

REGION CARDS

All region cards will have an **Exploration Icon** 1 and a **Frieze** 2. The frieze, or horizontal decorative band, will show one of the biome types. Region Cards may also include **Clues** 3, **Wonders** 4, or **Denizens** 5 (Alula's inhabitants). Denizens offer **Quests** 6 to explorers. These quests can lead to **Fame** in the game. Some quests have **Wonder Prerequisites** 7, that are listed above the frieze.



SANCTUARY CARDS

Sanctuary Cards may feature **Night Exploration Icons** 1 (without a duration) or **Clues** 3 in the upper left. They may also include a kingdom **Wonder** 4 in the upper right, a coloured **Frieze** band 2, or have a **Side Quest** 6 for **Fame**.

ICONOGRAPHY AND LORE

1 EXPLORATION ICON



21

Region Card
Exploration
Duration
(hours)

2 FRIEZE BAND (BIOME TYPE)



3 CLUES



Clues can help explorers find additional **Sanctuary Cards**. This may improve explorer **Fame** at game's end.

4 KINGDOM WONDERS



Uddu - Mineral
~44%



Okiko - Animal
~32%



Goldlog - Plant
~24%

Region **Wonders** are valuable. They aid in the completion of **Quests**. There is a unique wonder for each of the mineral, animal and plant kingdoms in Alula.

5 DENIZENS



The **Denizens** are Alula's inhabitants. They are sedentary and each keep watch over their own region. Explorers receive a warm welcome from them as they enjoy socializing. It keeps them updated on Alula's happenings.

6 QUESTS / SIDE QUESTS & FAME

Denizens ask explorers to go on **Quests** throughout Alula and share their findings on their return journey. Completing **Quests** results in Explorer **Fame** (points) at game's end.



Fame
Icon

18

Amount of
Fame if the
Quest is
successful

Side Quests are found on **Sanctuary Cards**. They **DO NOT** have **Prerequisites**. **Side Quests** may provide **Fame** at game's end.

7 QUEST PREREQUISITES



Often, quests will have **Prerequisites**, in the form of **Wonders** (Uddu, Okiko, Goldlog), that are listed above the **Frieze**. The **Prerequisites must be visible** on **face up Region Cards**, or on **Sanctuary Cards**, on the return journey, in order for the **Fame** value to score.

SCORING TYPES

Fame is calculated based on your face-up Region cards and all your Sanctuaries.



1 Fame for EACH VISIBLE Clue icon.



4 Fame for EACH VISIBLE Okiko icon.



2 Fame for EACH VISIBLE Uddu icon.



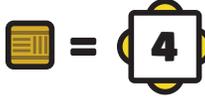
3 Fame for EACH VISIBLE Goldlog icon.



19 Fame.



2 Fame for EACH VISIBLE Mushroom Forest Biome AND EACH VISIBLE River Biome card.



4 Fame for EACH VISIBLE Cave City Biome card.



10 Fame for EACH SET of the 4 Different Biome types.



4 Fame for EACH VISIBLE Nighttime Exploration.

Don't forget! Some quests require you to meet a prerequisite to gain the fame on the card.

FARAWAY GAME SETUP



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- A** SHUFFLE the *Region Cards* and DEAL 3 face down to each player.



PLACE the *Region Deck* face down in the center of the table.

- B** REVEAL as many cards from the *Region Deck* as there are players, PLUS ONE to create the *Market*.



For instance, in a four player game, REVEAL five cards.

- C** SHUFFLE the *Sanctuary Cards*. Then, place them face down next to the *Region Deck*.



GAME FLOW A game lasts 8 rounds. Each round is made of 3 phases:

1 EXPLORING A REGION

- 1.1** ALL players SELECT a *Region Card* from their hand and PLACE it face down in their play area.



- 1.2** Then, at the same time, EVERYONE REVEALS their card and ADDS it to the RIGHT of their last played *Region Card*.



- 2.0 NOTE:** On the **FIRST ROUND** of the game, no player has a *Region Card* in play. Therefore, **NO ONE** may gain a *Sanctuary Card*.



2 FINDING SANCTUARIES

- 2.1** Players who PLACED a *Region Card* with a **HIGHER Exploration Duration** than their previous one ACCESS a *Sanctuary*. GIVE each of these players **ONE Sanctuary Card**.



- 2.2** IF they have *Clues*, ADD ONE more card for EACH Clue. COUNT ALL Clues in their area, INCLUDING those on both *Region* and *Sanctuary Cards*.



- 2.3** AFTER receiving *Sanctuary Cards*, a player will CHOOSE ONE to KEEP. They MUST RETURN the others to the **BOTTOM** of the *Sanctuary Deck*.



3 END OF THE EXPLORATION

In this phase, players take turns. First, the player with the shortest *Exploration Time* from the *Exploring A Region* phase takes a turn. Then, the player with the second shortest *Exploration Time* follows, and so on until everyone has had a turn.



- 3.1** ON YOUR TURN, first SELECT a *Region Card* from the *Market*. Then ADD it to your hand to maintain three cards.



- 3.2** *Region Cards WILL NOT BE REPLACED* until ALL players have had a turn. Later players will have fewer options.



- 3.3** AFTER ALL players have taken their turn, REMOVE the remaining *Region Card* from the game.



- 3.4** Finally, REFRESH the *Market* by revealing new *Region Cards* EQUAL to the number of players, PLUS ONE.



GAME END SCORING

The player with the highest fame score wins. If there's a tie, the player with the shortest exploration time in their tableau wins.

The game ends after the **8th** round, when everyone has played **8 Region Cards**. Then, Score the *Fame* for each player. To make scoring easier, FLIP all *Region Cards* face down. KEEP *Sanctuary Cards* face up.



REVEAL *Region Cards* starting from the **LAST** one played. MOVE from **RIGHT** to **LEFT** scoring each card on its own. INCLUDE ALL FACE-UP *Region* and *Sanctuary Cards*.



The first revealed *Region Card* scores **0 Fame** as it does not have a *Quest*, only *Wonders*.

The second revealed *Region Card* scores **16 Fame**. It includes a *Quest* that meets the *Prerequisites* of **2 Uddu** and **2 Okiko**.



The scored *Region Cards* should remain **visible**, and are considered for future revealed cards.

Remember, some *Quests* need a *Prerequisite* to score *Fame*.



AFTER scoring all *Region Cards*, TOTAL the *Fame* from *Sanctuaries*.

These *Sanctuaries* would score **8 Fame** as there are **2 complete sets of biomes** on ALL the cards.

