



ARGOAT™

GAME MANUAL

GAME COMPONENTS

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Frontier Cards.....	20
Dark Forest Cards.....	4
Item Cards.....	18
Knowledge Cards.....	40
Emeralds.....	30
Bleina Pieces.....	2
Player Avatars.....	5 (one of each color)
Check Markers.....	20 (four of each color)



Emeralds



Bleina
Pieces



Player
Avatars



Check
Markers

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STORY

In your pursuit of ancient knowledge, you have learned that the legendary paradise of Eden has reemerged somewhere in the world.

Stories claim that Eden is a land of beauty without compare, and that its residents are bestowed with eternal life. However, the way to Eden is not open to all. Should it be discovered, the paradise will once again fade into darkness.

Your sources indicate that Eden slumbers somewhere in the vicinity of a certain Frontier Town. In order to discern its exact location, you must first seek the eight Fragments of Ancient Knowledge hidden across the land.

As you arrive in the Frontier Town, you meet the eyes of several other outsiders who no doubt have the same goal in mind.

STARTING THE GAME

GOAL OF THE GAME

Be the first to discover Eden by gathering the eight Fragments of Ancient Knowledge and flipping over the **Dark Forest** in which **Eden** sleeps.

SETTING UP

1. Separate the eight Fragments of Ancient Knowledge into piles by type, and place these face up at the edge of the table to form the Reliquary. Place the Emeralds nearby to form the Bank.
2. Shuffle the four Dark Forest cards together and place them Dark Forest side up at the edge of the table to form the Darkness Deck.
3. Place the Frontier Town in the center of the table. Locate the four starting Frontiers as indicated on page 5. The Frontier Town and the four starting Frontiers are indicated by a gold ring around their illustration. Randomly place one Frontier on each side of the Frontier Town, taking care that the roads on the edge of the Frontier connect. Roads are explained in more detail on pages 14 and 17. All Frontiers must face in the same direction.

Starting Frontiers: Glittering Cave, Caravan, Forgotten Temple, Labous Snowfields



4. Shuffle the remaining Frontiers, and place them face down at the edge of the table to form the Discovery Deck. Do the same for the Items to form the Supply.
5. All players choose their color, and place the Player Avatar of the corresponding color on the Frontier Town.
6. All players then take the four Check Markers of their color and one Emerald.
7. Place a number of Bleina on the Frontier Town equal to the number of players divided by two, rounded down.
8. Drop one of the Emeralds on the table. The player it points to goes first.

STARTING SET UP

(Five Player Game Set Up)



*Be sure to leave enough room on each side of the Starting Frontiers.

GAME OVERVIEW

TURN OVERVIEW

MOVEMENT

On your turn, move your **Avatar** one space to an adjacent **Frontier**. You may only move to a Frontier that is connected to your current Frontier by a road. (Figure 1)



DISCOVERING NEW FRONTIERS

While only five Frontiers are present at the beginning of the game, additional Frontiers are revealed each time you return to the Frontier Town. When placing a new Frontier, take care that its roads connect to those of all adjacent Frontiers. A Frontier may not be placed in a way that leaves any of its roads cut off by the blank side of another Frontier. (Figure 2)

If you place a Frontier with a Dragon Symbol in the top right corner, draw a Dark Forest card and place it adjacent to the new Frontier without looking at it. If all Dark Forests are already in play, or if there is no road that can connect to the Dark Forest, skip this step.



Figure 2



BLEINA

If you occupy the same Frontier as a **Bleina** before you move, you may choose to pay one **Emerald** to move two spaces instead of one. If you do so, move the Bleina along with your Avatar. You may only do this once per turn.

Figure 3



If you occupy the same Frontier as a Bleina after you move, you may pay one Emerald to move one extra space, as long as you have not moved using a Bleina this turn. If you do so, move the Bleina along with your Avatar. (Figure 3)

ITEMS

You may use as many **Items** as you like during your turn. Discard Items after use.

TRADING

At any point during your turn, you may choose to **trade** with any player in the same Frontier. You may do this as many times as you like. You may make trades with multiple players in the same Frontier, as well as trade before and after you move. Through successful trading, you can obtain new Fragments of Ancient Knowledge and gain information to stay ahead of the other players. You may use any combination of the following in a trade:

- **Information on the Location of Eden**

Information regarding the whereabouts of Eden can be a powerful bartering tool. If you or the other player you're trading with has a Check Marker on a Dark Forest that the other does not, either player may allow the other to explore that Dark Forest as part of a trade. When a trade is agreed upon, secretly look at the reverse side of the agreed Dark Forest and place one of your Check Markers on it.

