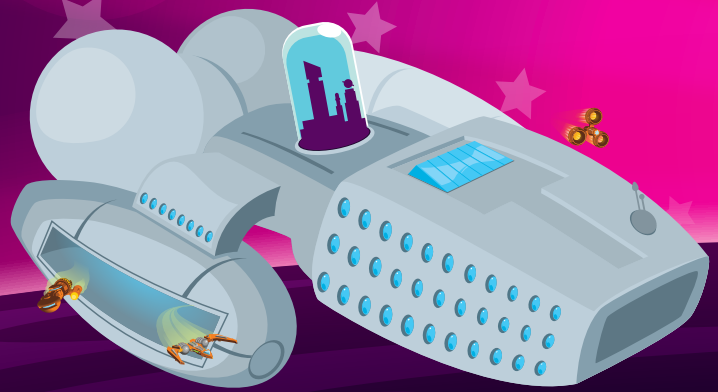
asking for trobils Companions

RULEBOOK





Breaking Games
AN ADMAGIC COMPANY

Space is lonely, but when the lost colony ship, the Friend, appeared on the outskirts of the star system, everyone was thrilled to hear about it. Even more exciting, Friend Ship contains a new resource, Shards, that provide another way to capture Trobils! The residents of this ship are eager to explore the galaxy with you. If you let them tag along, despite their silly quirks, they'll give you these Shards to help rid the galaxy of Trobils.

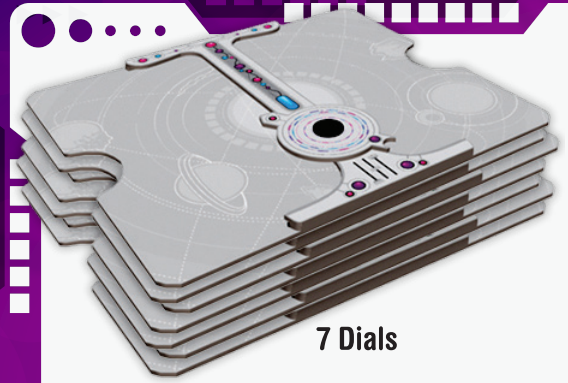
Components



Friend Ship Board



38 Point tokens



7 Dials



21 Shard Cards



19 Chaos Companion Cards



28 new Trobil/City Cards



70 Shards



21 Companion Cards

Setup

1. Leave the original Trobils cards in the box and use the New Trobils deck provided with this expansion. Their setup is exactly the same as the original deck.
2. Assemble and place the Friend Ship Board on the outside of the base game's board.
3. Place the Shards where everyone can reach them.
4. Give each player a Dial.
5. Shuffle the Companion cards and deal 3, face up, on the Companion Board.
6. Shuffle the Shard cards and deal 3, face up, to the right of the Companion cards.




QUIRK 03
You may not gain RiffRaff cards from the Smashed Rock Location
QUIRK 02
When you gain Space Carrots, gain one less.
QUIRK 03
You may not gain Space Carrots for any reason.
Mister Spack
Live long and play well.
QUIRK 01
You cannot gain Credits from Connections.
QUIRK 02
When you gain Credits, gain one less.
QUIRK 03
You may not gain Credits for any reason.

Friend Ship Location



When visiting this Location, players will take a pairing of a Companion and Shard card that are available on the board.

The first pairing of cards on the left of the board is free.

If a player wants to take either the middle or right pairings, they must leave any one resource on each pairing to the left. This means it costs the player one resource to gain the middle pairing or two resources to gain the pairing furthest right.





= Any Resource



The Friend Ship is a special Location. No Ship may stay there.

If a player takes a pairing with resources on it, they gain those resources.

After taking the pairing, slide all pairings to the left if possible, and refill the right side.

Add the Companion card in the left of your Dial and the Shard card in the right. Adjust the dial to point to Quirk 01 on your Companion card.

Finally, the player picks their Ship back up and ends their turn.



Using the Shard Cards

Every Shard card has an Activation. Activations can be visiting a Location or performing a certain action (such as picking up your Ships or Bumping someone). Some Shard cards also have an Activation cost that must be paid to activate the card. Shards gained must be placed on the card starting with the bottom spots and filling up.



As soon as a row is filled, adjust the Dial counterclockwise to the next notch. If there are no more Shard spots available, the Companion can no longer provide Shards; however, their Quirk is still in effect.



Using the Companion Cards

Companions will give you Shards, but they have quirks you'll have to work around to gain Shards.

As Shards are gained, and the Dial moves up on the Shard card, it points lower on the Companion card. The Dial points to the Quirk that is in effect until you lose the Companion. Companions can only have one Quirk active at a time.

If there is ever a question between how the rules normally work and what the Companion's Quirk is, the Quirk takes priority.

