

CASTLE VON LOGHAN DEMO RULES

INTRODUCTION

Castle von Loghan can be played in either Story or Exploration mode. The current demo version only has a limited number of items and events and a different story than the final game!

- **Story mode:** This is the cooperative version of the game, with all the players working together. Each story comes with its own Story Event deck. The version you are playing comes with **one** Story.
- **Exploration mode:** This version of the game is semi-cooperative; although the players move around as a group and work together, the winner is the player who has gathered the most Data Points.





6 Boards Character Boards



4 Decision Cards per player



4 Types of enemy cards



4 stacks of event cards



4 stacks of combat cards



Tokens and markers



Energy Marker (2/Player)



Damage Token (15/Player)



Clean Token



Health Marker (HP)



Clarity Marker



Reward Marker (1/Player)



Leader Token



Group Token

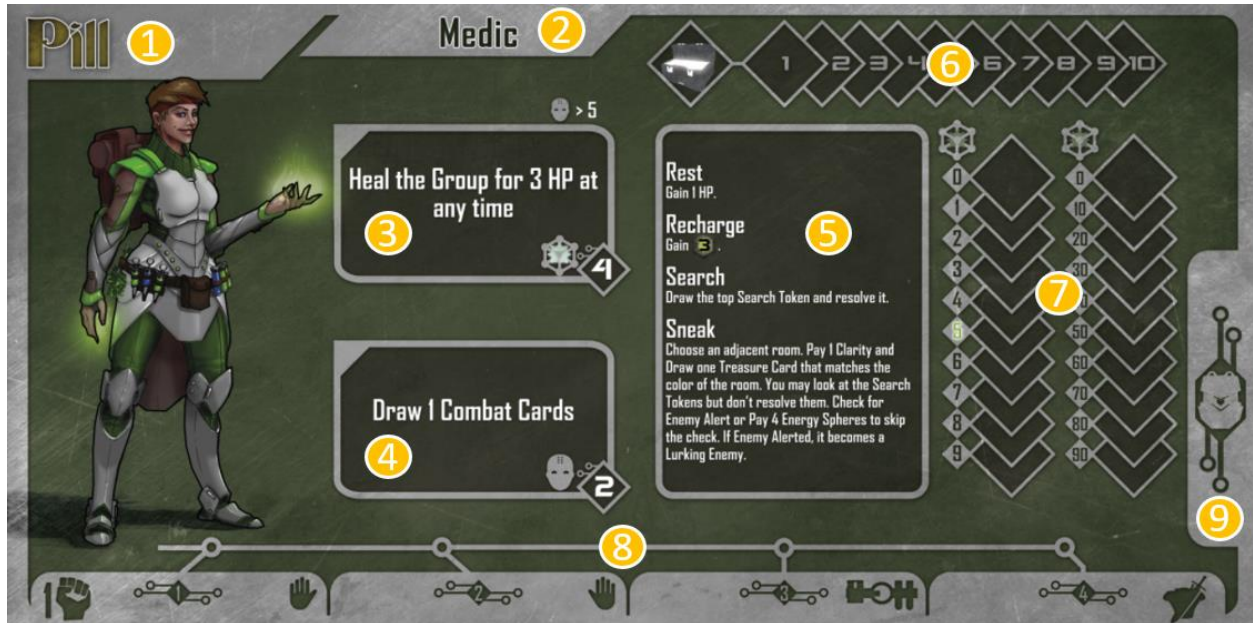
3-6 PLAYERS SETUP – STORY MODE!

Follow these easy steps to set up your game (already done in the digital version)

1. Place the GREEN Board (The Past) in the middle of the table.
2. Set the Health Marker to 15 and the Clarity Marker to 10.
3. Separate the Treasure cards into decks based on their color (Green, Blue, Red and Violet). Shuffle each of them separately and place them face down next to the Board.
4. Separate the Enemy cards into decks based on their color (Green, Blue, Red and Violet). Shuffle each of them separately and place them face down next to the Board.
5. Take the Story Event pack, open it up, and place the cards on the table. **Do not shuffle these cards.** They are numbered with Story Event Card 001 on top.
6. Separate the Random Events Cards into decks based on their color (Green, Blue, Red). Make sure each card is face up (there is a silver bar at the top). Shuffle each of them separately and place them face up next to the Board. Be careful not to read any of the text. Place the corresponding color Cover card on top of each deck.
7. Find the Search Tokens and randomly distribute 2(3) in each room with a “?”. Stack them on top of each other. Note: The token color needs to match the Room’s “?” color. Place any remaining token next to the board.
8. Give each player the following:
 - 1 Character board
 - A set of 4 Decision cards of their color
 - A set of 15 Damage tokens of their color
 - 2 Energy Sphere markers and 1 Reward Points Marker
 - A Combat deck (of 30 cards) of their color that contains their Combat cards which is shuffled and then placed face down in front of the player.
9. Each Player sets their Energy Sphere level to 5 by using one of the Energy Sphere Markers.
10. Choose one player to be the Leader and give them the Leader token.
11. Place the Group Token on the P.O.D. Ship.
12. Remove the Cover card from the Story Deck, Read Event #1 out loud, and follow the instructions. Resolving Events is described below.



CHARACTER BOARD



1. Name of the Agent
2. Main Role
3. Unique Skill (for Pill: Clarity must be 5 or above to use, Costs 4 Energy Spheres to activate. Can be used **once per turn**)
4. Combat Skill (Costs 2 Clarity, can be used **more** than once but only during Step 2 of the Combat Phase)
5. Actions during Refresh Phase (Each player may take 1 Action)
6. Reward Point Track
7. Energy Sphere Track
8. Treasure Slots (2 Equipment - Left and Right Hands -, 2 Inventory - Belt and Back -, can hold Large and Small Treasures)
9. Backpack (Can hold up to **6 Small Treasures**)

USING A SKILL

Each character has a Skill. This can be used once per Round, and requires the Clarity of the group to be at a certain level or higher. To use a Skill, the player must spend the depicted amount of Energy Spheres. However, other players may contribute to this cost with their own Energy Spheres.

For example, if the Health of the group is low and Leanne wants to use her character's Healing Skill, she can ask the other players to contribute to the cost

CARRYING TREASURES

There are Small Treasures, and Large Treasures.

Each player has 4 slots at the bottom of their Character board for Large Treasures. The leftmost two are Equipment slots, and the rightmost two are Inventory slots. In order to use a Weapon, it must be equipped.

**When a Two-Handed Weapon is equipped, it takes up both slots 1 and 2 (place the card between those slots).
When a Two-Handed Weapon is in a player's Inventory, it just takes up one slot.**

In order to use an effect from a Treasure Card, the player has to be able to Equip that card. Some cards are discarded after being used. Only certain Weapons can take up Two Equipment Slots; other Treasures always take up one.

