
ADVENTURE REALMS
THE LAST FANTASY
RULE BOOK

GAME SETUP

1: Shuffle the new Hero cards into the Hero deck. Now, do the same for the Adventure, Treasure, and Monster cards.
2: Place the new board to the left of the base game board. This board has a Corruption Track and also offers 4 new Realms Spaces for players to go to during the Hero Phase.
3: Place each player's cubes onto the START space at the top of the Corruption Track.
4: Shuffle the Corruption cards (small purple back) and draw 6. Place them randomly into the card spaces onto the Corruption Track.
5: Shuffle the Leader cards (large blue back). Deal each player 2 Leaders. Each player will select one and discard the other.



COMPONENTS

1x Game Board
15x Leader Cards
12x Hero Cards
25x Adventure Cards
2x Treasure Cards
10x Corruption Cards
3x Monster Cards



LEADER CARDS

Each player will begin the game with a Leader Card. Leader cards give each players a Special ability. These ability can be a one time effect or an action that can be used throughout the game. Each Leader also has a specific Quest they are trying to accomplish. Just like Quest cards, you will gain Victory Points if you fulfill the requirements. Leader cards are not secret, and when selected, are placed face up so all players around the table can see each other's Leaders.

Thorin's Leader Ability let's the player spend 1 food to gain 3 Recruit Points once per Passing Phase. His Quest gives the player a Victory Point if they have at least 5 food in their supply.



NEW CARDS

There are several new cards for each of the base game decks: Hero Cards, Adventure Cards, Treasure Cards, and Monster Cards. You can shuffle these into the base game decks. If you wanted to remove these cards to play with ONLY the base, look for the small skull icon located in the bottom left corner of each card from this Expansion.





CORRUPTION

CORRUPTION TRACK

The innocent people of Arcadia need true heroes. Not heroes that hang back while the REAL heroes do all the work. Heroes that hang back can only be one thing...Corrupt!



This new track displays how corrupt a player is. After the Dungeon Phase, check to see which player or players are in last place or chose not to enter the dungeon. For every player that meets this criteria is seen to be corrupt. These players will move their cube downwards onto the next Corruption Card. After that, move into the End Phase. During the End Phase, each player that's on a Corrpution card will suffer the effect of that corruption card as well as every Corruption card that is between that card and the START space.

In this example on the right, Green has 2 Corruption. During the End Phase, they must lose 1 Food AND 1 Gold. The more corruption a player has, the more resources they will lose. However, if they don't have the resource to lose, then ignore the effect from that corruption card.

Why would anyone want to be corrupt? Well, some effects from the new cards and the new Realm Spaces will give the player benefits for being corrupt.

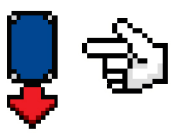


This Adventure card has an ability that will give the player gold, but the player must have a certain amount of corruption. This card says that the player must have AT LEAST 3 Corruption to gain 3 Gold, or have AT LEAST 5 Corruption to gain 5 gold. There are many new cards that will have these stronger effects.

Another benefit to corruption is that when you reach 5 and 6 Corruption, you will immediately gain 1 Victory Point. Yet, being too corrupt will be your downfall. If a player ever reaches 7 Corruption, the game immediately ends, and that player loses no matter how many Victory Points they may have. The game immediately goes to End Game Scoring.



Want to remove Corruption? Well, you can. During the Hero Phase, instead of playing one of you Adventurers, you may discard a card from your hand matching the color of the Corruption card's icon.



This icon is blue, so you must discard a Wizard card from your hand. Then move your cube up to the next Corruption card (or START space). You may do this once per turn, but may do this as many times as you would like throughout the Hero Phase just so long as you have the proper cards. There are some Corruption cards that require the player to discard 2 cards. In this case, both must be discarded at the same time to lose that corruption. Just keep in mind that this is a new step in the Hero Phase and just like the Adventurers, you do not have to lose Corruption if you do not want to.

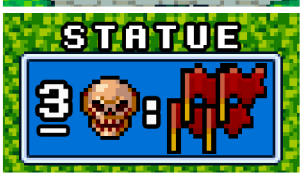
NEW REALM SPACES



Spend 1 Food to gain 4 Gold

Spend 4 Gold to gain 2 Adventure cards





If you have AT LEAST 3 Corruption, gain 4 Journey Flags

Gain 2 Journey Flags



ICONOGRAPHY


Fire Stone


Water Stone

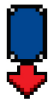

Air Stone


Earth Stone


Discard a Fighter


Discard a Thief


Discard a Cleric


Discard a Wizard


Gain 1 Gold


Draw 1 card (from your deck)


Gain any 1 Elemental Stone


Gain 1 Recruit Point


Gain 1 Food


Draw 1 Adventure Card


Gain 1 Rank in any guild


Every other player discards a card of their choice from their hand


Gain 1 Mana


Banish a card from your hand or discard pile


Lose 1 Rank in any guild


Move 1 Level in the Dungeon


Gain 1 Victory Point


Gain 1 Rank in that specific guild: Cleric, Wizard, Thief, Fighter


Draw a Treasure Card


This cancels the effect that would otherwise affect you negatively.


AT LEAST 2 Corruption

Special Icons

Some icons need some extra explanation:

This arrow means that you spend what's on the left to gain what's on the right.

The + means that you gain what's on the left, and you may do what's on the right.

The : means that IF you have what's on the left, gain what's on the right. You do not spend what's on the left.

OR When you see an "or" you will choose between what to gain. You cannot choose both.

2 Rank : Rank refers to how high you are in a particular guild. This example means, if you have at least 2 Rank in the Fighters Guild, you may gain what's on the right of the :.

BANISHED Banished cards are removed from the game. If an Epic Hero was banished, return it back to their stack above the board. Adventure cards cannot be banished in this way.

CREDITS

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Inspirations: Lost Ruins of Arnak, Dune Imperium, Star Realms, Clank!, Dominion, Lords of Waterdeep, Final Fantasy, RPG Maker Community, Dragon Quest, Dungeon Dive Community, Geek Gamers, JRPGs, Family and Friends, Binx, Fancy, and Chop.
Special Thanks: Daniel (Dungeon Dive), David Waller, Petros, Michael, Joshua, Seattle Tabletop EXPO

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