EXAMPLE:

There is only one spot for a Shard to go on the bottom row, so that row is considered filled. The second row only has one Shard, but has spots for two more, so it is not yet filled.

Once two more Shards are added, the second row will be filled and the Dial will rotate to Quirk 03.



How Do I Get Rid of My Companion?

Players may choose to Abandon or Drop Off their Companion at the end of their turn.

ABANDONING A COMPANION:

To Abandon a Companion, discard the Companion and Shard cards, and move the Shards from the card into your supply. You cannot spend Shards until they have been removed from the Shard card.

DROP OFF COMPANION:

When visiting a Companion's Drop Off Location, a player may Drop Off the Companion to gain the bonuses in all filled rows. Discard the Companion and Shard cards, and move the Shards from the card into your supply. Bonuses are not gained from partially filled rows.

If the bonuses are points, take the appropriate number of Point tokens.



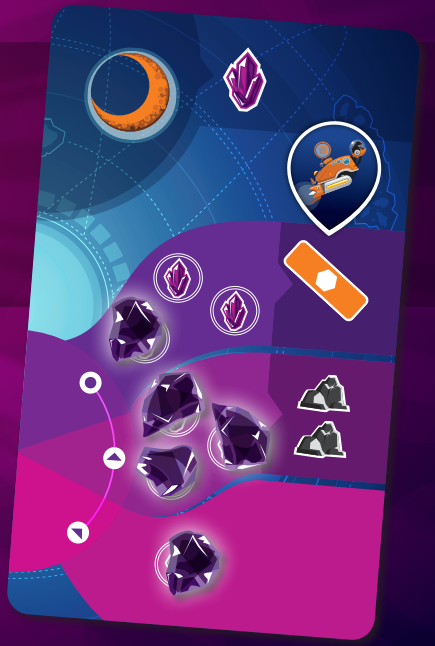
If a player gains a new Companion as a bonus, gain the Companion and Shard card as if you had just visited the Friend Ship Location.



This Drop Off bonus gives the player any Connection available at the Space Station Location. It must be added to the side of the Ship card that represents the Drop Off Location.

EXAMPLE:

If the Companion is Dropped Off at their desired Location with this many Shards, the Drop Off Bonus is 2 Ore. They do not get the Connection card because that row is not full.



Why Do I Want Shards?

Shards are an alternative way to collect Trobils. Some still require resources, others require Shards, and some can be paid with either Shards OR resources. Shards still on your Shard card may not be spent to collect Trobil cards.

Shards in your supply are worth 1 point each at the end of the game. Shards left on Shard cards are not worth points.

Final Scoring

When scoring at the end of the game, also add any Point tokens and Shards in your supply to your total.



Chaos Companion Variant

There are 19 Chaos Companion cards included in this game. Players may add to or replace the normal Companion cards to play with this variant. The powers on the Chaos Companions are more extreme and have a more, well, chaotic influence on the game.

We do not recommend you play with them on your first game with the Companions Expansion.



You can identify a Chaos Companion by the Chaos symbol in the top left corner.



Chaos Companions have a setup requirement for when a player gains the Companion. Follow the directions when adding the Companion to the Dial.

There are only two Quirks on Chaos Companions. Move the Dial to Quirk 01 in the middle. The bottom row on the Shard card should be completely ignored. Do not collect Shards there, do not collect the Drop Off Bonuses.

Follow the setup instructions once when first gaining the card.



Playing with Trobil Makers



Companions was designed to play with the base game of Asking for Trobils alone, but it is possible to play it with the other expansion, Trobil Makers.

Be aware that this will add time to the game, so we do not recommend doing it for large player counts.

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How to Teach This Expansion

Follow this guide to quickly teach the Companions Expansion to players who have already learned the base game!

Set up the game, and point to the new Trobil cards.

TEACHER

The new Trobil cards can be won with either Shards, a new resource, or with original resources. Some cards only require Shards.

Reference the Companion cards on the table.

TEACHER

These Companions will help you get Shards. To gain them, go to the Friend Ship Location. The set of cards on the left is free, but to get the middle or right combinations, you have to pay 1 resource to each set of cards skipped. If someone takes Companions with resources on them, they get the resources.

Show how a ship never stays there.

TEACHER

This is a unique Location. Once you're done with it, pick your Ship back up and end your turn.

Put one of the sets of cards into your Dial to show how it works.

TEACHER

When you gain a Companion card, you also gain the paired Shard card and add it to your Dial. Set the Dial to Quirk 01. The Shard card tells you how to gain Shards by visiting a place or performing an action. Sometimes you have to pay resources too.

Place Shards on the card and show how the Dial moves.

TEACHER

You can't use the Shards on your Dial until you discard your Companion. You can do this at the end of any turn, and, if you drop them off at the Location they want, you'll get the bonuses on the side of the card for every row that is filled.

Shards not on your Dial at the end of the game are worth 1 point each.