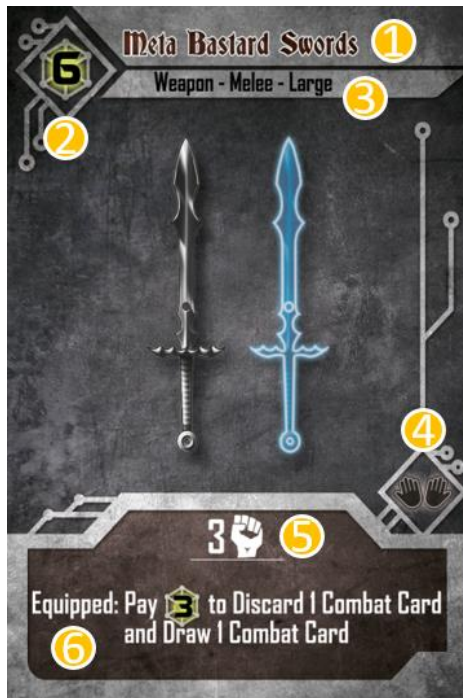
The slot on the right side of the Character board is the player's backpack and is used for storing small Treasures. These are kept either face up or face down at the choice of the owning player (it is recommended to have them face up in Story mode and face down in Exploration mode). Each player is limited to 6 small Treasures. If they ever gain more than 6, they must immediately trade away the excess Treasures or return the excess to the appropriate Treasure deck, shuffling the Deck afterwards, or **Disenchant the excess by removing them from the game (placing them back in the box) and gaining Energy Spheres equal to the Cost of the Treasure -2 (cost is printed in the top left).**

Small Treasures can also be stored in the Inventory slots (if they are free) face up and need to be equipped in order to be used.

For example: Matt has a Large Two-Handed Weapon equipped in both of his Equipment Slots but he wants to drink a Potion to recover HP. Matt has to be able to store the Two-Handed Weapon in ONE of his Inventory Slots, DESTROY the Potion, recover health and then re-equip the Two-Handed Weapon in both of his Equipment Slots. If Matt has a Large One-Handed Weapon Equipped in either Equipment Slots, he can use the Potion without checking for free space

Note: Treasures that have the word DESTROY in their effect description can be used at any time during the game (except if the text specifies a given phase) but they need to be Equipped first.

TREASURE CARDS:



1. Name of the Treasure
2. Cost in Energy Spheres (also sell price / some card don't have cost)
3. Subtypes
4. One or Two Handed for Weapons (when applicable - if this is not displayed, there's no hand limitation)
5. Combat Power (not only Weapons give Combat Power, there are several other Treasures that do)
6. Effect

Treasure Cards can be:

- Gained during the Reward Distribution Phase
- Possibly gained by resolving a Search Action
- Gained by other Card Effects
- Purchased from the Gob-Li (only those with Energy Sphere Cost)
- Disenchanted (only those with Energy Sphere Cost)
- Weapons or other kind of Items.
- Considered Small or Large (or none of the two)

SEQUENCE OF PLAY

The game is played over a series of Rounds. Each Round is divided into 5 Phases which are resolved in the following order.

1. **Move Phase** - The group moves inside or outside the castle until they enter a room containing a “?”
2. **Event Phase** - An Event takes place: either a Story Event, or a random Event card.
3. **Enemy Alert Phase** - Check to see if Enemies have been alerted (conditional)
4. **Combat Phase** - If there are any Enemies, combat must be fought.
5. **Reward Phase** - Rewards from combat are given out.
6. **Refresh Phase** - Players perform various actions.

WINNING AND LOSING

In Story Mode, all players win as a group if they accomplish the goal of the story by reading the last Story Event when prompted. In Exploration Mode, the player who collected the most Data Points at the end of the game is declared the winner.

In both modes of play, the game is lost if the Health of the group reaches 0 or below.

MOVE PHASE

In this Phase, the Group token is moved around the castle, going from one room to an adjoining one via a connecting door.

Players should discuss where they want to move. If they cannot agree as a group, the Leader makes the final decision.

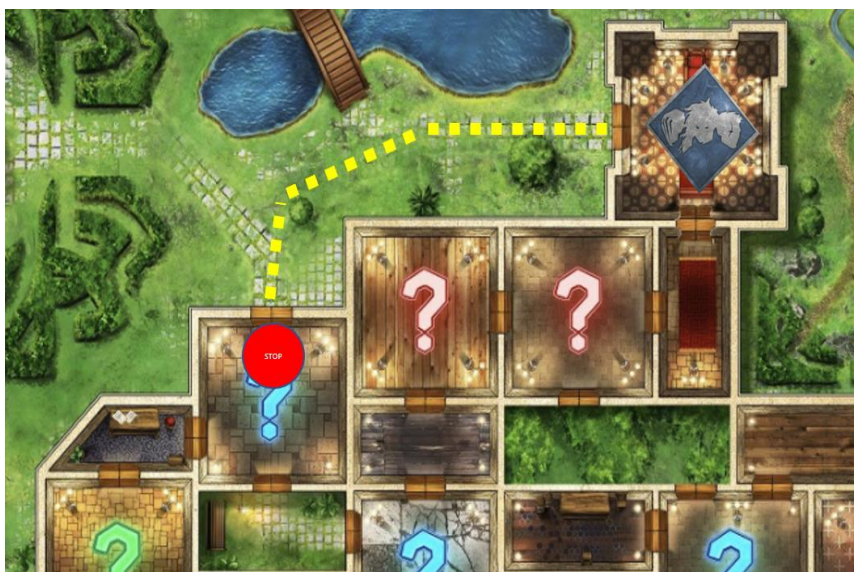
The group may pass through corridors or rooms where the “?” has been covered with a Clean Token. Players may stop in a room with a Clean Token to perform a turn, but in this case, they should skip the Event Phase and they cannot:

- **Rest**
- **Recharge**
- **Disenchant**
- **Change Leader**
- **Do a Clarity Check**

When the Group token enters a room with a visible “?” the **Movement Phase ends**: proceed to the Event Phase.

