

OPEN SEASON

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Djib



2-4



15'+



10+

Eventually, you grew tired of it; tired of seeing these hordes of haughty heroes ransacking your dungeon, that you've decorated with taste and refinement. So you dressed up in your best outfit, and set out to complete your trophy room with savoir-faire, with meticulousness.

Today, in an act of true sportsmanship, the dungeon lords of the four continents recognize that you have the largest and finest collection of adventurers from diverse and varied peoples, elegantly arranged in a setting conducive to meditation. Only the heroes hesitate to come admire it.

CONTENTS

Horn side, see page 3



Shield side, see page 9



4 player boards



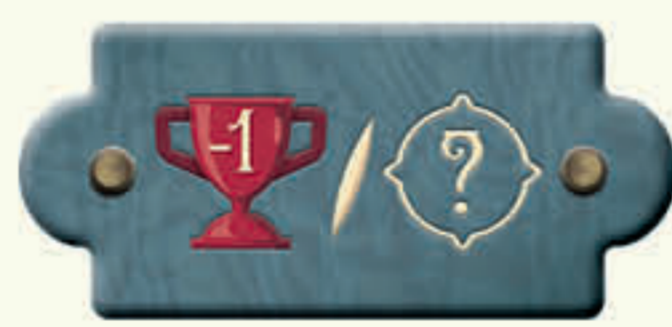
1 scorepad



24 Trophy tokens



4 Wild tokens