- **Fragments of Ancient Knowledge**

The knowledge you gather over the course of your journey can be a valuable resource. If you or the player you're trading with possesses one or more Fragments of Ancient Knowledge that the other does not, you may choose to share what you've learned as part of a trade. When a trade is agreed upon, take the promised Fragment or Fragments from the Reliquary. You do not lose your Fragments when you share them with other players.

- **Emeralds**

The common currency of the Frontier, Emeralds have many uses, including using Bleina for extra movement or exploring Dark Forests. These valuable Emeralds may also be used to make trades.

- **Items**

Items have a number of effects that can give you an advantage over the other players. You may also use them to make trades. When trading Items, keep them face down so that other players do not see.

Trade Example 1: Another player shares their Knowledge of the Spirits with you, and in exchange you allow them to explore one of the Dark Forests that you have a Check Marker on.

Trade Example 2: You explore one of the Dark Forests that another player has a Check Marker on, and in exchange you pay them two Emeralds.

Both parties must agree for a trade to take place. Once an agreement is made, you may not change or cancel the trade. However, you are not required to reveal any secret information when making a trade. For example, if you have agreed to trade an Item for one or more Emeralds, you do not have to state what the Item is. Furthermore, any secret information you choose to reveal does not have to be true.

ENDING YOUR TURN

Once you have moved and no longer wish to use Items or make a trade, resolve the Frontier Action described on your current Frontier. This ends your turn, so you may not use any Items or make trades until your next turn. Play passes to the player sitting to your left. Place any Emeralds and Fragments of Ancient Knowledge you obtain in front of you, in view of the other players. You cannot obtain duplicate Fragments of Ancient Knowledge at any point during the game. Keep any Items you obtain hidden from the other players. Return any Emeralds you paid to use Bleina or to resolve a Frontier Action to the Bank.

The first player to arrive at the Dark Forest hiding Eden while in possession of all eight Fragments of Ancient Knowledge is the winner.

FREE ACTIONS

You may do any of the following as many times as you like at any point during your turn:

- Trade with any player in the same Frontier as you.
- Use Items.

TURN SUMMARY

Start of Your Turn

You may perform any of the Free Actions listed above.



Movement



When using Bleina or Items to increase your movement, you may perform any of the Free Actions listed above during or after your movement.



Ready to End Your Turn

Resolve the Frontier Action described on your current Frontier, ending your turn. Frontier Actions are only resolved at the end of your turn.

End of Your Turn

WINNING THE GAME

Be the first player to arrive at the Dark Forest hiding Eden while in possession of all eight Fragments of Ancient Knowledge.

GAME OVERVIEW

In order to fulfill the above Victory Condition, move between Frontiers gathering Fragments of Ancient Knowledge and seeking information on the location of Eden.

During the Game

Make trades with other players in order to obtain new Fragments of Ancient Knowledge and information on the location of Eden.

Once You Have All Eight Fragments

Using Bleina and Items, reach the Dark Forest in which Eden hides before any other player.

CARD OVERVIEW

CARD LAYOUT

There are eight different Fragments of Ancient Knowledge, as well as six kinds of Items and nineteen different Frontiers.



Fragments of Ancient Knowledge

Fragment Name

Number

In order to quickly determine which Fragments of Ancient Knowledge you have during the game, each Fragment has been given a number. This number has no impact on how the game is played.



Frontiers

Frontier Name

Frontier Action

Flavor Text

Descriptive text that has no impact on how the game is played.

Roads

When placing a Frontier, its roads must connect to those of all adjacent Frontiers. A Frontier may not be placed in a way that leaves any of its roads cut off by the blank side of another Frontier. This Frontier features four roads extending to the North, South, East, and West.



Item Name

Item Action

Flavor Text

Descriptive text that has no impact on how the game is played.



The Way to Eden

When you place a Frontier with a Dragon Symbol, place a Dark Forest adjacent to it, connected to the new Frontier. There are a total of seven Frontiers with a Dragon Symbol.



