked secret passages that you haven't discovered yet) and move the Vonts token along that path.

You might imagine that the person who completed the challenge tells them something like „we spotted a suspicious group running this way“, and the Vonts, believing this information, will be heading in that direction.

The target location must not have another group of Vonts. It can have a group of characters, though – in that case, another encounter starts immediately. In some cases, this can be a valid tactic. If all adjacent locations are occupied by Vonts, you cannot outwit the Vonts at your location. You must choose a different way to deal with them.

Additionally, the Vonts discard their Vonts Movement card, even if it hasn't been used yet or if they performed only the first of the two moves depicted there.

Hiding from the Vonts

If you neither defeat the Vonts in a combat nor manage to deceive them, only one option remains to avoid getting caught – hiding from them. However, each person must hide individually – each player must play cards with stealth of the value depicted next to the eye.



Each player present at the location with Vonts must complete a personal stealth challenge. It's possible that only some characters will succeed, while others are getting caught.

A player controlling a double-character only needs to complete the challenge once – it counts as if both of their characters completed it.



Example: Both characters from the previous example would need to perform a hiding action of 4. Only Wilhelmina succeeds, while Henrietta is caught.

If one or several characters successfully hide from the Vonts, they remain at the same location as the Vonts (unless the Vonts continue moving). Characters at the same location as Vonts are hidden from all Vonts groups, including those passing through the location or the Alerted groups who are looking around and searching for character groups. The hiding continues until one of the following occurs:

- The Vonts leave the location.
- The characters leave the location.

- During the *Action phase*, the characters declare they are coming out of hiding (thus voluntarily triggering an encounter with the Vonts at their location).
- When another character or group of characters arrives at the location, each of the hidden characters may decide whether they stay hidden, or come out and join the encounter.

Missing options

Not all groups can be dealt with using every method described. If a symbol is missing on a Vonts Group card, that particular method cannot be used against that group.

Example: Vonts B are so enraged that trying to talk to them is pointless. Vonts C are methodically searching the streets, making it impossible to hide from them. And Vonts D are not only angry, but it's such a large group that fighting them has no chance of success.



Getting Caught by the Vonts

If you fail to deal with the Vonts through any of the above-mentioned methods, you will get caught. It's possible that only some players are caught, while others manage to hide.

Caught players must:

- **Discard all their cards.**
- **Take back their token** (it will return to the map during a later phase of the round).
- **Advance the Severton Unrest token by one space.**

The token advances by **only one space even if multiple characters were caught during the same encounter**. However, if characters are caught during separate encounters, the token advances by one space for each such capture.

When moving, the Severton Unrest token might land on a space with symbols. The corresponding effects take place immediately. You can find more information about the Unrest counter in the *Unrest phase* section (see on this page).

Summary

- If the Vonts have a strength  value listed, you can defeat them by playing a **collective strength challenge** of that strength value, which removes them from the game board temporarily.
- If the Vonts have an eloquence  value listed, you can deceive them by having **one player complete a personal eloquence challenge** of that value, then send them in a direction of your choice, and discard their Vonts Movement card.
- If the Vonts have a stealth  value listed, one or more characters can hide from them by **each completing a personal stealth challenge** of that value and remaining at their location. They become invisible to other Vonts until they or the Vonts leave the location.
- If neither of the methods succeeds, then any character who does not manage to hide gets caught. They take back their token, discard their cards, and the Unrest token advances by one space for the entire group.

3. QUEST PHASE

In the *Quest phase*, players follow the instructions of the currently revealed quests. It is also the only phase where the victory condition of the Scenario may be fulfilled and the game can be won.

You will learn more about quests when prompted – for Scenario 1 and 3, the Scenario Book will cover the quests; for Scenarios 2, 4, and 5, please refer to the Additional Concepts – Quests chapter on page 15.

4. UNREST PHASE

During this phase, advance the Unrest token on the Vonts section of the track by **two spaces**.

The triangular spaces wedged between two bigger spaces are counted only in games with a double-character .

In a five-player game, these spaces are ignored, and the token moves to the next large space.



Example: When moving two spaces in the illustrated situation, the Unrest token will land on the triangular space (in a game with four or fewer players), or on the large space above it (in a five-player game).



If the Unrest token reaches the end of the track, the game ends. Follow the *End of the Game* chapter's instructions (see page 14).

Additionally, the token might encounter some special spaces. It moves one by one, so no space is skipped.



This symbol indicates that another group of Vonts enters the game. Take the Vonts token with the shown letter and place it on the corresponding lettered space on the Vonts board. The new group will appear on the board in the next phase.



