

# Vindication

(Mini-expansions listed after the base game rules, as it is in the rulebook)

## Set-Up:

1. Place out the game board, both sides are the same (one side is more functional while the other shows off the art.)
2. Each of the 6 colors around the main board has a deck associated with it (yellow – Companion, red – Companion, blue – Companion, green – Traits, purple – Relics, and orange – Monsters), shuffle each deck separately, and for each, place the deck in the matching area next to its attribute sphere, then flip over the top card of this deck face-up on the other side.
3. Each player takes a “Game Trayz” container with all colored components, and 1 player board of matching color.
  - a. Place your “character” guilt-ridden scumbag side face-up next to your player board.
  - b. Current movement is 2 (you have two tiles to use for the game, one that is movement 2/3 and movement 4/5.)
  - c. Each player is dealt 1 Journey card and follows the instructions on it, then return all Journey cards to the box.
    - i. Place your metal player marker with stand on the listed space.
    - ii. Score marker on 15 and place influence cubes on player board (and main board) as indicated.
    - iii. Draw the Companion card from the matching deck as shown. Take the Honor granted by this companion. Place the card next to your character tile. (Can’t keep one with the shown symbol.)
4. Shuffle the Secret Quests cards and deal each player 2. Each player will keep 1 and discard the other.
5. Place the 19 core region tiles in the bag. (Academy, Ancient Tomb, Arcane Tower, Command Post x 2, Fort x 2, Gaping Maw, Holy Spire x 2, Inn x 3, Library x 2, Monastery x 2 and the Shrine x 2)
6. Place out the 6 large Mastery tiles next to the board for end game majority Honor (1 tile for each color attribute.)
7. For each color, place Proficiency tiles (1 less than number of players) in the area behind the area’s attribute sphere.
8. Place the 4 metal “trigger tokens” on spaces 30, 45, 60, and 75.
9. Shuffle the cards labeled “End Game Triggers” and flip over 2 cards face-up next to the board. Keep the deck nearby.
10. Give the player who is on the lowest numbered starting space the 1<sup>st</sup> player miniature. One at a time, draw a tile out of the bag and place it on the main board onto the blank region hexes adjacent to player’s starting metal markers.

## Game Flow:

- Vindication is played in turns starting with the 1<sup>st</sup> player, going clockwise, until 1 of the end game triggers cards is met.
- When the End Game is triggered, finish the current round, then all players get 1 more turn. The game will always end with the last player in turn order. The most Honor (VP) after final scoring is the winner. See “End Game” for details.
- On a player’s turn, they will carry out several actions in **any order they wish**, but an action can only be carried out 1 time each (with a few exceptions.) There are 3 main actions that will occur on every turn (most of the time), and 5 bonus actions that will be activated sporadically throughout the game.
- The 8 actions are **(Main)** Activate a Person, Move, Visit a Region or Rest, **(Bonus)** Convert Heroic Attributes, Acquire a Proficiency tile, Gain Control of a Region, Recover Influence Cubes, and Vindicate Yourself (can only do this once total).

## Influence Cubes and the 6 Attributes:

- In Vindication, a cube of your color represents “Influence.” Depending on where the cube is determines the type of influence the cube represents.
- Influence cubes can be in 3 places on your player board, in 7 places on the main board, and on your Companion cards.
- Below under “8 Actions a Player can Perform,” these influence cubes are discussed in more detail.

### Player Board

- A cube on the left side of your player board is “Potential” influence and can’t be used until it is “augmented” or moved to the right into the basic influence sphere.
- Once a cube is in the middle your player board, it can be used for many things as explain in the “action” section below. Also, anytime a cube is returned to your player board, unless said otherwise, it goes in this middle area.
- Cubes on the right side of your player board are “Conviction” cubes and are used for 3 unique actions.
- See under each area on the player board for a brief description of what cubes can do from that sphere.