MT. AOUR

CARD LIST

THE EIGHT FRAGMENTS OF ANCIENT KNOWLEDGE (5 each)



Knowledge of the Forge



Knowledge of the World



Knowledge of the Sun



Knowledge of Life



Knowledge of the Spirits



Knowledge of Magic



Knowledge of the Ruler



Knowledge of the Moon

You can obtain Fragments of Ancient Knowledge by visiting specific Frontiers or trading with other players. You cannot have more than one copy of each Fragment. If you end your move on a Dark Forest while in possession of all eight Fragments, flip over that Dark Forest.



THE NINETEEN FRONTIERS



Frontier Town (Starting Location)

All players begin the game here.
 Frontier Action: Draw one Frontier from the Discovery Deck, and place it next to any Frontier(s) in play so that all its roads connect to those of all adjacent Frontiers. It must be placed

facing in the same direction as all other Frontiers. Then take one Emerald from the Bank. If there is a Dragon Symbol in the top right corner of the newly-placed Frontier, draw one Dark Forest from the Darkness Town Deck and, without looking at it, place it so that it connects to the new Frontier.



Knowledge Sites



Frontier Action:
 Take the Fragment of Ancient Knowledge indicated on the Frontier from the Reliquary if you do not already have it.



Glittering Cave (Starting Location)

Frontier Action: Take one Emerald from the Bank.



Caravan (Starting Location)

Frontier Action: You may pay one Emerald to draw one Item from the Supply.



Forgotten Temple (Starting Location)

Frontier Action: At the end of your turn, take another turn.



Labous Snowfields (Starting Location)

Frontier Action: Move a Bleina of your choice from another Frontier to the Labous Snowfields. As this ends your turn, you may not use the Bleina to move until your next turn.



Fountain of Desire

Frontier Action: You may pay two Emeralds to take one Fragment of Ancient Knowledge you don't already have from the Reliquary. If you do, return to the Frontier Town.



Hill of Dreams

Frontier Action: You may pay one Emerald to draw one Frontier from the Discovery Deck and resolve its Frontier Action. Afterwards, place the Frontier on the bottom of the Discovery Deck.



Wasteland

Frontier Action: If you do not have any Items, draw one from the Supply.



Jeweled Palace

Frontier Action: Take one Emerald from the player with the most Emeralds. If multiple players tie for the most Emeralds, take one from each of them. If you have the most Emeralds, take one Emerald from the Bank.



Unmarked Trail x3

Frontier Action: You may move your Avatar to a different Unmarked Trail. If only one Unmarked Trail is present, you are not able to use this Frontier Action.



Dark Forest x4

Frontier Action: If you do not have a Check Marker on a Dark Forest when you end your movement on it, pay a number of Emeralds equal to the number of Check Markers already present to explore the Dark Forest.

Secretly look at the reverse side of the Dark Forest, then place one of your Check Markers on it. If you are unable to pay the required number of Emeralds, you may not look at the reverse side of the Dark Forest, and you lose all of your Emeralds. You are also able to explore Dark Forests by making trades with other players or by using an Eye of the Dark Dragon. If you do so, place one of your Check Markers on the Dark Forest. If you end your movement on a Dark Forest while in possession of all eight Fragments of Ancient Knowledge, immediately flip over that Dark Forest.



Hollow (Reverse Side of Dark Forest)

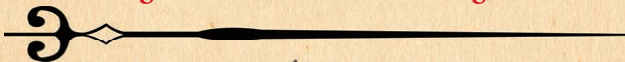
Nothing happens. Hollows exist within three of the four Dark Forests.



Eden (Reverse Side of Dark Forest)

The player that flips over a Dark Forest and reveals Eden wins the game. Eden slumbers within one of the four Dark Forests.

You cannot win simply by finding Eden on the reverse side of a Dark Forest. You must move your Avatar there while holding all eight Fragments of Ancient Knowledge.



HOLY DRAGON

THE SIX ITEMS



Staff of Guidance x3

You may move to any Frontier in which a Bleina is present. If you did not move before using this Item, you may choose whether or not you wish to move after arriving in your new Frontier.



Book of Wisdom x3

You can only use this Item if you are in the Frontier Town. Take one Fragment of Ancient Knowledge you don't already have from the Reliquary. If you already possess all eight Fragments, this Item has no effect.



Eye of the Dark Dragon x3

Choose a Dark Forest that you do not have a Check Marker on. Without paying any Emeralds, look at the reverse side, then place one of your Check Markers on it.



