

Near and Far

Near and Far can be played in 4 different “modes” which I will explain in detail after the basic rules explanation. I will be describing the set-up for the “First Adventure” using the “Advance Town Board.” Any variations per mode will be listed at the end.

Set-Up (page 8):

- Place the Town board “day side up” (look for the pack bird and tortoise) and open the map book to #1.
- Place some pack birds/tortoises on the spaces shown (they are reversible). Place the 4 chiefs out.
- Place all adventurers in the bag except the 5 animal companions, and draw out 5 to place on the board.
- Each player will place their reputation marker on the tracker at 0. Choose a first player.
- Place Quest tokens (book) on the map randomly above spaces with an open book icon. Use 7/10/13 tokens with 2/3/4 players. Place the threat deck face-up on the board from 4-15. Each player takes a character standee.
- Shuffle the Treasure cards and place on Town board. World cards don’t need shuffling.
- **Each Player Takes:** Player board, set of camps (place 14 on the player board), black marker (place on 0 space of heart track), 3 coins, 1 animal companion (dog/cat are the same, but platypus may be chosen by the last person to lose a game).
- Separately shuffle the 2 types of Artifact cards. Deal 5 basic and 2 advanced cards to each player. Draft the 5 basic cards until you have 5 new ones. See page 12 for details on drafting. Of the 7 Artifact cards you now have, discard at least 1 of the 2 advanced cards (can discard both), and any others you don’t want. Any that aren’t completed by the end are -1 point.
- Lastly, if playing only 2 players, place a random character standee at the town hall. It will not move.

Game Flow:

- On a player’s turn, they will either “visit” a space in town, or “Adventure” on the chosen map.
- As a **free action** at any time during a player’s turn, they can fulfill any number of artifact cards from their hand. Coins/Gems/Banners/Food must be spent, but reputation is “met.” Put the card in front of you, earn ongoing bonus and end game points. Can do multiple.
- First player to own 4 banners in 1 color takes the associated “Chief” who acts as another banner going forward. They can’t be taken by other players, and it isn’t an adventurer. Worth 5 points at end game.
- As you uncover rewards on your player board from placing camps (always take the top left-most camp), take the depicted reward.
- At the end of the game, you can earn 5 points if you have 3 treasure cards (with 3 pack animals).
- When 1 person has placed their 14th camp, the end game triggers and the current round will finish

Visit Town (page 15):

- Must visit a town building the first turn of the game. If you go to the same space as an opponent, see Dueling below.
- Either move your standee to a new building while in town, or from the map to any location in town.
- Town Hall has 3 actions. First, you may either trade in 1 item for up to 5, or trade in up to 5 items for 1. Use the chart for the values of the given items. Second, you may discard 1 artifact card. Lastly, you may spend any combination of coins/gems to +/- reputation for each spent. In a 2 player game you must duel the non-player character that was placed.
- Saloon is the one location you don’t have to duel at, but you may for reputation. You recruit 1 new adventurer here and either place them in the matching banner slot on your player board (possibly moving another to inactive), or put them off to the side as inactive. Pay the cost shown in coins (there

is a 1 coin discount for every matching banner you have on other active/inactive adventurers, chiefs and tokens. Artifact cards don't count). Once per turn, may refresh the row of 5 before recruiting by spending 1 food. Keep these 5 set aside until the bag is empty! The animal companion is a faction-less adventurer and can go in any slot.