4 Penalty tiles

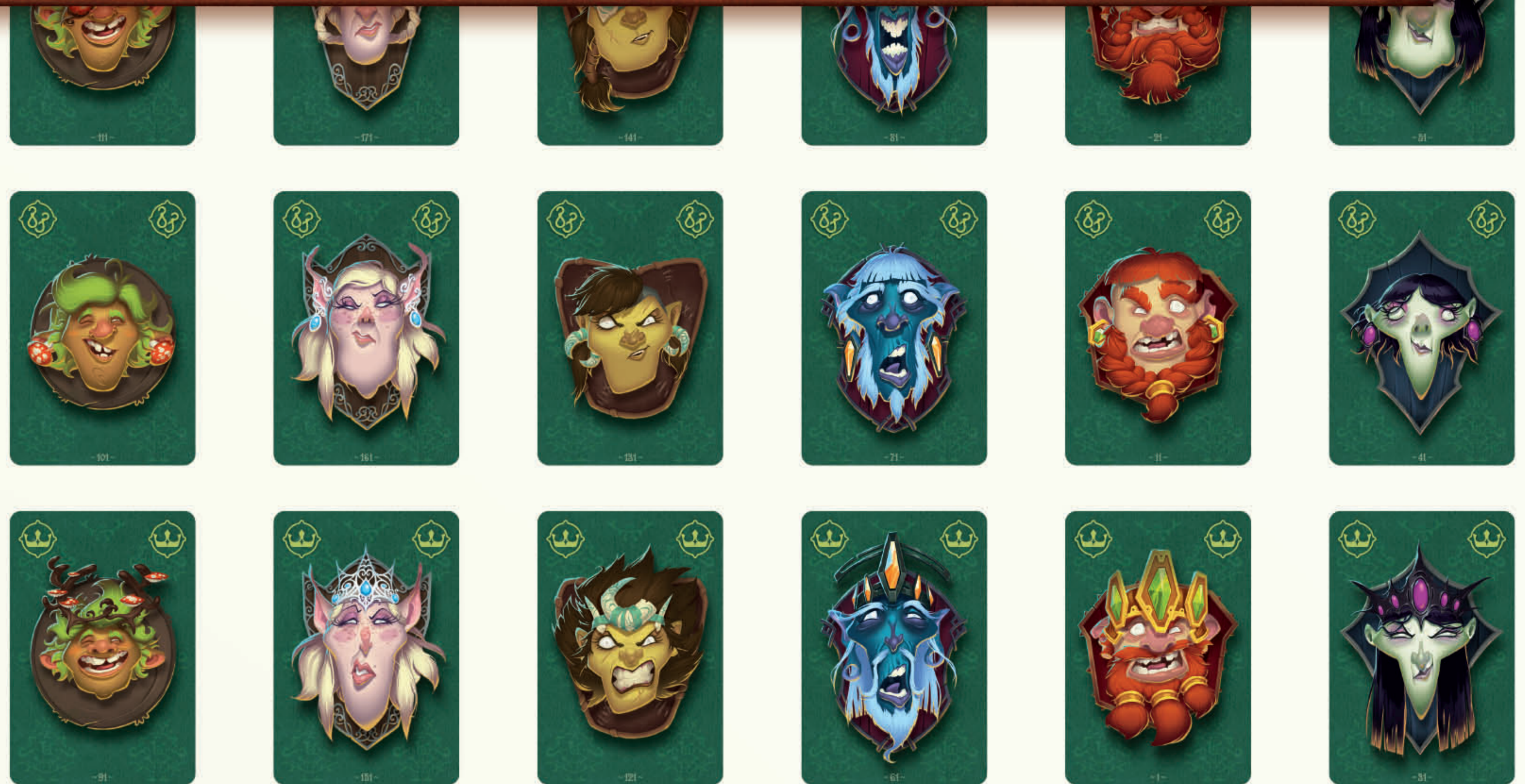


4 Attribute Series tiles



7 Personal Bonus tiles per player (Expert mode, see page 10)

Front & back are different



30 gnomes

30 elves

30 barbarians

30 mages

30 dwarves

30 sorcerers


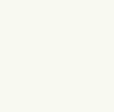
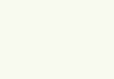
6 People cards × 5 different attributes for each of the six peoples (crown , tattoo , dagger , earrings , & eyepatch ).

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Each turn, you complete your wall by placing one card on it, and placing another one in your stock. If the second card matches a card on your wall, one of the following occurs:

-  You score or lose victory points (🏆).
-  You trigger an action.
-  Nothing happens.

You win the game if you have accumulated the most 🏆.