### Main Board

- On the main board there are 6 color areas which relate with the 6 attributes. Red (strength), Blue (Knowledge), and Yellow (Inspiration) which are basic attributes and Green (Wisdom), Purple (Vision), and Orange (Courage) which are Heroic attributes. For each influence cube a player has in a given attribute sphere, it represents 1 influence of the given attribute.
- Influence cubes can also be on top of region hexes when a player uses the “Gain Control of a Region” action.

### Companion Card

- Influence cubes that accumulate on Companion cards show how many times you have activated them.

## 8 Actions a Player can Perform on a Turn (in any order):

- **Activate a Person (main action)**
  - May either activate your own character for no influence cube cost or activate one of your companions by placing 1 influence cube from your middle sphere of your player board directly on the companion card, then...
    - i. If you activate yourself, look at the bottom of your tile. If you are not vindicated (dark side), you can simply take 1 strength, 1 inspiration or 1 knowledge (move 1 cube from the middle area on your player board to the chosen attribute sphere.) If you are vindicated (light side), take 2 of the chosen attribute.
    - ii. If you activate a Companion (color of companion doesn't matter), earn any attributes shown in the upper left of the card, and you now can use the Companion's special ability for the rest of this turn.
- **Move (main action)**
  - Must move a number of spaces **up to** your current speed level. (Start of game it is 2 as shown by the speed tile.)
  - Movement is from triangle space to adjacent triangle space. Movement is never on hex tiles/spaces.
  - You can move through other player's pieces, but can't end movement on another player's space.
  - After completing your movement, for each empty hex space you were/are adjacent to during this turn, draw a new tile out of the bag and place it on the main board with the single sphere side face-up.
  - In the very rare case that you can't move at all, add +2 to your movement this turn but you have to move 1 cube on your player board to the left 1 sphere (this is called "diluting").
- **Visit a Region or Rest (main action)**
  - Choose 1 of the 2 options here – Visit a Region or Take the Rest action.
  - Visiting a Region is simple, pick 1 of the tiles you are adjacent to on the main board and utilize its ability. See below for details on each of the tiles. If you "Gained Control of a Region" (see below) already this turn, the tile you choose to activate must be the same tile, and vice versa.
  - Resting is simple as well, take 1 cube on your player board and move it (augment it) exactly 1 sphere to the right. Can't choose a cube in "Conviction." If you choose this, you can't also "Visit a Tile" on the main board.
- **Convert Heroic Attributes (bonus action)**
  - This is basic color-wheel conversions. Red + Yellow = Orange. Yellow + Blue = Green. Red + Blue = Purple.
  - At anytime on your turn, as many times as you want (this is one of the two exceptions to this rule,) take 1 influence cube from 2 basic attributes and convert them into a cube of the heroic attribute between them.
  - 1 of the 2 cubes will stay in the attribute sphere to represent the new Heroic attribute you made, the other goes back to the middle sphere of your player board, like normal.
  - You can't split Heroic attribute cubes backwards (into 2 basic cubes) as conversions can't be reversed.
- **Acquire a Proficiency tile (bonus action)**
  - As noted below under "End Game," Mastery tiles are awarded in each of the 6 attribute colors to the player with the MOST cards of the specific color at the game's end. Proficiency tiles count as 2 cards of the matching color.
  - Once per turn, you can spend 3 influence cubes (return back to center area of player board) in order to take an available matching proficiency tile. There is no limit on number or color of these tiles you can have.
  - Remember, there is only a limited supply of Proficiency tiles for each attribute in the game (1 less # players).
  - At any time in the future, you can spend a Proficiency tile (back to the box out of the game) to take 2 attribute cubes of the matching color (per normal rules when earning attributes.)
- **Gain Control of a Region (bonus action)**
  - Choose an adjacent tile that you used or will be using this turn, and put 1 cube on it from your "Conviction" area of your player board. If you "visit" and "gain control" of a tile on the same turn, they must be the same tile!
  - Immediately gain 2 Honor (Academy has a misprint, 2 Honor for it too!), and earn 2 Honor each time an opponent visits your tile (not you.) If you still control a tile at the end of the game, it is worth an extra 2 Honor!
  - If the tile you want to claim is controlled by an opponent, first spend 1 Conviction cube (put in influence sphere) to remove your opponent's cube (to influence sphere,) then claim the tile with another Conviction cube.
  - If you lose control of a tile, you do not lose honor. Just take your cube back and put it in your middle sphere.
- **Recover Influence Cubes (bonus action)**
  - At any time on your turn, any number of times (this is the other exception,) you can move ANY cube from anywhere back to your middle influence sphere on your player board EXCEPT cubes from your "Potential" area.
  - If you remove a cube from a Companion card, remove all cubes from that card, discard the Companion card and lose Honor that Companion is worth immediately. (Never earn Honor back this way if it gave negative Honor.)
- **Vindicate Yourself (bonus action)**
  - If, and only if, you have reached 25 Honor points AND your "potential" influence sphere is empty, flip over your character tile to the light side in order to Vindicate yourself and earn 5 Honor immediately.
  - From now on, when you choose yourself to "activate," you earn 2 of the chosen attribute. (see above)