This symbol appears near the end of the track and represents the Rapid Arrows' **Final Surge** – the game is nearing its end, and the group makes one last attempt to complete their quests: You put the  token on the action cards deck (which grants players more cards during the next round – see *Players Refresh* chapter below on this page) and each player can also make one more move than usual during their next *Action phase*.

In later scenarios, there are also other symbols. A **breakdown of all symbols is on the last page of the rulebook**. Whenever you encounter one, follow those instructions.

5. VONTS REFRESH PHASE

Go through all Vonts on the Vonts board. For each group, do the following:

- If there is still any Vonts Movement card (on the left), you forgot to discard it – do so now.
- Draw a new Vonts Movement card from the deck and place it face-down on the left side of the board.
- If there's a Vonts token on the lettered space (either because the group was scattered in a battle or because it's a newly deployed group), deploy this Vonts group:
 - Draw a Vonts Group card and a Vonts Movement card and place them face-down on the board.
 - Draw a location token of the corresponding shape and place the group on the matching location if it's empty (no Vonts group or character is there). If it is not empty, check the locations with higher numbers, one by one, until you find one that is empty. Adjacency does not matter. If no location with a higher number is empty, check the lower numbers, descending one by one.



Example: Vonts E are being deployed. Players draw a 21 location tile. It is already occupied so they check location 22, because it is the next higher number. It is also occupied and there is no other higher number. Vonts E are therefore placed on location 20 as it is the first lower unoccupied location.

6. PLAYERS REFRESH PHASE

In this phase, players who were caught are placed back on the board, and all players draw new cards.

Refreshing Cards

Before drawing, players who weren't caught **may discard any number of cards**. Then, they draw new cards and add them to the ones remaining in their hand. The number of

cards drawn depends on how many cards each player has left in hand, and it's different for each character – look at the bottom of your character card.

Wilhelmina True

0	1	2	3	4	5	6
3	2	2	2	2	1	0

Example: Wilhelmina has one card left, she can choose whether to keep it (and draw two) or discard it (and draw three). In both cases, she will end up with three cards in hand after drawing.

If she had two cards left, discarding one card would make no sense, as she would draw two cards anyway. She would usually not choose to discard any cards, unless she desperately needed a specific card and wanted to increase her chances of drawing it by discarding both cards and drawing three instead.

Caught Players

The players caught this round return to the game during this phase by putting their token back on the map.

If there are no Vonts at locations ① and ②, a player may decide whether to put their token at location ① or ②. If there are Vonts at location ① or ② (or both), the player can place their token at any location adjacent to these Vonts. In the very rare case when these spaces are also occupied by Vonts, they place their token on a space adjacent to any of those occupied spaces.

If multiple players were caught, they can place their tokens at the same or different locations.

These players have no cards (they discarded them when they got caught) and they do not draw according to the rules above. Instead, they just **draw four new action cards** (same as at the start of the game).

Drawing Extra Cards

Some effects in previous phases might instruct the players to draw an extra card. They should indicate this by putting a  token on the action cards deck. If it happens twice in the same round, add one more  token. In the very unlikely case that this happens more than twice, ignore the additional drawings – **you cannot draw more than two extra cards** each round.

The extra cards are added to the number of cards drawn for each player. This applies both to the players refreshing their hand and to the caught players drawing a new hand.

Extra drawing applies only for one *Players Refresh* phase. After drawing extra cards, take any  tokens off the deck.

Redcap

0 1 2 3 4 5 6
+ 3 3 2 2 1 1 0

Example: Players gained the  token this round. Redcap has four cards in hand and decides to discard one card, so he now has three and according to his character card should draw two cards. Due to the  effect, he draws three cards.

7. QUEST REPLENISHMENT

This phase is skipped in Scenarios 1 and 3.

Only after drawing cards you should reveal new quests to replace the completed ones, as described in the section *Additional Concepts – Quests*. Read the quests carefully, and you can start planning how to complete them right away, as the game continues with your *Action phase*.

Now you know how the game is played. Stop reading this Rulebook and go to the Scenario Book, find the corresponding Scenario (if it is your first game, we heartily recommend Scenario 1) and read the instructions there. Good luck in Severton!

End of the Game

The game can end with a collective victory or by all players losing together. In both cases, you may record the result in the first empty line of your club's Chronicle.

Write the date and scenario number (1–5) there, then colour up to three stars  according to the difficulty level

(yes, there are 5 stars, some later scenarios allow even

higher difficulties), and write down the names of the players for each character. For a double-character, write the name so it covers both spaces; for characters that were shared, write „everyone“. In the notes space, you can record any memorable moments or how the game went this time.