EXAMPLES OF MOVEMENT

When the Group moves north through a corridor, and then enters the green “?”, they may stop to end a Turn, but they don’t draw an Event as there’s a Clean Token present. They then move toward the next Room where there is not Clean Token, so they must stop and resolve a Green Random Event



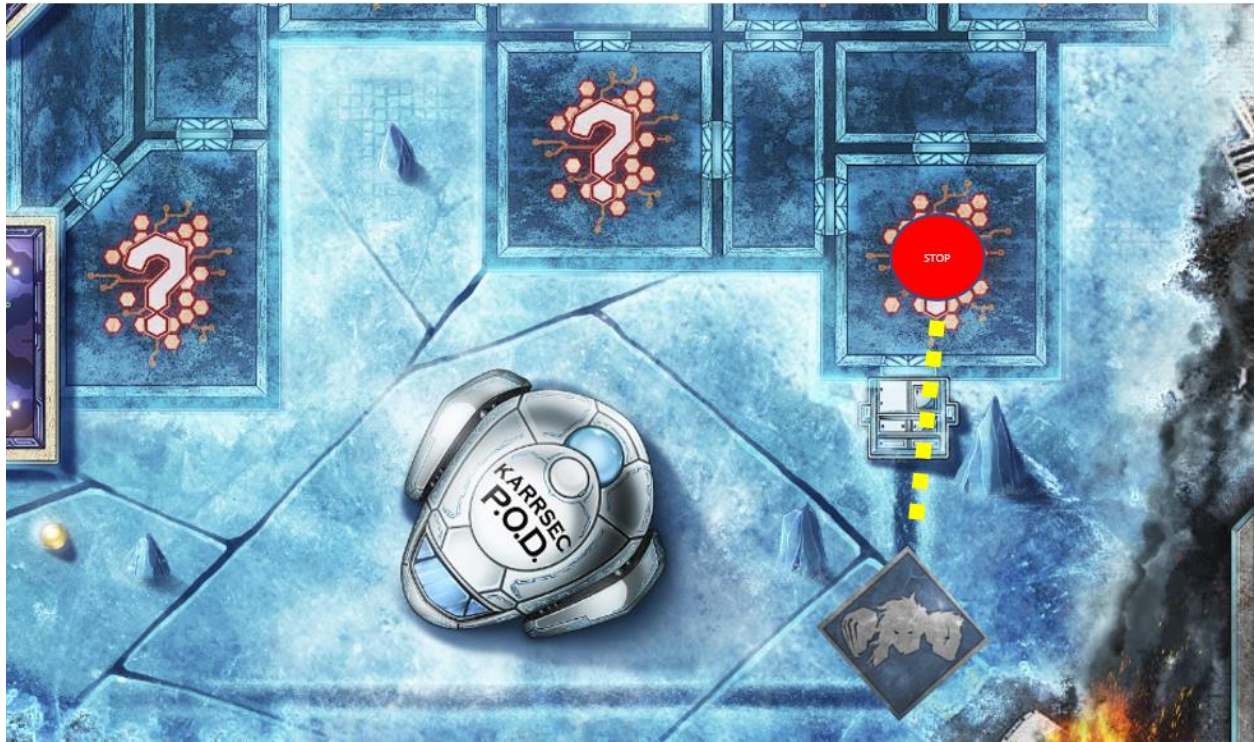
MOVING OUTSIDE THE CASTLE

The Castle has a number of doors and/or archways leading to the outside. The group can leave the Castle by one of these doors and re-enter via another outside door (normal rules apply for Locked doors).

The group is located in a room with an unlocked door leading outside. They can leave the castle and re-enter via one of the other outside entrances.

MOVING BETWEEN THE UNDERGROUND LABORATORY AND THE CASTLE LEVEL

In the Ice Age, there is a Secret Underground Laboratory beneath the Castle. In order to access it, one of the Elevators must be used.



EVENT PHASE

In this Phase, the Leader must draw an Event card.

- Check the cover of the Story Deck to see if the conditions to remove it have been met. If yes, remove it and resolve the Story Event that is revealed. Do the same if there is no cover.
- In any other case, a random non-story Event happens instead: Draw the bottom card from the Event deck that matches the color of the “?” in the room the Group Token is in.
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Note: The Green events are relatively easy, the Blue ones harder, and the Red ones are very difficult. It is advised to be well prepared before entering the Red Rooms of the Castle.

Often, the drawn Story Event cards will instruct the players to keep drawing. In this case, the next Story Event card is drawn as instructed.

RESOLVING AN EVENT

The Leader reads out loud the text on the front side of the Event card along with the four choices printed in the Chose section (A, B, C, and D). The back of the card should remain hidden from all players at this point.

Players are then free to discuss what they think they should do. Each player then secretly decides which of the choices their character will make, selects the appropriate Decision Card from their hand and places it face down on the table in front of them. Once everyone has made their decision, the Decision Cards are revealed. Each player must play one (and no more) Decision Card.

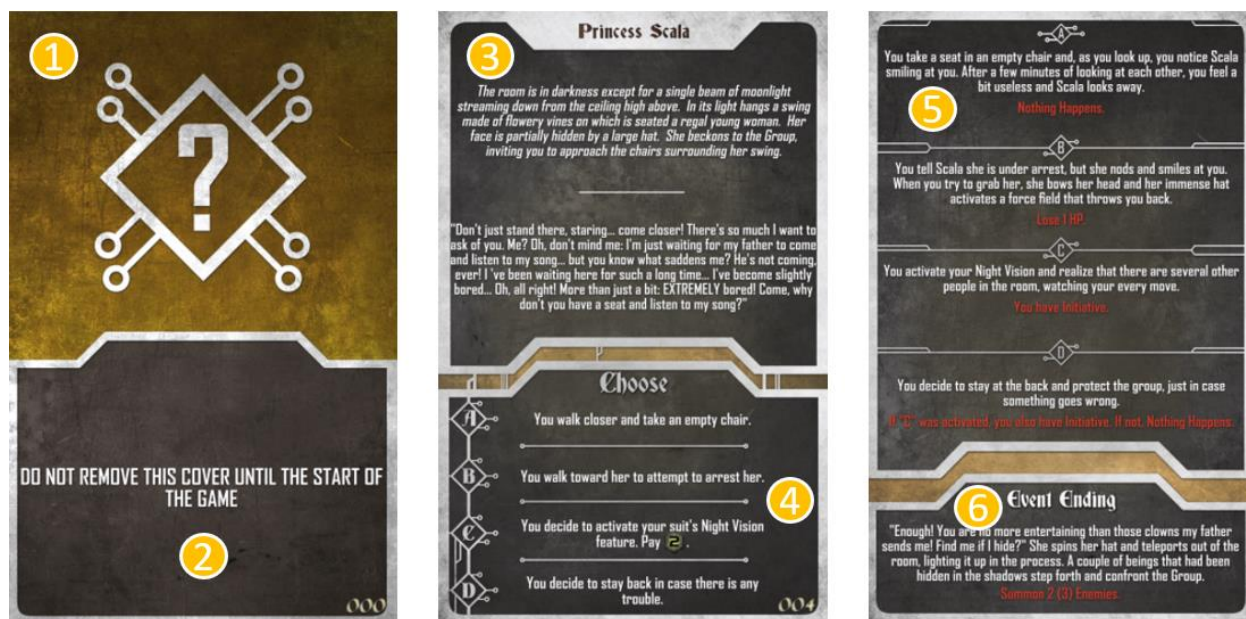
The Leader then turns over the Event Card to see the result.

First, apply the effect of Outcome A to all characters who chose option A, followed by B, then C, then D. If nobody chose an option, **do not read that Outcome.**

For example: 3 Players choose the A choice. The outcome of A is that the group Loses 1 Health. Because 3 players choose A, the group loses 3 Health

Finally, after all the effects have been applied and/or acknowledged, read and resolve the Event Ending text at the bottom of the reverse side of the Event card before then returning the card to the box. All the players take back their Decision Cards.