## Tile Functions (Base Game): (For when taking the “Visit a Region” action...)

- **Academy**
  - Roll the white attribute die and earn 1 attribute of the rolled icon.
  - If you didn't already have 1 of the rolled attribute, roll the die 1 additional time and earn that attribute as well.
  - Misprint in the first print run... the Academy grants 2 Honor when claiming control of it.
- **Ancient Tomb/Arcane Tower/Gaping Maw/Inn**
  - When visiting these 4 areas, you will obtain a card of the associated attribute by paying 2 of the shown attribute. Put the card face-up next to your player board. Below “Card Uses” describes how each type of card is used.
  - There are 3 ways to select the card from the associated area...
    1. Simply take the face-up card and replace it with the next card of the deck.
    2. Take a chance on the top card of the deck by drawing it as the card you will keep.
    3. Spend 1 Conviction cube, take the face-up card along with the top 3 face-down cards and choose 1 to keep. The other 3 cards are shuffled back into the matching deck and a new card is flipped face-up.
  - The Ancient Tomb lets you obtain 1 Trait card by spending 2 Wisdom.
  - The Arcane Tower lets you obtain 1 Relic card by spending 2 Vision, and recharge currently owned relics.
  - The Gaping Maw lets you fight and obtain 1 Monster card by spending 2 Courage. You MUST have 1 Companion in your party in order to fight a monster!
  - The Inn lets you get 1 Companion based on which color attribute you spend to get it (Red, Yellow, Blue.)
  - Any Honor shown on the card you obtain is earned at the time you earn it!
  - There is no limit to the number of cards you can have in front of you.
- **Command Post**
  - Only once per turn, spend 3 Strength in order to upgrade your speed tile to the next level (2 → 3 → 4 → 5).
  - Earn the Honor shown on the tile. You can now move up to this many spaces on your turn.
- **Fort/Holy Spire/Library**
  - Earn 2 of the associated attribute (Strength, Inspiration or Knowledge.)
- **Monastery**
  - For each Knowledge cube you spend, you can move (augment) 1 cube on your player board 1 sphere to the right. You can do this action several times when you visit this region.
  - This is 1 way (Resting is the other) to get cubes out of the “potential” area or how to make “Conviction” cubes.
- **Shrine**
  - For each Inspiration cube you spend, remove 2 influence cubes from Companions you control back to the middle sphere of your player board. There is no penalty in removing cubes from your Companions this way.
  - You can do this action several times when you “Visit this Region.”