SETUP

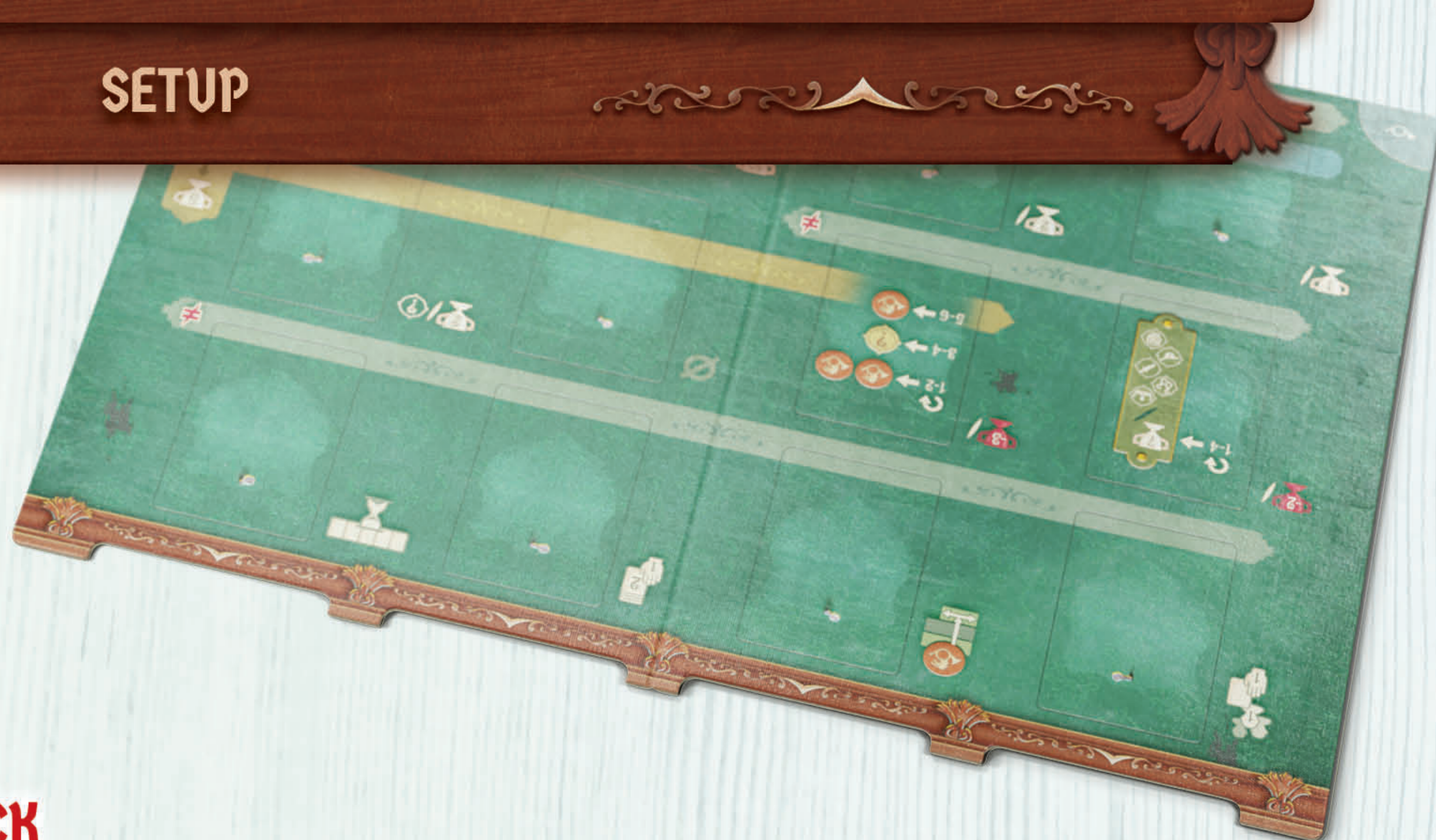
Each player: Place a player board in front of you, **Horn** side up (🐉 in the lower-left corner).

Shuffle the cards to form a face-down deck in the middle of the table.

Reveal 5 cards to form the inn.

Form a general supply of all the tiles and tokens (except the Bonus tiles, which are for Expert mode).

Randomly determine the first player.



DECK



Inn

GENERAL SUPPLY



YOUR ACCOLADES

YOUR PERSONAL SUPPLY

Example of a 2-player setup.



PLAYING THE GAME

Take turns in clockwise order for 11 rounds, at which point you each will have completed your wall.

On your turn, you **must** perform the following 6 steps:

- 1 Complete the Inn
- 2 Move Your Stock into Your Accolades
- 3 Choose 2 Cards from the Inn
- 4 Place 1 Card on Your Wall
- 5 Place 1 Card in Your Stock
- 6 Trigger One or More Actions (if possible)

1 Complete the Inn

Fill the inn back to 5 face-up cards from the deck.

2 Move Your Stock into Your Accolades

Move all the cards from your stock to your accolades.

Keep all cards in your **ACCOLADES** face down. You are welcome to peek at them and **organize them however you like**.

You cannot peek at other players' stocks or accolades. Only the topmost card of their stock is visible.

3 Choose 2 Cards from the Inn

Take 2 cards from the inn into your hand.

4 Place 1 Card on Your Wall

Place 1 card from your hand face up on any **empty** space of your wall, where it will stay for the rest of the game.

Each wall location may have a placement rule and/or one or more effects associated with it (see below).

IMPORTANT

- You must place **only one card per turn on your wall**. No more, no fewer.
- Your stock is not part of your wall.