You may also check the back of the Chronicle, to see if you fulfilled any of the achievements.

Scenarios 1 and 3 have their own blue end scoring. The rest of the chapter relates only to the other scenarios.

VICTORIOUS SCORE



If the Rapid Arrows token reaches the last space of its track, the players have won the game!

In a victorious game the base scenario points for reaching the  symbol is  points. Add  for each step remaining on the Unrest track (i.e. how many steps the Unrest token came short of reaching the last space). Do not forget you might have moved the Unrest token back for excess points in the *Quest phase*.

There are little checkboxes next to each player. Ignore them until you reach Scenarios 4 and 5. In those scenarios, add  point for each checked checkbox.

Scenario points =

10 + steps remaining on the Unrest track
+ 1 for each checked box

Then, add  points for each star  of difficulty and write the result into the “Final score” space, for future generations to admire.

Final score =

Scenario points + 5 points per star

LOSING SCORE



If the Unrest token reaches this space first, the players have lost. You may want to record such a game as well, to see how much you improve over time. In this case, the score just serves to note how narrow the loss was.

In “Scenario points”, write a negative number indicating how many steps Rapid Arrows token came short of reaching the final space. If the Unrest token should be moved one more time (as it moves by 2 in the *Unrest phase*), add an additional . Do not add any positive points, and write the negative number into “Scenario points” space.

Scenario points =

-remaining steps on the track (-1 if Unrest went over)

Cross out the “Final score” space. In a lost game, the difficulty stars don't matter (though you might feel that narrowly losing a great challenge is more valuable than settling for a lower difficulty).

Do not forget to check the achievement list on the back of the Chronicle – even during a lost scenario, you might have fulfilled some achievement.

Additional Concepts

The following sections are not part of the core rules, but they are also not specific to a particular scenario. They usually unlock in some scenarios and are used in all (or most) subsequent scenarios. The Scenario Book instructs you when to read them.

QUESTS

A general system of quests appears in Scenario 2, and is used also in Scenarios 4 and 5. For Scenarios 1 and 3, you do not need to read this chapter—quests work differently there, as is described in their sections in the Scenario Book.

The Rapid Arrows always enter Severton with particular plans and a clear agenda. Sometimes they succeed, sometimes they fail—or change their minds. But most of the time, one clue leads to another, and new opportunities arise along the way.

In our game, the initial agenda is presented by three starting quests. Whenever the players fulfil some of the quests, they move their token up the progress track, and at the end of that round, they also reveal new quests, so there are always three quests at the start of each round. To win, players need to fulfil enough quests to reach the end of their progress track before the Unrest token reaches the end of its track.

Quest Cards

Availability                                

Scenario                    

Flavour Text *The Rusty Keys Club has valuable information, but those guys are very suspicious; convincing them to cooperate will be difficult.*

Contact the Rusty Keys                    

When revealed: Mark the drawn location with a cube.

Quest phase: The quest is completed if you complete a collective challenge  at this location.

Quest Text

Location Token Slot

Scenario

The envelope symbol shows the scenario number that the quest belongs to. You find quests with the  symbol in the game box. Other quests are hidden in envelopes ,  and .

Quest Name

While many quests reference events from the book, you don't need to know these to play the game. If you're curious, more information about these references can be found at the end of the Scenario Book.

Flavour Text

This provides a general description of what you'll be doing during the quest and why. While not essential for gameplay, this flavour text provides context and helps with understanding what you will be trying to accomplish.

Location Token Slot

When you see marked spaces for tokens on a card, draw tokens of the corresponding shapes after the quest is revealed and place them in these spaces on the card. It serves as a reminder of the quest location.

secret passage immediately one after another (no character can be in both groups), each going in a different direction, one of the participating characters takes the cube. If a character with the cube is caught, the quest is discarded without reward.

Quest phase: If a character has the cube, the quest is completed.



Quest Text

This is the most crucial part—read it carefully and follow the instructions precisely.

- Most quests have a „**When revealed:**“ section describing what to do as soon as the quest appears in the display.
- Each quest also has a „**Quest phase:**“ section explaining what can be done in the *Quest phase* and the conditions for completion.
- Some quests may also affect **other phases**, which is always clearly stated in the corresponding sections.



Point Value

This indicates how many spaces the Rapid Arrows token moves on the progress track when you complete the quest. Sometimes this value may vary, which will be explained in the quest text.



Availability

The upper left corner may show a **sun symbol**, a **moon symbol**, or both (or none). Quests revealed during game setup must have a sun symbol. Near the end of the game, only quests with the moon symbol can be revealed.

Setup

Prepare the quest deck for the scenario.