## Card Uses:

- Remember, the 6 color cards (along with proficiency tiles) are what will be counted towards earning Mastery tiles at the end of the game!
- **Companions (Inns) Red, Yellow, Blue**
  - Based on the color cubes spent at an Inn, obtain 1 Companion from the matching attribute and earn the Honor.
  - When using “Activate a Character” action, 1 of your Companions can be the chosen character. To activate, place 1 influence cube on the Companion card, and immediately earn the shown attributes in the upper left corner.
  - After being activated, you can use this Companion's ability for the rest of the turn. Don't earn anymore Honor.
  - If cubes are removed from a Companion using the Shrine, there is no penalty, but if cubes are removed from a Companion using the “Recover” action, the Companion is discarded, and positive Honor it grants is subtracted.
  - If a Companion makes you lose Honor when obtaining, you don't get it back if you abandon it.
  - 1 Companion is always required for fighting monsters, see below.
- **Monsters (Gaping Maw) Orange**
  - After choosing the Monster card you will fight, take the Companion card (you own) with the lowest number below its name, and have this Companion fight the monster now. If you have no Companion, you can't fight!
  - The Companion will always win the fight, but you must roll the black die to see what happens...
    1. Blank = nothing happens
    2. Faded circle = Add 2 influence cubes to this Companion due to fatigue. (“Recover” cubes if needed.)
    3. Skull = Death! The Companion is removed and positive Honor it grants is subtracted.
  - After applying the black die effect, roll the white die and earn the rolled attribute (but unlike the Academy, don't roll it again if you don't have that attribute already.) Also, earn the monster's Honor now.

- **Traits (Ancient Tomb) Green**
  - Earn the Honor immediately when the Trait is earned.
  - The ability granted by the Trait is immediately available, but passive traits can only be used once per turn.
- **Relics (Arcane Tower) Purple**
  - Earn the Honor immediately when the card is obtained (only), and follow the “When Acquired” instructions.
  - When you visit the Arcane Tower, along with obtaining a new relic card, you can recharge any currently owned relics with as many influence cubes as you wish. Do not earn any more Honor for the recharged relics.
  - Each relic can be used once per turn by following the instructions on the relic card.

## End Game:

- At the beginning of the game, only 2 end game trigger cards are face-up (see Set-up,) but as players earn Honor, more will flip over. The first person to reach/pass space 30, 45, 60 and 75 on the score track will take the metal coin and flip over a new End-Game trigger card which will now be active from now on.
- The Metal coins have no immediate effect, but some in-game elements might allow them to be worth end-game Honor.
- Whenever 1 of the face-up End-Game trigger cards are met, finish the current round and then each player will get 1 final turn. The game will always end with the last player (player to the right of the 1<sup>st</sup> player.)
- Final Scoring
  - **Mastery Tiles** – For each of the 6 attribute colors, give the Mastery tile (and Honor) to the player who has the most of each color type of card (for ties, no one gets it). Remember, Proficiency tiles count as 2 cards!
  - **End-Game Bonuses** – Points from Monster, Trait, Relic, or Companion cards that given Honor as part of abilities.
  - **Secret Quest Cards** – Reveal the Secret Quest cards. Earn the shown Honor for each part of the objective you were able to carry out. You can do 1 of them, or both, or none. No negative points if incomplete.
  - **Earn 2 Honor for each region (tile) you still control**
- The player with the most Honor wins! Ties broken as followed – A) Most Conviction cubes remaining, then B) Least Amount of Potential cubes remaining, and then by C) Least amount of Metal Coins acquired.

# Mini-Expansions

## Treachery

- During set-up, after completing Journey cards, shuffle in the black (Treachery) cards into their appropriate decks.
- These cards do NOT count towards any Mastery tile at the end of the game.
- Do NOT lose/gain Honor when losing a Treacherous Companion.

## Expansion Regions

- See Page 34 in rulebook for examples on how to incorporate the expansion tiles (listed below) during set-up.
  - Always use the Arcane Tower, Gaping Maw and Ancient Tomb.
  - Always use an equal number of Holy Spires, Forts, and Libraries.
  - Always use an equal number of Posts, Shrines, and Monasteries.
  - Always use at least 2 Inns.

## Jewel Crafter (3 tiles + tokens)

- 3 tiles – 1 Jewel Crafter and 2 Crystal Mines will be added to the bag (remove 3 other tiles.)
- When visiting a Crystal Mine, gain 1 crystal + 1 crystal for each mine you control.
- Up to 20 Crystals can be used as followed:
  - Use 1 crystal to pay off a Companion and take back 2 cubes without losing the Companion card.
  - Turn in 3 crystals at the Jewel Crafter to gain 2 Honor.
  - Turn in 1 crystal and 3 matching attributes at the Jewel Crafter to gain an Infused Gemstone of the matching attribute color, which is a single virtual attribute of that color going forward to use 1x per turn.