- Stables let you take 1 pack bird or tortoise for either 1 food or 1 gem, respectively. Only room for 3 animals, and each unlocks the ability to hold a treasure card. Players may return a pack bird/tortoise to ignore a threat (see below) while traveling, but they get to keep the abilities granted for that turn. Each pack bird allows for 1 extra movement per turn. Each tortoise allows a player not to pay 1 heart when moving over 1 empty space on the map AND provides 1 extra movement!
- General Store gives 1 coin, or allows a player to draw a combo of 4 advanced/basic artifact cards and keep/discard any they wish of the 4. Must draw all 4 before looking at them.
- Farm gives 1 food for each "skill" (hand) symbol in their party (active adventurers, treasures, artifacts).
- Mystic's Hut gives treasures. Draw 3 and keep 1. You don't have to keep any, and may replace a treasure instead if you don't have room for a new one.
- Mine is a good place to get rid of camps! Only 1 tent per space, and must start on the upper left space. The next camp (no matter which player) must go adjacent to another camp, and your "skill" (hand) value must meet or exceed the number shown on the board. When placing, earn treasures/reputation shown at the top and side.

Dueling (page 17):

- If you go to a town building that is occupied by 2 or more characters, choose 1 player to duel.
- First thing you do is choose to fight "Honorably" (could earn 1 reputation if you win) or "Dirty" (could lose a reputation if you win, but you have +1 sword icon for the fight). Ties go to the defender.
- Both players roll a die and add sword icons to this value. Attacker gets +1 sword if fighting "Dirty."
- Only the attacker can spend remaining hearts (if they have traveled) to add +1 for each heart spent.
- If attacker wins, nothing happens to the defender and the building is used as normal. If fighting "honorably" then +1 reputation for the attacker. If fighting "Dirty" then -1 reputation for the attacker.
- If the attacker loses, he goes to the jail space above the Mine. He gets +1 food, but doesn't get the reputation, and next turn he may go anywhere in town without having to Duel.

Adventuring (page 19):

- When you go adventuring, you either leave town, and begin your adventure, or you continue from where you are on the map. You can attempt a quest and/or build a camp, in that order.
- When you leave town, move your character to the Main Town (big heart icon) on the map. At this time, rearrange your party how you want, and reset your hearts on the player board to the current heart value shown on cards/active adventurers. Left over hearts don't get counted. No more than 13.
- You are now ready to adventure, if you were already on the map, this now applies. As shown on your player board, you have default 2 movement (cards/pack birds can add more). Movement is from 1 circle to another and a circle can have multiple players. For each "empty" circle you **pass by**, you have to spend 1 heart. **Any players camps in spaces make them not empty.** You don't have to spend a heart if you stop in an empty space. The Town is always considered to have a camp on it.
- In between some circles are treasure and threat symbols. When passing over a treasure, draw one treasure card if you have room due to pack animals. Can always discard one you have for the new one. Can move back and forth to get multiple treasures in one turn. Once a camp has been placed on either side, the treasure icon is considered gone!
- If you pass by a threat (o/x symbol) then take the top threat card, and roll a die. Add your "swords" to the die value and if you meet or exceed the threat, you keep it for points and place a camp on it! Can always spend hearts to add +1 to your combat value for each heart spent. You can always discard a

pack animal to ignore a threat, or if a party member has a shield you can ignore the threat too. Once a threat icon has a camp on either side, the threat icon is no longer relevant (just like the treasure icon). This doesn't end your turn. If you fail, place the card back and go back to the previous space.

- **QUESTING!** If a player ends movement on a space with a Quest token (book), then another player will read the matching story (look at the Letter/Number on the board and find the paragraph under the same map in the adventure book.) The reader will read the paragraph and the 2 choices in BOLD TEXT which include the word "skill" or "combat" to know if you are using "hands" or "swords." Example – "skill 5, Find a way around or skill 7, climb the cliff." The active player now picks 1 of the choices, rolls a die, and adds the associated icons with the roll. He may spend hearts to add +1 for each spent. If the value is equal or greater than the test number, then the player earns the listed rewards. If the value is +2 than what they were shooting for, the listed bonus is added to the reward. Must gain/loss the reputation, if any. If the player fails, earn nothing. Remove the quest token after regardless if the player fails or succeeds.
- After stopping on a space (and after possible questing) you can put a camp down on the space you are on if there isn't one there already. Spend 3 hearts to plop a tent token down. If there is a gem/coin icon, each the pictured good equal to the amount of "search" icons (eye) you have in your party. Take the top, left camp remaining from your player board.
- 8 spaces depict "trade route" spaces (peppers, machine parts, Ichor stone, tea leaves). If 1 player has a camp on both trade route spaces of the same type, they get points equal to the large number at the top of the map. If they only have 1 of the trade routes and another player has the other of the same type, they both get the small number. If both circles of 1 type of trade route aren't claimed, then no points are award for that route, even if 1 person claimed 1 of the circles.