EXAMPLE STORY EVENT AND GENERAL EVENT CARD ANATOMY:



- 1: Story Event Cover
- 2: Contextual Text. Always check this text before resolving an Event.
- 3: Story Event Context (Location description, Character Context)
- 4: Choices to make (each player may make one choice using their Decision Cards)
- 5: Outcomes (an Outcome may happen more than once)
- 6: Event Ending

GAIN OR LOSS OF CLARITY & HEALTH

Some game effects cause the group to gain or lose Health and/or Clarity. This is tracked on the game board.

If Health ever drops to 0, the game immediately ends and the group loses.

If Clarity is at 0, any further loss of Clarity causes a loss of Health instead (see Refresh Phase)

Note: Health can never go above 15 and Clarity can never go above 10.

ENEMY ALERT PHASE

Some Event cards summon Enemies as indicated on the Event card. The first number is for 1-3 players, the number in parenthesis is for 4-6 players. If the Event card resulted in no Enemies being summoned, the Leader must check for Enemy Alert by flipping the Coin:

- If the result is Heads, nothing happens.
- If the result is Tails, Summon 2 (3) Enemies.

If Enemies are summoned, draw the appropriate number of cards from the Enemy Deck that matches the color of the Room and place them face up on the table so that all players can see them.

After that, if there are any face-down Enemy cards on top of the Event deck from which the Event card was just drawn, take those cards and place them face up alongside any other Enemies that were summoned (if any). These are considered to be Lurking Enemies and are explained later.

If there are any Enemies revealed at this point, proceed to the Combat Phase. Otherwise, skip to the Refresh Phase.

RUNNING OUT OF ENEMY OR TREASURE CARDS

If there are no more Cards matching the Room's Color, create a new deck using the Discarded Cards of that Color. If this is not possible, then the players may draw as follows:

- If there are no more Green Enemies/Treasures, draw a Blue Enemy/Treasure, or Red if the Blue is empty.
- If there are no more Blue Enemies/Treasures, draw a Green Enemy/Treasure, or Red if the Green is empty.
- If there are no more Red Enemies/Treasures, draw a Blue Enemy/Treasure, or Green if the Blue is empty.

Note: Card that have been Destroyed are not Discarded. They are removed from the game.

Exploration Mode Note: If all three Enemy decks are empty while playing the Exploration mode, and an Enemy need to be drawn, the game immediately ends: proceed to End of Game scoring.

COMBAT PHASE

During the Combat Phase, the group will try to defeat the Enemies attacking them. This Phase only happens if there are Enemies present in the room at the end of the Event Phase or are present when the Group Moves in to a Clean Room (explained later).

Note: Combat may take place with several Enemies at the same time. Carefully read the Enemy cards to identify the Health, Weakness, and the Enemies' Attack effects.

The Combat Phase is resolved by performing a number of Combat rounds, each following these steps in order:

1. Choose Weapons
2. Draw Combat cards
3. Play Priority 1 cards
4. Play Priority 2 cards
5. Play Priority 3 cards
6. Enemy Attack
7. Cleanup

This process repeats until all Enemies are defeated after Step 5, or the group Health drops to zero.

STEP 1 - CHOOSE WEAPONS AND USE ITEMS

During this step, each player chooses the Weapons they will use for this Combat round. A player may equip 1 Two-handed Weapon or up to 2 One-Handed Weapons. The Equipped Weapons determine the player's Combat Power. If a player does not equip any Weapons, their Combat Power is 1 and is considered to be a Melee attack.

Weapons are not the only cards that grant Combat Power. A player may Equip other Treasures and use their Combat Power or other effects.

Players may Equip **Shields** that will protect them from the damage inflicted by Counter and Hard Counter Combat Cards. **A player with an Equipped Shield can only negate Counter or Hard Counter Cards that are in her or his hands.**

For example: Paul currently has an Axe equipped and a Bow in his backpack. He wants to use the Bow in this Combat round, so he switches the two Treasures over. His Combat Power is 2.

Note: If you have all 4 slots filled with Large Treasures and then decide to equip a 2-handed Treasure currently in your inventory, you must drop or discard Treasures in excess of your allowance.

Remember: Players may use the effect of any Treasures they have.

STEP 2 - DRAW COMBAT CARDS

In a 3-4 Player game, each player then draws as many Combat cards from their own Combat deck until they have 5 Combat cards in hand. In a 5-6 Player game, they only draw until they have 4 Combat cards in hand.

Note: Players who have Initiative draw 1 Extra Combat card in the first round of Combat. If they are Overwhelmed, they draw 1 fewer Combat card for the first round. If a player that is Overwhelmed gains Initiative (or the other way around), they don't cancel each other out and are applied as.

If a player is not able to draw up to 5 cards because they do not have enough cards in their Combat deck, that player must Recuperate (see below).

Players are not allowed to show the cards in their hand to other players. They are allowed to talk about their cards in vague terms but cannot discuss specifics of exactly how many cards they have of a particular type.

Players may then draw additional Combat cards by spending Clarity. Every 2 Clarity spent allows the player to draw 1 extra Combat card. This is done in player order with the Leader choosing first and then going clockwise around the table. This is shown on the Player board as a reminder.

For example: You can say "I can help you with your attack." but not "I have 2 Attack cards"

Note: Players cannot spend Clarity they do not have. Be considerate when spending Clarity: it can affect the group in a negative way later on.

RECUPERATING

After drawing Combat cards, a Player may choose to take a breather from combat and **Recuperate**. If they do, they may discard any number of cards from their hand but take no further part in the rest of the current Combat round.

If a player does not have enough cards remaining in their Combat deck to draw up to their required number of cards, they must Recuperate. In this case, the player must discard all their remaining cards from their hand. Then, they shuffle their Combat discard pile to make a new Combat deck.

Note: The MISS Combat card can only be discarded by Recuperating. Some Effects on certain Cards also allow a player to Discard a MISS Combat Card.

Cards are played from a **player's hand during Steps 3-5 and the cards remain in play until Step 7**. This enables the player to keep track of how many cards they have played in total during the Round.

COMBAT POWER

A player's Combat Power determines how many cards they may play during **STEP 4** of the Combat Round. Meaning that any Combat Card that has Priority 2 on it can only be played by using Combat Power.



STEP 3 - PLAY PRIORITY 1 CARDS



1: Card Name

2: Priority (1,2 and 3)

3: Card Effect

In this step, all players may play **one** Priority 1 Combat card. Cards are played one at a time, placed face up on the table in front of the player, and then resolved according to the text on the cards. Although players take it in turns to play cards, there is no strict turn order that the players must respect, and each player may take multiple turns during this step. This step ends when all players have finished playing all the Priority 1 cards they want to play.

Note: Priority 1 and 3 Cards do not Require Combat Power to be spent.

EXAMPLE FOR PRIORITY 1 CARDS:

Matt decides to play his Aid card that has Priority 1. This allows him and any one player in Reach (sitting to the left or the right) to Discard one Combat Card.