## Exotic Pet Menagerie (1 tile + cards)

- Include the Pet Menagerie tile to the bag (remove 1 other.)
- During set-up, shuffle the Pet cards and flip 3 face-up next to the deck.
- When visiting the Menagerie, spend 1 Knowledge, 1 Inspiration, and 1 Strength and choose 1 face-up pet (or the top card), gain its Honor and pair it with a Companion permanently! Companions may have multiple pets.
- If you wish to move a Pet to another Companion, add 1 cube to the Companion taking the pet. (Bonus action)
- If you lose a Companion for whatever reason besides abandoning it, you can move its pets to another for free. If you have no other Companions at the time, temporarily pair the pets with yourself, but earn no benefits from the pets at all.
- If you abandon a Companion with pets, its pets are lost too. Lose Honor from both the lost pet and lost Companion.

## Sacred Stones (2 tiles)

- Include the 2 Sacred Stone tiles in the bag (remove 2 other tiles).
- When you “visit” a Sacred Stone, you can teleport to any space adjacent to either Sacred Stone tile, but you forfeit your move action this turn.
- If you control 1 of the 2 Sacred Stone tiles, when you “visit” either Sacred Stone, you can teleport to any space adjacent to either Sacred Stone tile AND you can still take your movement this turn.
- If you control both of the Sacred Stone tiles, when you “visit” either Sacred Stone, you can teleport to any space on the map AND you can still take your movement this turn.

## Temple Ruins (1 tile)

- Include the Temple Ruin tile in the bag (remove 1 of the other tiles).
- When visiting, you draw 2 Secret Quest cards. Keep 1 and shuffle the other back into the deck.
- These cards score exactly the same as the one you kept at set-up. No limit to the number you can have.

## Well of Wishes (1 tile + tokens)

- Include the Well of Wishes tile in the bag (remove 1 other tile.)
- During set-up, take the 15 wishing Well tokens and mix them up face-down to the side of the board.
- When the Well of Wishes is placed on the map, take 3 Well tokens and flip them face-up on the Well of Wishes tile.
- When “visiting” the Well, take 1 of the 3 tokens and earn the reward, randomize it back in the pool of 12 tokens that are set aside, and replace the empty slot on the Well of Wishes tile with a new token (it could be the same reward!)

## Building Sites (4 tiles)

- Chose a number of expansion tiles from other modules and lay them out next to the board instead of in the bag.
- Put a number of Building Site tiles in the bag equal to the expansion tiles you set next to the board (remove the same amount of tiles from the bag to keep the number at 19.)
- When a Building Site tile is drawn from the bag, place it on the map. The drawing player may pay 1 Conviction to choose any remaining expansion tile next to the board and place it in this Building Site spot AND automatically take control of it.
- If the player doesn't replace the Building Site for whatever reason, another player may use their “visit” action on a building site tile on their turn to build there. It would still cause them to spend 1 Conviction in order to do this.