PLACEMENT RULE

All spaces underlined by the same green frieze must be occupied by **different** peoples... or by cards placed face down (see second case below).

There are only two cases you will encounter:

- **At least one of the two cards** in your hand can be placed somewhere on your wall while respecting the placement rule: In this case, you **must** place a card face up in a legal space, even if you would prefer otherwise.



PLAYING THE GAME

Place 1 Card on Your Wall

Neither of the two cards in your hand can be placed on your wall without breaking the placement rule: In this case, you must place one of them **face down** on the space of your choice.

NOTE

Cards placed face down are not considered to be any type of people, and have no attributes.

EXAMPLE

It's the 10th round, and you have chosen an elf and a mage. You **must** now place one of these two on your wall, but there are no valid options, because all of the cards of the top row must be **different**. So you must place one of these two cards **face down** at **1** or **2**.



EFFECT OF THE SPACE

If the space on which you placed your card depicts an effect, see if it triggers. The effect will trigger if you placed the card on its space during the indicated rounds.



If you place a card on this space during one of the first 4 rounds, immediately take an Attribute Series tile, and place it on your board to cover and replace the cartouche to the left of your stock.

NOTE

It's easy to see which round it is: Because you must place exactly one card each round, simply count the number of cards on your wall!

If you complete this row of three cards by the 6th round (you can't complete it before the 3rd because it requires 3 cards), immediately take 4 Trophy tokens (see Trophy Tokens on page 6) and 1 Penalty token from the general supply. Keep them in your personal supply.



If you place a card on this space during your 1st or 2nd turn, immediately take 2 Trophy tokens (see Trophy Tokens on page 6) from the general supply. Keep them in your personal supply.

If you place a card on this space during your 3rd or 4th turn, immediately take 1 Wild token (see Wild Token on page 7) from the general supply. Keep it in your personal supply.

If you place a card on this space during your 5th or 6th turn, immediately take 1 Trophy token (see Trophy Tokens on page 6) from the general supply. Keep it in your personal supply.



5 Place 1 Card in Your Stock

Place the card remaining in your hand atop your stock.

Keep all cards of your **STOCK** face up. You can peek at them, but **you cannot reorganize them!**

6 Trigger One or More Actions (if possible)

If the people represented on the card that you have just placed on your stock corresponds to the people represented on one of the cards in **the first row** of your wall, then the corresponding action **must** be triggered and carried out entirely (only by you). Any resulting action must also be carried out as a whole.



IMPORTANT

You can only trigger any given action **once during your turn**, but you may trigger **several different** actions.



Take the top card of any one opponent's stock; if their stock is empty, you must take a random card from their accolades. In either case, the targeted player **may** then **immediately** take a card from the inn or — blindly — take the top card of the deck; this player adds the card to their stock **without triggering an action**.

Place the stolen card in your stock; it can trigger a new action, as long as it hasn't been triggered already during your turn.



Secretly peek at the first two cards of the deck. Place one (your choice) atop your stock; return the other face down atop the deck. The card you added to your stock can trigger a new action, as long as it hasn't been triggered already during your turn.



Take any card from the inn and keep it for your next turn, leaving it **face up** in your personal supply (it is not part of your accolades!). On your next turn, when you normally would take two cards from the inn, take only one from the inn and the one from your supply.



Move a Trophy token (see Trophy Tokens below) from any card on your wall to a card on the bottom row of your wall.

TROPHY TOKENS

Keep your Trophy tokens in your personal supply.



On your turn, after having resolved all the actions triggered by the cards placed in your stock, you can place **one and only one** Trophy token **on a card in the 1st or 3rd row** of your wall. This token may have been obtained during the current round.



If you place this Trophy token on a card of the top row:

Choose an action that has not already been triggered during your current turn; trigger it immediately.

If you place this Trophy token on a card of the bottom row:

During endgame scoring, this token will count as an additional card in your accolades, of the same people as the card the token is on.