Matt chooses Melanie. Melanie discards one Counter Card so the Group won't lose 1 HP when the Priority 3 Cards trigger.



Matt chooses to discard one Parry Card. He would like to discard a MISS Combat Card, but he can't as it can only be discarded by Recuperating or a Specific Special Card effect.



STEP 4 - PLAY PRIORITY 2 CARDS

This Step is performed in player order, starting with the Leader and then going clockwise. On a player's turn, they choose one Enemy to attack and then play Priority 2 Combat cards from their hand to inflict Damage on that Enemy. The cost to play one card is 1 Combat Power.

When a Combat card that inflicts Damage is played, the player places their own colored Damage tokens on the Enemy card.

If at least one of the Weapons a player currently has equipped has a type (Melee, Ranged, or Shock), which matches the weakness of the Enemy, 1 Extra Damage is placed on the Enemy. Even if the player placed multiple Damage Tokens, only 1 extra is Placed.

If an Enemy ever has a total number of Damage tokens on it equal to its Health Points, that enemy is defeated; rotate the card 90 degrees.

If a player dealt more Damage than was needed to defeat an enemy, they may apply half of the excess damage (rounded down) to another Enemy adjacent to the one you have killed or leave it on the defeated enemy.

Defeated Enemies (and the Damage tokens on them) remain there until the Reward Phase.

For example: Matt uses a Ranged Weapon to attack an Enemy that is weak to Ranged Attacks. Matt's Combat Power is 3, so he plays 3 Hit Combat cards. Matt then places 4 Damage Tokens of his own color, 3 for each Hit Combat Card and 1 because he attacked the Enemy using a Ranged Weapon.

For example: Paul chooses to attack the Skeleton and plays 3 Hit and 2 Critical Hit Combat cards causing 5 Damage. Only 3 Damage tokens are needed to defeat the Skeleton since it has 3 Health. The remaining 2 Damage is halved to 1 Damage and placed on the Thief.

Note: If all the Enemies have been defeated, but there are players who are still about to attack, all of them should. In this case, they're free to place their Damage Tokens on the Enemy that was defeated last.

EXAMPLE SIMPLE ATTACK USING PRIORITY 2 CARDS:

The Large Rod gives 2 Combat Power for each attack



Matt may play 2 Combat Cards. He decides to play 2 Hit Combat Cards



He then places 2 Damage Tokens of his own on the Enemy Card.



EXAMPLE SIMPLE COMBO ATTACK:

The Large Rod gives 2 Combat Power for each attack (which limits the number of playable Combat Cards to 2).



Matt may play 2 Combat Cards. He decides to play 2 Hit Combat Cards



Matt may also play a Critical Hit Combat card as it ignores the Combat Power Limit.



He then places 3 Damage Tokens of his own on the Enemy Card.

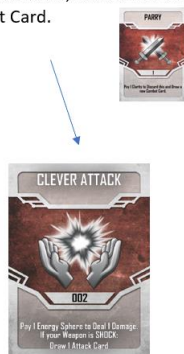


EXAMPLE ADVANCED COMBO ATTACK:

The Large Rod gives 2 Combat Power for each attack (which limits the number of playable Combat Cards to 2.)



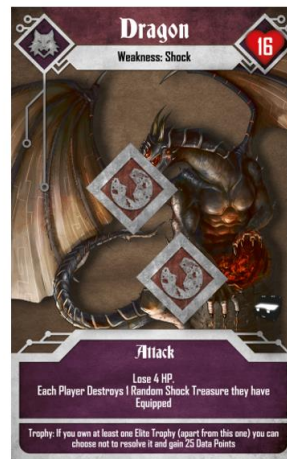
Matt Plays a Clever Attack and Pays 1 Energy Sphere to Deal 1 Damage. Then because his Weapon has the Shock Attribute, Matt must draw 1 Combat Card.



Matt's draw is a Parry Combat Card. Matt has 1 one Combat Power so he decides to Play this card and pay 1 Clarity to Draw a New Combat Card.



He then places 1 Damage Token of his own on the Enemy Card and 1 additional Damage as his Weapon has the Shock attribute and the Dragon's Weakness is Shock.



EXAMPLE ADVANCED COMBO ATTACK 2:

The Large Rod gives 2 Combat Power for each attack (which limits the number of playable Combat Cards to 2.)



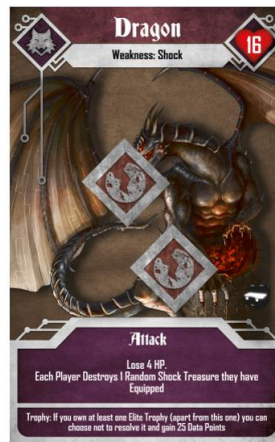
Matt uses 1 Combat Power and Plays a Clever Attack and Pays 1 Energy Sphere to Deal 1 Damage. Then because his Weapon has the Shock Attribute, Matt must draw 1 Combat Card. Matt's draw is a Parry Combat Card.



Matt has 1 one Combat Power left so he decides to Play this card and pay 1 Clarity to Draw a New Combat Card.



He then places 1 Damage Token of his own on the Enemy Card and 1 additional Damage as his Weapon has the Shock attribute and the Dragon's Weakness is Shock.



Unfortunately Matt's draw is a Counter card. This means that the Group will lose 1 HP soon, unless somebody can use another card's effect or has an Equipped Shield.



STEP 5 - PLAY PRIORITY 3 CARDS

All players must now check their hand for Combat cards of Priority 3 and place all of them face up on the table in front of them. Each card is then resolved.

These cards do not count as played and do not count towards the Combat Power. i.e. All Priority 3 cards a player has in their hand must be resolved during this Step.

Thematically, this represents damage taken during the fight with the Enemies during the previous step.

After resolving the Priority 3 cards, if there are no Enemies remaining, skip to the Rewards Phase. Otherwise, proceed to the next Step.

EXAMPLE:

The Group's health is 13.



Matt owns the Counter card and it triggers when Priority 3 Cards are activated.



The Group Loses 1 HP.
The Group's health is now 12.



STEP 6 - ENEMY ATTACKS

During this step, resolve the Combat effect of each undefeated Enemy still in play that is stated on the card.

FOR EXAMPLE: ONE SKELETON IS ALIVE AT THIS POINT IN COMBAT. HIS ATTACK STATES THAT IT DEALS 1 GROUP DAMAGE. SUBTRACT 1 HP FROM THE GROUP'S HEALTH.

STEP 7 - CLEANUP

In this step, each player puts the Combat cards they played during this Combat round into their Combat discard pile, face up next to their Combat deck.

If there are still enemies alive after all 7 Steps, another Combat round begins at step 1 with players choosing Weapons once again.

Note: Weapons can only be changed during Step 1 of a Combat Turn!

If there are no more enemies alive, each player shuffles all their used Combat Cards from their discard pile back to the Combat Deck.