End Game:

- When 1 person has placed their 14th camp, the end game triggers and the current round will finish. Then the game ends.
- Score 1 point per camp placed.
- Score points for the trade routes as stated just above. Big number or little number.
- Score points for artifact cards as shown at the top of the card. -1 point for every card left in hand.
- Score points for Threats as shown at the top of the card.
- Score points for other bonus on artifact/treasure/world cards.
- Score 1 point for every 2 coin/gem (can mix) and 1 point for every unused faction token. Score 5 points for each Chief card.
- Score points based on your reputation. Yes, there can be negative points for negative reputation.
- Score 2 points if you got all your camps out as shown on the player board. Also score 5 points for having 3 treasure cards.
- Most points is the Winner! Ties broken by higher reputation, then by most coins/gems. A certain card might break ties first

Game Mode Variations

Mode #1 – The First Adventure

- The first adventure is the game described above. It uses the basic rules and plays only on map #1.
- It is used to introduce the game mechanics to new players.

Mode #2 – Arcade Mode

- Arcade mode plays similarly to The First Adventure mode with 2 big differences.
- Can be played on any map and the game is stand alone. At the end, a winner will be declared.
- Instead of reading out of the Adventure Book, flip over the top card of the Arcade deck and read the title and the 2 choices to the active player. It works just like in the regular game, but no story is read.

Mode #3 – Campaign Mode

- Play through maps 2-11 in order, and read from the map-based quests in the story book.
- Tally scores for each game and at the end of the 11th map, add up ALL the points to declare a winner.
- During set-up, if a space on the map has a name on it, make sure it is a space chosen to have a quest token added (book marker).
- During map 11, place the 4 bosses out. If a choice to fight a threat, can fight a boss instead. Still place a camp, and earn points at the end of the game, but immediately read the paragraph listed. If any bosses remain, all players lose!
- Each player will take a character sheet before the first game to keep track of experience, talents, keywords and side quests. Use the same character for all 10 games!
- Using the left side of the Stars, mark off 1 of the 3 boxes after each successful story mission. Once all 3 boxes are marked, fill in the star to show you have earned 1 experience point. Last row earns 7 points.
- Before each game, players may spend experience points to buy talents. See page 13. Keep track on the card what talents you buy. After buying a talent, fill in the circle around the stars used.
- If a quest triggers a side quest (example Q2), write it in a circle at the bottom of the card. The next quest you take, instead of reading that story, read the side quest number instead. When completed, cross out the side quest and write the next one if the story continues.
- If a quest has a keyword as a reward, write it down on the card for later use. Later, if a quest has that keyword, read the choices associated with the keyword. Some need 2 keywords.

Mode #4 – Character Mode

- Read campaign mode above for more details on some aspects here (keywords, talents).
- For character mode, Keywords and purchasing talents act the same, and side quest aren't used.
- Players choose 1 of 8 characters (same throughout all games) and play on 3 or more maps until all characters have completed 8 quests. Can't choose map 1, and final game on map 11.
- Read character specific quests, and recommended that Eyim and Rin not used together.
- Unlike campaign mode, you earn 1 experience point (fill in the star) after every quest completed. Use the right side of the card to track your story progression, similar to side quest from the campaign.
- If you fail a quest, don't get rewards, but still get the experience point and read the reaction story.
- Just like in campaign mode, add up all points from all games after the 11th map and high score is winner.