- In Scenario 2, use quests marked with .
- In Scenario 4 or 5, use quests marked with  and .
- If you are playing scenario 1 or 3, you should not be reading this chapter.

Shuffle the deck and reveal three starting quests and place them in the designated spaces (red, blue and yellow).

All quests drawn during setup **must have the**  **icon in the top left corner** (they may or may not also have a ). If a quest card doesn't have a , set it aside and draw another one until you have three quests with . Then shuffle the cards you put aside back into the deck and place the entire deck on the designated space on the board.



Revealing a Quest

Quests are revealed at the start of the game and in the *Quest Replenishment phase*.

When a quest is revealed, first, **draw one or several location tokens of corresponding shapes** and place them into the slots (if any are displayed at the bottom of the cards). Shuffle the tokens if their pile runs out.

Then, follow carefully the “**When revealed:**” instructions. Whenever the quest text mentions “drawn locations”, it refers to the location or locations depicted on the drawn location tokens. If the card text refers to cubes, use the cubes of the colour matching the frame where the quest is placed (red, blue or yellow).

Read the rest of the text, make sure everyone understands it and start discussing how to fulfil the quest.

Working with Cubes

Quests often refer to cubes, which are used in two ways:

- As markers to clearly indicate locations relevant to the quest. In this case, they are just markers and you don't interact with them.
- As objects used to complete the quest – in this case, the quest card specifies how to obtain the cube and what to do with it.

Tip: When a quest card says “mark a location with a cube”, it means the cube is just a marker that you can't interact with. When it says “place a cube on a location”, the cube typically plays an active role in completing the quest.

Some quests allow players to pick up and transport cubes. You can only take a cube under the conditions specified

on the card. However, once you have one, you can freely exchange it with other characters at the same location during the *Action phase* (unless the card explicitly states otherwise).

If a character with a cube is caught, they must either:

- pass the cube on to another character at the same location who has not been caught, or
- leave the cube at the location where they have been caught. Any character can then pick it up during the *Action phase*.

Completing a Quest

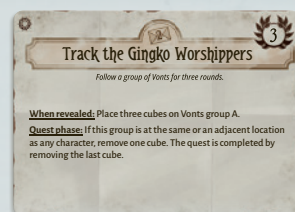
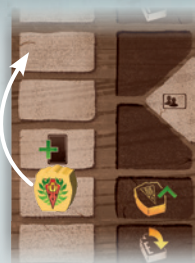
Quests may be completed only during the *Quest phase*. Read the text carefully.

Sometimes, completing quests involves a **personal** or **collective challenge** – just announce you are playing that challenge and evaluate it the same way as you do during the Vonts encounters. Unlike during the Vonts encounters, challenges for completing quests can be collective even for outwitting and hiding, or personal for strength.

Do not forget cards played by a player controlling a double-character count twice, but only in collective challenges.

When a card text indicates that a **quest is completed**, follow these steps:

- **Determine the points** earned for the quest. This is shown in the top right corner of the quest card, and sometimes it's explained in the quest text.
- **Move the Rapid Arrows** token by the corresponding number of spaces, one by one. If you land on any special spaces, resolve them immediately (see *Progress Board* section on page 17).
- **Discard any location tokens** from the quest card to their respective discard piles.
- **Return all five cubes** to the marked space on the quest board, regardless of where they were.
- **Discard the quest card** to the quest discard pile. Don't add a new one yet – the other game phases must be completed first.



Example: Players have completed this quest during the *Quest phase*. As a reward, they advance along the Rapid Arrows track by 3 steps. On the first step, the token triggers an  icon, so players place the  token on the action cards deck. The Rapid Arrows token then advances the remaining two steps.

Replenishing the Quests

Quests are completed in the *Quest phase* (3), but are not replenished until the *Quest Replenishment phase* (7). Players should do all the upkeep phases and draw new cards before they reveal what is their next quest. However, right after they reveal quests and read them, they may immediately start planning how to complete them, as their next *Action phase* follows.

PROGRESS BOARD



In Scenario 2, the left part of the progress board is introduced – the **Rapid Arrows track**.

During setup, you put the Rapid Arrows token on its start space and move it forward whenever you complete a quest. You may encounter various special spaces. Some new icons related to the quests or Rapid Arrows token appear also on the Unrest track.

You can find an overview of all symbols at the **last page of this rulebook**. Here, we explain those that appear new in Scenario 2.



Time is running out. From this point forward, the Rapid Arrows do not start long quests: **Whenever a new quest is revealed, it must have a  symbol in the corner** (regardless whether it also has a  symbol or not). If it doesn't, keep revealing quests until you find one that has the  symbol.