The same card on your wall can have multiple Trophy tokens on it.

EXAMPLE

You place your 2nd card **1**, an elf, atop your stock, which triggers the 3rd action **2**: You draw 2 cards and choose to keep a gnome, which you place atop your stock **3**. This triggers the 1st action **4**: You take a random card (a mage) from an opponent's accolades (their stock is empty) and place it atop your stock **5**. Thus you trigger the 4th action **6**: You take a card from the inn and keep it for your next turn **7**. Your turn is finally complete. You managed to add 3 cards to your stock in a single turn!



END OF THE GAME

The game ends after 11 rounds. Each player's wall will be full. Move all cards remaining in your stock into your accolades.

If you kept a card on your final turn, move it into your accolades, as well.

Reveal the cards of your accolades and sort them by people. **Only** these cards will allow you to score.

Jot the 🏆 each player scores on the **green** side of a scoresheet (for the 🌀 side of the player boards).

WILD TOKEN

If you have a Wild token, place it on any card on your wall or in your accolades. It **permanently** modifies the attribute of the card beneath it for both scorings related to attributes. Simply announce the new attribute it represents.



Each card of your accolades matching the card on your wall scores **-2** or **-3** 🏆.



Each card of your accolades matching the card on your wall scores **1** or **2** 🏆. Each Trophy token on one of these cards also scores **1** or **2** 🏆.



Compare the quantity of cards of this people that each player has in their accolades; if you have the single most, score **10** 🏆; otherwise (including tied for most), nobody scores. **Remember:** Each Trophy token on the matching card on your wall counts as an additional card of this type in your accolades.



Each face-down card on your wall scores **-5** 🏆.



Each card of your accolades sporting the same attribute as the card on your wall scores **2** 🏆. For this, the people types don't matter.



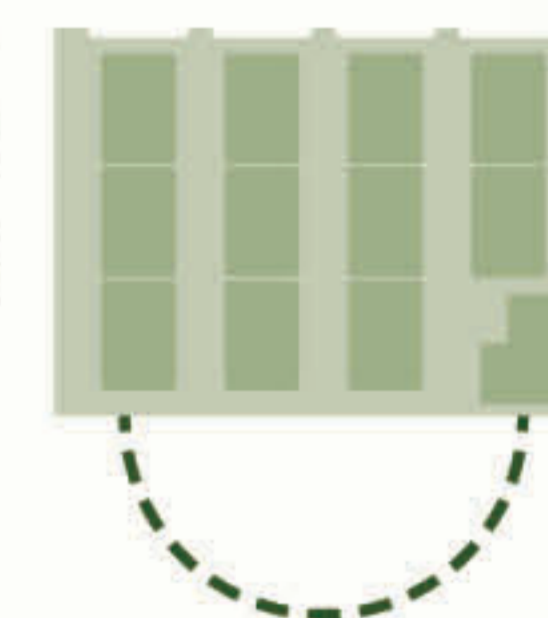
For each series of 5 different attributes (regardless of the people types) in your accolades, score **4** 🏆. If you replaced this cartouche with an Attribute Series tile, score **7** 🏆 instead.



If the three cards in these spaces are of the same people, score **5** 🏆.



-1 🏆 per attribute of the least present type in your accolades (an absent attribute counts as being the least present).