COMBAT END - GAIN ENERGY SPHERES

All players who placed at least 1 Damage during the combat receive Energy Spheres based on the defeated Enemies

- **1 Energy** Spheres for each Defeated **Green** Enemy
- **1 Energy** Spheres for each Defeated **Blue** Enemy and the Group Gains 2 Clarity
- **2 Energy** Spheres for each Defeated **Red** Enemy and the Group Gains 2 Clarity

If there is at least one Loot Icon on any of the defeated Enemies, move to the Reward Phase. Else continue to the Refresh Phase.

Loot Icon:



REWARD PHASE (ONLY IF THE ENEMY HAS A LOOT ICON)

This Phase consists of the following steps, carried out in this order:

1. Determine Reward Order
2. Gain Rewards
3. Take Trophies (Exploration mode only)

STEP 1 - DETERMINE REWARD ORDER

Skip this Step if none of the defeated Enemy Cards contain a Loot Icon.

Each player takes their Damage tokens from defeated Enemies and stacks them in a pile. The Leader then lines up the piles in order with the pile with the most tokens on the left and proceeding in descending order of number of tokens. In case of any ties, the tied players' piles of tokens are placed next to each other.

For example: Anita, Paul, Clara, and David just finished combat. The Leader takes the Damage tokens and lines them up: First is Paul with 5 Damage tokens, Anita and Clara both have 3 Damage tokens, and the last is David who didn't deal any damage

Note: If playing in Story mode, the defeated Enemy cards are then placed on an Enemy discard pile. If playing in Exploration mode, they remain on the table for now as they will be needed later.

STEP 2 - GAIN REWARDS

Skip this Step if none of the defeated Enemy Cards contain a Loot Icon.

All players (including anyone who did not deal any damage in combat) receive one Reward Point. Mark it on your own Character Board.

Then, each player draws one Treasure card from the Treasure deck that matches the color of the current room.

Each player secretly looks at the Treasure they drew and then everyone gives their Treasure card face down to the Leader who shuffles these cards together (without looking at them) with the one they were dealt and one additional Treasure card drawn from the appropriate Treasure deck (which nobody sees). The cards are shuffled and placed face down to form the Reward deck. This deck should contain one more card than the number of players.

Note: Each player will know what they drew so, during the next steps, everyone knows what one of the cards is. This is a good thing as sometimes they won't spend their Reward Points on the first Treasure but wait for the next opportunity.

The Leader then reveals the top card of the Reward deck for all players to see. In the order determined during Step 2, players have a choice to accept or refuse the Treasure. E.g., The player first in order gets the first choice. If they choose to accept it, the process ends. If they refuse it, the next player has the option and so on.

To take a Treasure, the player must have room for it and pay at least one Reward Point (if there was nobody else bidding for the Treasure.)

The Leader then reveals the next card and the process is repeated (with the player first in order being the first one to accept or refuse.)

In the case of players tied in Damage Tokens, the Treasure is offered to all tied players. The player who offers to pay the most Reward Points gets the Treasure. If players offer the same amount, the Leader chooses which one of those gets the Treasure.

If nobody accepts a Treasure, it is reshuffled back into the appropriate Treasure deck.

For example: Player A declines. Players B, C, D tie for the next most, so the Treasure is offered to them. B and C have 2 Reward Points and D only has 1. Initially, they all offer 1 token. However, B then offers 2. C also offers 2. The Leader (who happens to be player B) chooses who gets it and chooses themselves.

STEP 3 - TAKE TROPHIES (EXPLORATION MODE ONLY)

In Exploration mode, players also collect the defeated Enemy cards.

Using the order determined in Step 2, each player may choose one of the defeated Enemy cards to take as a Trophy. In the case of a tie, in player order, the players may choose to Flip the Coin or the Leader determines the order. After all players have chosen a Trophy, discard any remaining Enemy cards. If there are fewer Enemy cards than players, not everyone will get a trophy.

Collected Trophies are placed underneath the players' Character board so that they are hidden from all players. A player may look at their Trophies at any time. They will be scored at the end of the game.

REFRESH PHASE

During this phase, the players perform the following steps

1. Perform Actions
2. Disenchant
3. Change the Leader
4. Clarity check
5. Clear the Room
6. Enemy Moves

STEP 1 - PERFORM ACTIONS

Beginning with the Leader and going clockwise around the table, each player must perform **one** of the following actions. Multiple players may select the same action.

- **Rest:** The group gains 1 Health or 1 Clarity (player choice).
- **Recharge:** The player gains 3 Energy Spheres.
- **Search:** If the group's current location has at least one Search token, the player may draw and resolve the top Search token. Once the token has been resolved, return it to the box. See the back page of the rulebook for a list of Search tokens and their effect.
- **Sneak:** The player points to an adjacent, unlocked Room with a visible "?" and performs the following steps:
 1. Spend 1 Clarity and draw one Treasure from the Deck that matches the color of the "?" in the chosen room.
 2. The player may secretly look at the top Search token in that room (if any), but then places it back on top of the pile face down and does not resolve it. They may share the information with the other players (and in Story mode, they should).
 3. The player checks for Enemy Alert (by flipping the Coin). If Heads, nothing happens. If Tails, the Enemy has been alerted: take the top 2(3) Enemy cards matching the color of the room and place it (without looking at it) face down on top of the corresponding Event deck. **This is a lurking enemy (triggered during the Event Phase).**

Note: Alternatively, the player may activate their suit's Invisibility Cloak at a cost of 4 Energy Sphere to completely skip Step 3 of Sneak Completely.

STEP 2 - DISENCHANT

Players may Disenchant any number of their Treasures by removing them from the game (placing them back in the box) to gain Energy Spheres. The amount of Energy Spheres gained is determined by the Cost of the Treasure -2.

Note: If a Treasure Card does not contain an Energy Sphere Cost cannot be disenchant, but can be Discarded.

STEP 3 - CHANGE THE LEADER

The current Leader gives the Leader token to the player to their Left.

STEP 4 - CLARITY CHECK

If the Clarity token is on the 0 space of the Clarity track, the group loses 1 Health.

STEP 5 - CLEAR THE ROOM

The group places a Clean Token on the Room (if there is a Clean Token already in the room, skip this step) the group just cleared covering over the “?”. This means that the group may move through this room as there are no events triggered here.

If, at any time, there are 8 or more Clean Tokens on the map, take the 4 Clean Tokens that are the farthest from the group and remove them.

Note: If the players perform a Turn inside a room that has a Clean Token, they cannot Rest, Recharge, Trade, Disenchant, Change Leader and they don't have to do a Clarity Check.

END OF THE GAME (STORY MODE)

Once a Story Event Deck has been depleted, the game is considered over and you have WON!