## Guilds & Monuments (Monument board and Guild Favor Token)

- After basic set-up, each player takes their Monument board and their triangular Guild Favor token. There is no functional difference between each player's monuments/tokens.
- This expansion module grants a new 4<sup>th</sup> action you can do on your turn – **Place your Guild Favor token.**
  - You may not place your Guild Favor token in the same place in back to back turns (it must move!)
  - It is always active, even on other player's turns.
  - You can't place it somewhere that has another player's Guild Favor token.
- **Fortifying Regions** – Put your token on a region you control, flip the tile over to its "fortified" side (shows 3 white circles.) This tile can never be taken from you by an opponent. You will keep control of it for the rest of the game.
- **Diplomacy** – Put your token on a tile your opponent controls, and split the 2 Honor with them when that player earns Honor for someone "visiting" this tile.
- **Barricade** – Put your token on an empty triangular space on the main board. When an opponent lands on or passes your Guild Favor token, take 2 Honor.
- **Leadership** – There are 2 spaces for this on your player board. Augment 1 cube based on where you place the token, and it also prevents an influence cube from being diluted backwards across the threshold where your token is.
- **Monument Reconstruction** – Put your token on your Monument board and contribute as many cubes/proficiencies as you want on this turn. Attributes are taken directly from the main board. The 2 proficiencies here must be different. You can't recover cubes from an incomplete Monument board. Once completed, score 15 Honor and return the cubes to where you got them from. Keep the Proficiencies with you.
- **Allegiance** – Put your token on a Companion you control. When activating, return 1 influence cube instead of adding 1.
- **Empowerment** – Put your token on 1 of your Relics. When using, instead of removing 1 influence cube, add 1.
- **Commendation** – Put your token on 1 of your Trait cards and each time you use it this turn, earn 1 Honor.
- **Destiny's Fate** – Put your token on a Monster you control, and anytime you roll a die, you can roll it twice and choose one of the 2 results. This effect doesn't stack with any other reroll abilities.

## Myths & Wonders (Ronak tile, 6 black cubes, Myths & Wonders Board)

- After normal set-up, put out the Myths & Wonders board based on player count. Remove either the Academy or 1 of the Inns from the bag. Put the Ronak tile in the center space on the main board and put 6 black cubes in the triangular spaces adjacent to him.
- The objective of this module is to provoke, attack and survive until Tuuk-Tuuk comes and kills Ronak.
- **Provoking** – When a player ENDS their movement on a black cube, move it onto Ronak's tile. When all 6 black cubes are on him, the player who moved the final cube finishes their turn, then prepare for the fight!
- **Preparations** – A mini-game is about to unfold as all players will attack Ronak. First off, give the player to the left of the triggering player the 1<sup>st</sup> player mini and all players can augment 0-3 Conviction cubes from the middle sphere now!
- **Determine Initiative** – Next, each player takes their lowest initiative Companion and puts a black cube on that card. This companion will be sent to fight Ronak. If you have no companions, your turns are skipped until Ronak is defeated. Play continues clockwise with a new turn outlook.
- Until Ronak is defeated, on your turn you will do the following 3 things in this order...
  1. **Generate Attributes** – Activate either a Companion or yourself and take the attributes awarded. You can convert attributes, but you can't "recover" from the Myths & Wonders board.
  2. **Contribute Attributes** – Move 1 attribute from the main board (or Conviction) onto the Myths & Wonders board into an empty space of the matching attribute and take the reward (see page 41 of rulebook.)
  3. **Roll both Dice** – Just like "fighting a monster," apply the effects of the black and white dice now. If you lose a Companion to death (can save with Conviction,) your next lowest initiative Companion takes its place, unless you have no more left, then your turns going forward are skipped.
- Once all the Spheres on the Myths & Wonders board are full, Tuuk-Tuuk arrives and kills Ronak. Flip over the middle tile to show Tuuk-Tuuk. Remove all black cubes.
- Tuuk-Tuuk can be visited but never controlled. When you visit him, earn any 1 attribute you currently don't have.
- Lastly, players earn Loot cards. Lay out a number of Loot cards equal to the number of players +2. In a 4/5 player game, the player who put a cube on "Conflict" picks first, otherwise, it is the player with the highest-initiative Companion, going clockwise. After all players take 1 Loot card, put the remaining 2 back in the box and the game returns to normal with the next player.
- If at any point all players have no Companions left, Ronak wins! Return all cubes from the Myths and Wonders board to player's influence spheres and put the 6 black cubes on their starting spots. Continue play until Ronak returns to fight again (all 6 cubes are on Ronak's tile) just like before.
- Unfortunately, the rules are vague on what happens to the cubes on the Myths & Wonders board when you kill Ronak, and how the "game returns to normal" and which player is the true "last player" for end game purposes. Sorry.