This symbol indicates the high morale of the Rapid Arrows. Put the  token on the action cards deck. It means when drawing new cards in next *Players Refresh phase*, each character will draw one more card than usual (see *Players Refresh phase* section on page 13).



The Vonts are concerned about the Rapid Arrows' progress (they probably read about it in the TOM-TOM club magazine). If the Unrest token is lower than this space, move it forward by one. If the Unrest token is at the same level or higher, nothing happens.



The Rapid Arrows are worried about the growing unrest in Severton, which motivates them to make an extra effort. If the Rapid Arrows' token is lower than this space, move it forward by one. If it is at the same level or higher, nothing happens.

Note: These two icons serve as balancing mechanisms for the game's randomness. Sometimes the initial quests are challenging, and then the growing unrest motivates the Rapid Arrows; at other times, quests are completed easily, which then provokes the Vonts. For advanced players, this also provides slightly tactical opportunities, as blindly rushing to complete quests at any cost might not always be the best strategy.



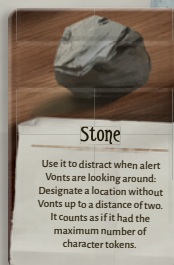
If the Rapid Arrows token reaches the end of its track, the **game ends and the players collectively win**.

If you would advance beyond the final space of the track, move the Unrest token back one space for each excess point. You can finish the current *Quest phase*, and if you complete another quest, you can continue moving the Unrest token back (for each additional point you would gain). This will give you additional Scenario points. Then follow the instructions in the *End of the Game* section (page 14).

ITEMS

Items are introduced in Scenario 2 and used in all the subsequent scenarios.

Expeditions to Severton are thrilling and dangerous adventures that keep you on your toes. But sometimes you need to take a breath, and calmly consider where that staircase you're searching for might be, or wait until a particularly dangerous group of Vonts clears out from a place you need to visit. In these quieter moments, you might search your pockets to see if you're carrying anything that could be useful – and get it ready, just in case.



Setup



Whether and how many items the players start with is indicated with this (these)  icon(s) on the setup part of the progress track. The items are **dealt face-down**, **players are not allowed to look at them yet**.

Searching your Pockets

As mentioned earlier, sometimes it may be part of your strategy not to move in an *Action phase* at all. If this happens, you may use this opportunity to check what is in your pockets, and prepare the item you find for later use.

If you did not move in an *Action phase* (explorations do not count), you may **flip one of your face-down item cards**. You may do it at the end of the *Action phase*, or even in its middle, but by doing so, you **lose all your moves** for that round.

Once the item is revealed, read its text. It specifies **when and how it can be used**. If your item is ready to use, it can be used even in the same round or in the same *Action phase* you revealed it.

After you use an item, discard it. All items are single-use only.



Example: Jerry decides not to move and to search his pockets instead. He flips his item card face-up and finds a Snack. He decides to use it immediately and grant an additional move to Fleetfoot and himself.

Note: An item may grant an additional move to certain players. That move may be used even by those players who searched their pockets this turn.

Exchanging Items

The Rapid Arrows respect each other's property; they do not take items from other characters. The only exception is barter, one for one, as kids usually do. In the *Action phase*, players may agree and exchange a revealed item for another revealed item of a player at the same location.

HEROIC CARDS

Heroic cards are introduced in Scenario 3 and used in all the subsequent scenarios.

There are times when things get truly dire, and the odds of success are next to none. In such moments, only a heroic deed can turn the tide.

Setup



When the Setup part of the progress track shows this icon, it means players start with a heroic card. Also, you may gain a heroic card under some circumstances later on in the game.

Keep your heroic card hidden from others, face-down on the table. You may look at it at any time. It **doesn't count** towards your hand limit.

Playing the Heroic Card

Heroic cards are a one-time boost for challenges. Players may play their heroic cards **only in challenges at their location**. This applies even to challenges they are not directly participating in, as long as the card's effect can influence characters other than the player's own and it is happening at the same location.



Example: Redcap is at a location with Henrietta and he is trying to outwit Vonts A. Henrietta can use the shown card even though she is not participating in the challenge. She adds +1, which is enough for Redcap to succeed in the challenge.

Heroic cards are single-use only, you **remove the card from the game** after you play it.

You can save your heroic card for the right moment. But be aware that **only one heroic card can be used per challenge**. Therefore, it may not be effective for all players to save their cards for the last quest.

For purposes of heroic cards, situations where **multiple characters do the same personal challenge count as one challenge**. Thus players can use only one heroic card, but that card may affect the challenge of multiple players.

If playing with double-characters, it is sometimes necessary to distinguish between "character" and "player".