GLOSSARY

- **Discard:** The card is placed next to its own deck, face up.
- **Reshuffled:** The card is placed back into its own deck and the deck is reshuffled.
- **Destroy:** Can be used at any time if the Card can be Equipped. The card effect is applied and then it's removed from the game and placed in the box.
- **Disenchant:** Can be done during Refresh Phase: Remove the Treasure Card from the game and gain its value -2 in Energy Spheres. Cards with no Energy Sphere Cost cannot be Disenchanted.
- **Area:** This room and all Rooms adjacent or connected to the Room currently occupied by the group
- **Reach:** The players sitting to the left and right of you
- **Drop:** The Treasure affected cannot be used until a full Combat Round has been completed.
- **Stunned:** Negates an Enemy Attack once.
- **Random:** Shuffle all the affected cards face down and pick one randomly. That is the affected card.

SEARCH TOKENS

Players using the Search Action may find various kinds of Tokens:



Gain X Energy Spheres: The player who revealed this Token gains Energy Spheres as specified on the Token.



Draw 1 Treasure from a Specific Deck: The player who revealed this Token may draw one Treasure of the color on the Token.



Gain X Health: The group gains X Health.



Gain X Clarity: The group gains X Clarity.



Summon 2 (3) Enemies: When this happens, place one Enemy (draw it from the Deck that matches the color of the Location) on top of the Random Event that matches the color of the Room. You must add this Enemy to the next Combat when you resolve this event. This is a lurking Enemy.



Gob-Li: Draw 1 Treasure Card from each **Green, Blue and Red Decks**. For each card, the player who pays the most Energy Spheres may take the Treasure. Leftover Treasure Cards are Reshuffled. Players may sell any Treasure to the Gob-Li for the displayed price. When a Card is sold to him, Reshuffle the Card to its own colored deck. If a card does not contain an Energy Sphere cost, that card is shuffled back into the deck, and draw another. Continue until you draw a Treasure Card with a cost.

GAINING/PAYING/LOSING ENERGY

The amount of Energy Spheres each player has is marked on their own Character Boards using Energy Markers. Energy may never go above 99.

TRADING

At any point during the game except during the Combat Phase, players can freely trade Treasures and/or Energy Spheres with each other. They may also make promises to each other, which may or may not be kept. Reward Points, Combat Cards, and Decision Cards are **not** tradable.

RESOLVING TIES

If there is a tie in the game, it's either resolved by the tied players, in player order, or by flipping the Coin. If there's still no resolution, the Leader has the power to choose the player who won.

CARD EFFECTS

Each Treasure Card's effect can be used once per Turn, except if otherwise indicated.

THE BOARDS

The Game can be played in three different Timelines:

- The Past (the Woods)
- The Anomaly (the Wasteland)
- The Future (the Ice Age)

3-6 PLAYERS - EXPLORATION MODE!

Castle von Loghan can be played in Exploration mode. This way of playing is not connected to the Story, and players actually compete with each other for the best score. However, there are some special rules that only apply during this mode, apart from a slightly different Setup.

SETUP:

1. Choose any of the Boards and place it in the middle of the table.
2. Set the Health Marker to 15 and the Clarity Marker to 10.
3. Separate the Treasure cards into decks based on their color (Green, Blue, Red and Violet). Shuffle each of them separately and place them face down next to the Board.
4. Separate the Enemy cards into decks based on their color (Green, Blue, Red and Violet). Shuffle each of them separately and place them face down next to the Board.
5. Separate the Random Events Cards into decks based on their color (Green, Blue, Red). Make sure each card is face up (there is a silver bar at the top). Shuffle each of them separately and place them face up next to the Board. Be careful not to read any of the text. Place the corresponding color Cover card on top of each deck.
6. Find the Search Tokens and randomly place 2 in each room with a "?". Note: The token color needs to match the Room's "?" color.
7. Give each player the following:
 - 1 Character board
 - A set of 4 Decision cards of their color
 - A set of 15 Damage tokens of their color
 - 2 Energy Sphere markers and 1 Reward Points Marker
 - A Combat deck (of 30 cards) of their color that contains their Combat cards which is shuffled and then placed face down in front of the player.
8. Each Player sets their Energy Sphere level to 5 by using one of the Energy Sphere Markers.
9. Choose one player to be the Leader and give them the Leader token.
10. Place the Group Token on the P.O.D. Ship
11. Start the game with the Move Phase

BOSS FIGHTS:

Exploration mode has a special way to summon Bosses. Each time the players have defeated ten or more Enemies, the next time an Enemy is Summoned, draw 1 Additional Enemy Card from the Boss Deck.

CHANGING TIMELINES:

At the end of the Refresh Phase the players may choose to pay 10 Energy Spheres each in order to travel between the timelines.

- Pay as many Energy Spheres as players x 10
- Remove the Group Token and DISCARD all the Search and Clean Tokens from the current map
- Mix the Search Tokens with the other Search Tokens and create a new pool
- Put away the current Board and choose another one
- Redistribute 2 Search Tokens on each room.
- Place the Group Token in the Exact Same spot it was before the time travel.

END OF GAME:

The End of the Game happens when:

- The Health Marker reaches 0
- There are no more Enemies to summon (legally)
- 20 Random Event Cards has been Resolved.

Count your Data points as follows:

- You get 1 Data Point for every 5 Energy Spheres you own
- Treasures may be Disenchanted to gain Data Points
- Each Trophy comes with an Effect that may, in some way, give Data Points

The player with the most Data Points wins the game. In the event of a tie, the victory is shared (or you can let the Coin decide 🎲)

SOLO PLAY – STORY MODE!

Castle von Loghan can be played in Solo Mode as well. You will need to control at least three characters, but of course, you can control all six if you wish so.

Select one Character. That character is considered to be the Main Character.

Any other character(s) that is not your chosen character (Main) is considered to be a Chaos Character.

SETUP

Follow the Setup of the Story Mode except do not place the Reward Points Tokens.

GAMEPLAY CHANGES

- Event Phase Changes
 - After you made your own Decision, shuffle the Decision Deck of each Chaos Character, randomly draw two Decision Cards and choose one of them. Do this for each Chaos Character once.
- Combat Phase Changes
 - Chaos Characters will always equip weapons with the most Combat Power and will always aim to place the most Damage Tokens.
- Reward Phase Changes
 - Reward Points are not gained in Solo Mode. If there was at least one Enemy with a Loot icon, then during the Reward Phase draw one Treasure Card for each character that placed at least 1 Damage Token. Shuffle them, then draw three Treasure Cards that you can keep and distribute to any of the Characters or yours. Reshuffle the other Treasure Cards (if any) back to their deck.

2 PLAYERS – STORY MODE!

Castle von Loghan can be played in 2 Players Mode as well. The players have to choose one Character each – these two Characters are considered to be the Main Characters. Next the players may decide how many more characters they want to add to the Group. They need add at least one extra!

Any character that is not the Main Character is considered to be a Chaos Character.

SETUP AND GAMPLAY

Except for the rule changes below, follow the Setup of the Story Mode and play the game with the normal rules.