Wings of the Holy Dragon x3

You may move up to three spaces this turn. You may choose to only move one or two spaces. This movement cannot be combined with normal movement or Bleina movement this turn.



Water of Life x3

At the end of your turn, take another turn.



Flute of Cleansing x3

Move a Bleina from another Frontier to your current Frontier. Furthermore, you do not need to pay an Emerald when using a Bleina to move this turn.

Q1. Can I discard Items?

A1. No, you may not.

Q2. Can I show another player one of my Items when making a trade?

A2. No, you may not reveal your Items to any other player.

Q3. Can I discuss potential trades with players in other Frontiers?

A3. No, you may not.

Q4. Can I end my turn without moving and resolve the Frontier Action of my current Frontier?

A4. No, you may not. You are required to move every turn.

Q5. What happens if we run out of cards in the Discovery Deck, the Supply, or the Darkness Deck, and a Frontier Action directs me to draw from one of these?

A5. In that case, you ignore the Frontier Action and nothing happens. The same is true if the Bank is empty and a Frontier Action directs you to take Emeralds.

Q6. Can I check the number of cards in each deck, or look at the card placed on the bottom of the Discovery Deck by resolving the Hill of Dreams' Frontier Action?

A6. No, you may not.

Q7. I placed a Frontier with a Dragon Symbol, but I cannot place a Dark Forest on any side of the Frontier. What should I do?

A7. In that case, continue play without placing a Dark Forest this turn.

Q8. What happens if I move to a Dark Forest that doesn't have any Check Markers on it?"

A8. In that case, you may look at the reverse side of the Dark Forest without paying any Emeralds.

Q9. I ended my movement on a Dark Forest while in possession of all eight Fragments of Ancient Knowledge, but I don't have a Check Marker there yet. Do I have to pay Emeralds?

A9. No. Once you have all eight Fragments, you do not need to pay Emeralds when moving to a Dark Forest you don't have a Check Marker on.

Q10. When moving via an Unmarked Trail's Frontier Action, can I take a Bleina in the same Frontier with me?

A10. No, you may not. Unless explicitly stated on the card, this kind of special movement is limited to just your Avatar. The same is true for movement via Items.

Q11. If I return to the Frontier Town when resolving the Fountain of Desire's Frontier Action, do I then resolve the Frontier Town's Frontier Action?

A11. As resolving the Fountain of Desire's Frontier Action ends your turn, do not resolve the Frontier Town's Frontier Action.

Q12. When resolving the Hill of Dreams' Frontier Action, I drew the Fountain of Desire, but I don't have any Emeralds. Can I trade with another player in the same Frontier to get an Emerald, and then resolve the Fountain of Desire's Frontier Action?

A12. As you may not take any other actions while resolving a Frontier Action, you would not be able to trade in this situation.

Q13. After moving a Bleina to the Labous Snowfields by resolving its Frontier Action, can I then use that Bleina to move?

A13. As resolving the Labous Snowfields' Frontier Action ends your turn, you may not use the Bleina to move until your next turn. Similarly, you may not use Items you obtain through the Wasteland or Caravan's Frontier Actions until your next turn.

Q14. After using the Staff of Guidance to move, can I then use the Bleina in that Frontier to move again?

A14. You may, as long as you did not use a Bleina to move before using the Staff of Guidance.

Q15. After using the Wings of the Holy Dragon to move, can I then pay an Emerald to use a Bleina to move an extra space?

A15. No, you may not. The extra movement provided by a Bleina does not stack with the Wings of the Holy Dragon's effect.

SOPHIE AT THE FOUNTAIN OF DESIRE



Sophie



A student from the Capital, Sophie learned of the reemergence of Eden while researching an ancient text in the University's Archives. Tiring of her endless days of lessons, she set out for the Frontier Town in order to put her knowledge to the test.

Bleina

Long ago, the Bleina were normal rabbits. After years of forced servitude to a powerful witch, their proximity to strong magic endowed them with intelligence. The Emeralds that Bleina subsist on act as conduits for magical energy. As such, Bleina with enormous appetites can grow to equally enormous size.





Dark Dragon

This evil dragon rules over the Darkness that permeates the world. Legends say that the Creator herself entrusted the Dark Dragon with the duty of hiding Eden, and testing those who seek it.

Holy Dragon

The Holy Dragon stands vigilant, always ready to protect the world from the corrupting touch of the Dark Dragon.



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