Some heroic cards double the value of a card or cards played by some player. They may also be played on cards played by a player controlling a double-character in collective challenges, which are already doubled. If a heroic card effect **would double an already doubled card**, it will only **triple the value** (not quadruple). Imagine the card was played twice, once by each character, but only one of those plays was doubled.

REINFORCEMENTS

Reinforcements are first introduced with the higher difficulties of Scenario 3 and are also used in the subsequent Scenarios.

As unrest grows, Severton becomes more dangerous. Larger and more dangerous groups of Vonts roam the streets. They are harder to fool, trickier to hide from, and their movements are increasingly unpredictable.

Double-sided reinforcement tokens are in envelope. Put them near the Vonts board, you will need them if the Unrest token reaches particular spaces on its track.

Ability Boost



This symbol on the Unrest track indicates that the Vonts group (or multiple groups) has all its stats strengthened. Take a +5/+3/+2 tile and place it to the right of the Vonts Group card. From now on, **all numbers on that card are increased by the corresponding value**. Symbols that are not on the card are still not available for use.

The token stays with the group even if they regroup or if you defeat them – it applies to all subsequent Vonts cards in this position.



Example: The numbers on the Vonts Group card are now 17 and 12. The group is harder to defeat or outwit, but you still can't hide from them.

Speed Boost



This symbol indicates that the group has speeded up. Put a tile with the additional-move symbol next to their card. From the next Vonts Replenishment phase, the Vonts group prepares **two Vonts Movement cards** instead of one.

When investigating a Vonts group, you will see all their cards. Flip the entire stack, do not change the order while flipping! During evaluating in the Vonts phase, flip it the same way (unless a player did that already) and evaluate the cards from the left to the right.



Example: Vonts C gained a speed boost and have two movement cards. They will move along the blue path and red path, then they look around, and if they do not see a group of two or more player tokens at adjacent locations, they return by the red path.

The Vonts may initiate multiple encounters and may also regroup on any of these two cards.

If any effect causes the Vonts to discard their Movement card (for example, if players fool them by eloquence), they **discard all their cards**.

The speed boost token also remains with the group until the end of the game.

BUBBLE

Bubble as a character is introduced in Scenario 4 and used also in the subsequent scenario.

In the book, the poor dog had rather a sad role. However, in our game, you saved that loyal speechless creature, remember? (If you don't, please return to Scenario 3.) And now, he will repay you by being a useful member of your group. Well, mostly.

Setup



Put Bubble's token on the same space as the character tokens. Put Bubble's card near the board, corresponding side up (one is for the five-player game, the other for games with a double-character). You can tell by the symbol in the upper right corner.)

During the Action Phase

When one or several characters leave a location where Bubble is, they may take him along. If no one remains at a location, they must take him along. Thus, Bubble is always at a location with at least one character.

Reconnaissance Run

Bubble has no cards, but can perform his special action – **Reconnaissance Run** – once per round. This is shown on his card.

Reconnaissance Run means that characters can send Bubble to another group. Bubble can move up to three locations in a five-player game **and up to four locations in a game with four and fewer players**, but his movement **must end at a location with another character or group of characters**. It can not be the same group that sent him.

If Bubble is unable to reach any such group within the given number of moves, his ability cannot be used.

Bubble can move along regular paths and unlocked secret passages. On his way, **he investigates all Vonts groups whose locations he enters**. He flips all their cards as if players had used a card with .



Example: Bubble is in a group with Jerry and Henrietta. Two moves away is Redcap. Bubble may run to him and investigate Vonts D.

A group that is hidden at a location with Vonts may send Bubble, too, but this will not reveal the cards of the Vonts at that location. If Bubble arrives at the group that is hidden at a location with Vonts, **Bubble's arrival will reveal the group and cause an encounter** that all the players at the location (and Bubble) must participate in.

It really happened in the book: Bubble barked with joy when he found his friends, but that gave them away. The Rapid Arrows were badly beaten, and poor Bubble was captured. Fortunately, here, you are the ones deciding where he goes.

You can perform the Reconnaissance Run **only once**, **but at any time** during the Action phase. For example, it's possible to move one group to be within range, and then another group can send Bubble to them. Or you can split up – part of the group can move away and the other part can send Bubble to them, or conversely, someone can leave the group with Bubble and send him back, etc. It's all up to you.

During the Vonts Phase

Bubble is always at a location with characters, and **Alerted Vonts groups count him as an additional token**. So if there's a group of two characters with Bubble, they will be targeted by Vonts who notice three or more tokens.

During Vonts Encounters

In fights with Vonts, Bubble adds  to the group's strength, as shown on his card.