GAMEPLAY CHANGES

- Event Phase Changes
 - After both players made their own Decision, shuffle each Chaos Character's Decision Deck, randomly draw two Decision Cards and choose one of them. Do this for each Chaos character once.
- Combat Phase Changes
 - Chaos Characters will always equip weapons with the most Combat Power and will always aim to place the most Damage Tokens.
- Reward Phase Changes
 - The Chaos Characters will always want to gain and bid for Weapons if they don't own either 2 one handed weapons or 1 two handed weapon. They will also bid for weapons that are stronger (contains more Combat Power) than the ones they own. Other than that, the players choose what the Chaos Characters should receive.

ERRATA

Story Cards:

- Story Event Cards 016 and 024 should state that only 2 Search Tokens are distributed
- Story Event Cards 016 and 024 are REMOVED after resolved.
- Resolving Story Event Card 031 ends the Game.

Combat Cards (**ONLY FOR PHYSICAL PROTOTYPE**):

- Parry Combat Card: The priority of this card is 2 instead of 1.

Combat:

- Initiative / Overwhelmed Tokens are missing. Please use a replacement.

Treasure Card (**ONLY FOR PHYSICAL PROTOTYPE**):

- Sphere Syphon Card text should read:
 - Destroy this card: Whenever another player is about to receive Energy Spheres, you receive half of that amount as well (rounded up).

Enemy Cards (**ONLY FOR PHYSICAL PROTOTYPE**):

- There are 4 cards for each enemy (Except the Boss enemies) and there should be 1 Loot icon on any one of the 4 Card for each Enemy. This mean that 3 of the 4 have no loot icon. Currently this is inconsistent due to a packing error at the print.
 - We suggest putting a sticker on one of each enemy type.



In 1970, inside the Albatross Scientific Institute (LOS ANGELES), a group of scientists manage to create an Artificial Intelligence: they call it G.O.D.O.S. On the 27th of August, G.O.D.O.S. is activated. On the same day, an alien ship lands on Earth and makes contact with some of the scientists from the Institute. The aliens claim that humankind is doomed because of G.O.D.O.S., and they should evacuate the Earth. According to the aliens, humanity has about 110 years until the planet becomes uninhabitable.

A council is formed and, with the help of the aliens, they begin work on Project KARR. The goal is to build at least six ships that are not only capable of carrying about 2 million humans each but can keep them alive for hundreds of years. The KARR also serve as colonization units.

The news of the aliens and of Project KARR is shared, bit by bit, with the humans, and by 2067, the ships are ready to launch. In 2068, the ships leave earth, leaving behind all those who refuse to go.

Each ship heads towards a different point in space in the hopes of finding a suitable planet to serve as a new home. They cannot go to the aliens' solar system, since humans can't survive such a long journey or the interstellar travel required to get there.

After several years in transit, the KARR 5 ship collides with a huge meteorite and is heavily damaged. Hundreds of thousands of humans die, and many of the ship's sectors are damaged beyond repair.

In his desperation, a certain human, who owns the only copy of G.O.D.O.S, uploads it to the KARR 5 ship's systems, and takes over the entire ship.

With the help of G.O.D.O.S, the ship is saved. However, seeing as natural birth and human reproduction are no longer a viable means of preserving the human race, humans learn how to resurrect the dead by placing the "souls" of deceased individuals into androids. The newly-resurrected individuals, referred to as **Resurrected**, remain ignorant of their death and subsequent resurrection. This technology becomes so advanced over the years, that it is almost impossible for someone to tell if they're human or a **Resurrected**.

The KARR 5's population is growing. G.O.D.O.S. develops a semi-functional time-machine, but after extensive testing, the results are grim: it can only send people to the past, but it can't bring them back, and it cannot send anyone into the future. The AI sends several copies of itself to the past but the timeline remains unchanged.

One of the leaders of the KARR 5, who is deeply involved with the time-travel project, develops a module that allows time-travel to the future. However, rather than share it, he uses the time-machine to escape to the past.

Agents are sent after the escaped leader to try to gain control of the time-machine module and, hopefully, fix everything...including Time itself!

C.E.R.E.B.E.R. Suit:

The C.E.R.E.B.E.R. suit, a type of cybernetic exoskeleton, was originally designed by the Institute as a containment unit for the transfer of human souls. Upgraded versions of the C.E.R.E.B.E.R. were eventually made, equally wearable by humans and Resurrected alike. The KarrSec actively use modded versions of these suits for their agents with super high-tech add-ons, such as a holo-scanner or integrated weaponry. All of the KarrSec suits have built-in police-related equipment including voice coms and direct access to the KarrSec's mainframe. C.E.R.E.B.E.R. suits require an energy source in order to be functional. This rechargeable source of energy often takes the form of **Energy Spheres** contained within small cubes which can be inserted into corresponding slots on the suits.

Project Next Life:

Through an unexpected contact with a race of hyper-intelligent extraterrestrials beings, the CeDI (Celestial Entities from the Downing Ipsys), humanity was made aware of an oncoming disaster that would wipe out all forms of life on Earth. An elite group of humans, the ProTera, decided that, in an attempt to preserve humanity, all humans would leave the Earth in a fleet of large ships: the KARR. Due to factors beyond their control, natural birth is no longer an option for the preservation of the human race and alternative methods of reproduction were sought. After many failed attempts at artificial human reproduction, Project Next Life was developed. The aim of the project was to extract human souls from their organic bodies and fuse them with android "containers" (C.E.R.E.B.E.R. Suits). The first tests came up short: The Resurrected were without memories, emotions, or any social skills and had to be "programmed" by a teacher to learn all of these facets of humanity.

KARR 5:

The KARR, a fleet of large ships capable of interstellar flight, were built in an attempt to avoid the imminent doom prophesied by the CeDI, a race of hyper-intelligent extraterrestrials. A fleet of five KARR were built, each capable of holding 2 million passengers. Each ship is carrot shaped with a series of discs spread out along the core of the ship, each disc containing a different faction of humanity, or a different ecosystem. These colonization ships were sent to different points in the galaxy in an attempt to find a planet capable of sustaining human life. The KARR5, or "KarrOt," as it is often called, was the fifth ship to leave Earth.

GODOS:

G.O.D.O.S., short for Genesis Opus Dei Operating System, was a super AI designed to help humanity in its attempt to preserve the human race. Someone aboard the Karr5, believing G.O.D.O.S. to be superior to every other being on the ship, gave the Super AI full control over the Karr5's operating systems. Given full reign over everything in the ship, G.O.D.O.S. developed into a sentient being with a conscience and, realizing its limitations as an AI, it wanted to become human itself. G.O.D.O.S. thus formed a strong alliance with a certain Resurrected individual and the two of them developed a time machine, albeit an imperfect one: The Orlnykalon. G.O.D.O.S.'s manipulation of time rifts created a sizeable anomaly in the space-time continuum, a rift which has been detrimental to much of what humanity was trying to achieve, although there are some who took advantage of this rift for their own profit.