However, when attempting to hide, he becomes a burden instead. If there's one player attempting to hide with Bubble, **they must play 3 more eye**  (and/or whirl ) symbols, or they will be caught. If there are multiple players

at a location, they agree which one will keep Bubble: Only this player must play 3 additional eyes  (or be caught).

This applies only for encounters with Vonts (or Scirocco), not for any other challenges, even those including strength or hiding.

If a player with Bubble is caught, they remove their token and Bubble's token, and at the end of the round, when placing their token back to the game, they also place Bubble to the same location.

PERSONAL QUESTS

Personal quests are introduced in Scenario 4 and are used also in the subsequent scenario. Tied to them are Advanced Character cards.

Your character is part of the Rapid Arrows and does their best to help them achieve their goals. However, you are also an individual with your own hopes and dreams. And with your own idea what to achieve to become better and stronger.

Setup



From Scenario 4 onwards, this icon  on the progress track of the scenario reminds you to deal one personal quest to each player. These should be kept **secret from the other players**, but you may look at it at any time.

During the Game

Read your personal quest carefully and watch for situations during the game when you might be able to complete it. Don't tell other players what your quest is, but you can ask for their cooperation in completing it. So, for example, don't say „I need to be alone at this location“, but instead ask others not to follow you.

In a game with four and fewer players, remember to distinguish between “character” and “player” in the quest text.

Completing the Personal Quest

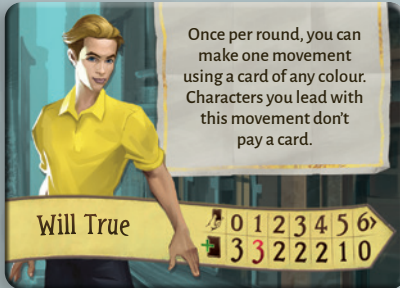
Completing a personal quest is a big achievement for your character, and significantly improves its abilities. It can be completed in different game phases, as stated in its text. Once your quest is completed, reveal it to the other players and follow these steps:

- **Remove the quest card from the game.** You don't take another personal quest – you only get one per game.
- **Exchange your standard character card for the advanced one** (you will find them in envelope ). For the rest of the scenario, you will play with this stronger character card.

- **Take a random card from the heroic card deck.** It is yours to use (even this turn). Follow the rules for heroic cards.

Tip: Completing your personal quest gives the entire group a significant advantage, but remember that the goal is to complete shared quests. It's good to coordinate personal and shared quest completion, but if that's not possible, prioritise shared quests. If players spend several rounds focusing only on their personal quests, they might lose the game because of that.

Advanced Character Cards



Advanced Character cards can be obtained only through completing your personal quest. They have a **stronger ability** that can be used even in this round (but only the parts that were not already used in a weaker form in the same round). Also, one or two **card drawing numbers are improved** (they are highlighted in red), so in some situations you draw more cards.

Final Scoring

In the Chronicle, check the boxes next to those characters who fulfilled their personal quests during the game. In the case of double-characters, check both boxes.

When calculating the Scenario points, you add 1 point for each checked box.

ADVANCED VONTS MOVEMENT

You find Advanced Vonts Movement cards in envelope 4, but they can be retrospectively used in any Scenario.

Have you read the TOM-TOM? This magazine circulates through the Other Side in just five copies — handwritten and illustrated by the Rapid Arrows themselves! Here, every kid can read about the amazing adventures and discoveries these brave boys have made in Severton. But there's a problem: One of the copies has fallen into the hands of the Vonts. And they are furious. How dare those pesky Other-Siders meddle in their affairs?



The 8 Advanced Movement cards you find in envelope 4, are a small, voluntary expansion. You may **leave them in the box**, or you may **shuffle them among the other Vonts**

Movement cards for a higher challenge, as the chance that the Vonts surprise you by an unexpected move is higher with these cards.

The new cards are **marked with a star** in the lower right corner, so you can sort them out of the deck again at any time.

Game Difficulty

If you use these Advanced Vonts Movement cards, it causes the difficulty to rise by one star. This combines with the difficulty from the progress track, so for example, seeing one star on the progress track and using these cards is the same difficulty as seeing two stars and not using the Advanced Vonts Movements.



Example: If you want to keep track whether you used the advanced cards in the Chronicle, always fill up the fourth star if using them, thus the two options how to play with a two-star difficulty, mentioned above, will look like this.

Playing with Advanced Movements

The rules are the same as with regular movements, there are just nastier numbers and combinations. For example, the Alerted Vonts may now make two moves if they do not spot anyone, while with the basic set, they always made only one.

Maybe you noticed a pattern. For example that Vonts never spot a single character through a secret passage. Or that if checking up to the distance of two, they never see less than three characters. Well, with these cards, you may as well forget all that.



There is one special case, though. This card says you do the "Converging on the Centre" move twice. However, **the second move should never return to**

the original location. Thus, when looking for the second destination after you made the first move, check only the adjacent locations other than the one the group came

from. If the original location is the highest, go to the second highest. If the original location is the only free adjacent one, regroup instead.

Replaying Former Scenarios

If you want, you may add these advanced movements also when playing Scenarios 1, 2 or 3. It may increase their difficulty to up to four stars. (Oh, now some of the achievements make sense, right?)

If you decide to replay Scenario 1 with these cards, apply the rules for Alertness right from the start. On four stars, even the intro game proves already a serious challenge.

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Albi

Quick Overview



Action phase – Each player can play up to two movements and any amount of explorations. For **movement**, play a card of corresponding colour. Others may go with you by playing any card. For **exploration**, play a card with  and discover a secret passage going from your location or investigate a group of Vonts up to two movements away.



Vonts phase – For each Vonts group, reveal its Vonts Movement card (left card), execute the movement shown on this card, and discard it. Vonts can move through locked  passages. If the group cannot move, they regroup instead.



Quest phase – Players follow the instructions of the currently revealed quests. It is also the only phase during which the victory condition of the scenario may be fulfilled and the game can be won.



Unrest phase – Advance the Unrest token on the Vonts' progress track by two spaces. Evaluate any effect of all spaces it passes or lands on.



Vonts Refresh phase – Deal a new face-down Vonts Movement card to each Vonts group. If the Vonts token is on its lettered space, give it also a Vonts Group card and draw a location token to deploy it on the map.



Players Refresh phase – **Caught players** are placed on location ① or ② (if there is a Vonts group on any of these locations, then on a location adjacent to it) and draw 4 cards. **Others** may discard any number of cards and then draw according to the table on their character card. Effect of a  token applies to both caught and uncaught players.



Quest Replenishment phase – [Skip in Scenarios 1 and 3](#). Otherwise, draw and reveal new quests on emptied quest spaces. If the unrest already triggered  space on track, the new quests must have the  icon. Follow the “when revealed” section of the cards.

Icons Overview

Progress track icons

-  During the *Player Refresh phase*, draw one additional action card.
-  **Final Surge:** During the *Players Refresh phase*, draw one additional action card, and your movement limit is increased by one in your next *Action phase*.
-  The depicted new Vonts group enters the game.
-  The depicted Vonts group gets ability boost.
-  The depicted Vonts group gets speed boost.
-  If the Rapid Arrows token is lower than this space, advance it one space.
-  If the Unrest token is lower than this space, advance it one space.
-  Scenario 3: Reveal a hex location tile next to this space and put it on the corresponding location. Then reveal an Ally card and place it the way it is clear it belongs to this location.
-  Scenario 3: Do the same as above. Also reveal the last remaining hex location tile and place Bubble token on the corresponding location.
-  Scenario 5: The Scirocco token enters the game. The Rapid Arrows token stops here, push the Unrest token back for any remaining progress of the Rapid Arrows token.
-  Rapid Arrows wins. Reaching this symbols also means you gain 10 points for your Scenario score.
-  Unrest in Severton reaches its maximum. Rapid Arrows lose.

Game setup icons

-  Heroic card
-  Item card
-  Personal quest card
-  At the start of scenario and after being caught, each player draws four action cards.
-  During the scenario setup, deploy these Vonts groups.

Vonts Movement Summary

-  One move along the path of corresponding color. If the target location is occupied by Vonts, regroup.
-  Two moves along the paths of corresponding colors in the depicted order. If both locations are occupied by Vonts, do not move and regroup. If only the first location is occupied, move through that group. If only the second location is occupied, move only once and then regroup.
-  From the adjacent locations not occupied by Vonts, including through secret passages (unlocked or not), find the one with the highest number and move there. If there is no such location, regroup.
-  Do the above twice. During the second move, ignore the starting location of the first movement.
-  First, check all adjacent locations (not through secret passages). Check for a group of characters (including Scirocco or Bubble) of the same or higher size as the number. If there are multiple groups, prefer the bigger one, if deciding between multiple same-sized groups, prefer the one on the higher location number. If finding such a group move there and ignore the movement arrows in the left bottom corner of the card. Otherwise, follow the movement arrows.
-  Same as above, except you check also through secret passages (unlocked or not).
-  Same as above, but looking for a group up to the distance of two movements (which Vonts would do to reach it). If two same-length paths are available, choose the one through location with the higher number.