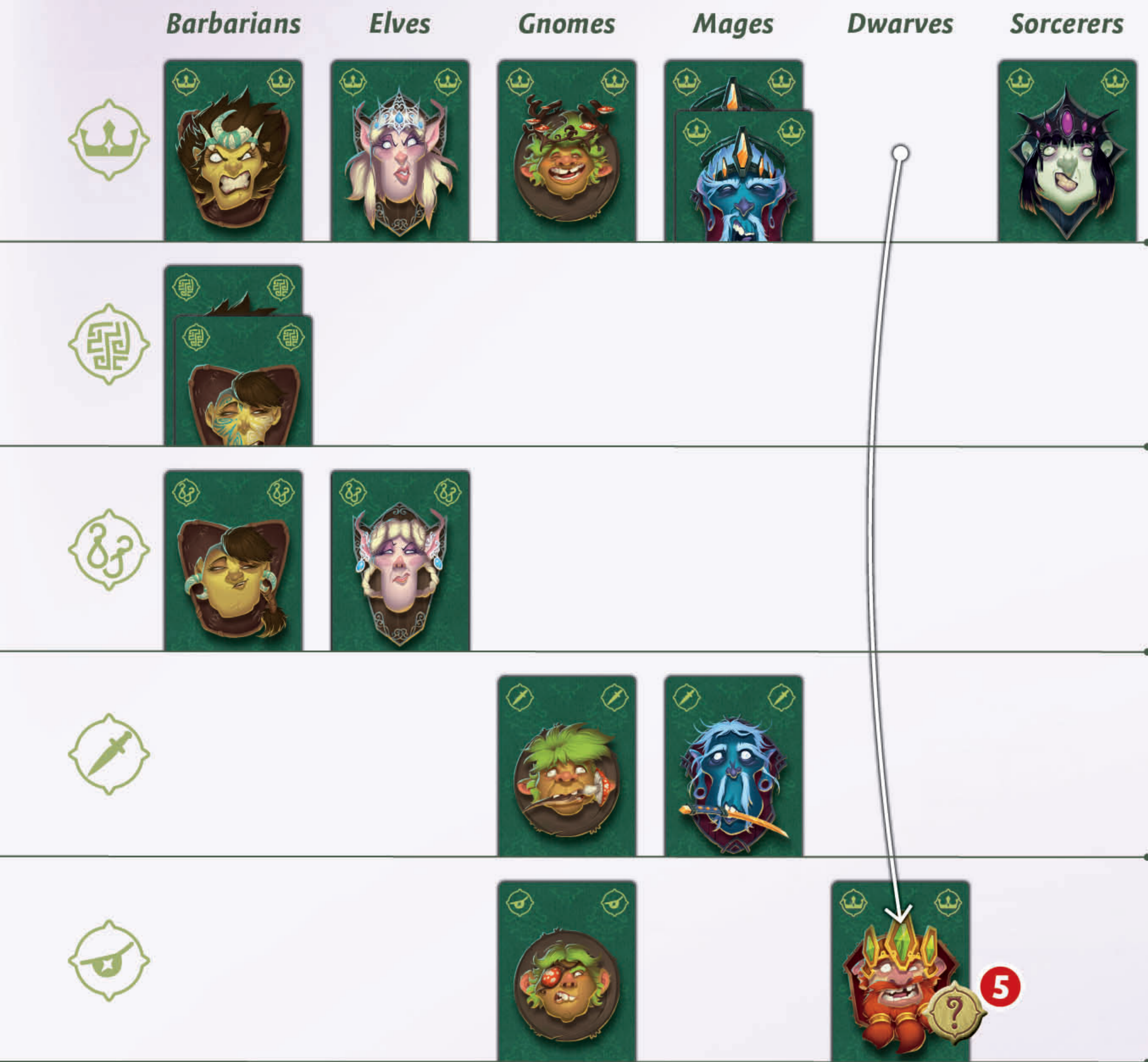


The player with the most 🏆 wins the game.

In the event of a tie, the tied player with the **fewest** cards in their accolades wins. If there is still a tie, the tied players share the victory.

COMPLETE SCORING EXAMPLE

At the end of the game, here are the cards in your accolades:



And this is your wall:



Only these two rows allow you to score.

The sole sorcerer in your accolades scores you **-2** 🏆.

Subtotal: -2 🏆

The 2 elves in your accolades earn you 2×1 🏆, and your 4 barbarians + the Trophy token **1** earn you 5×2 🏆.

Subtotal: 12 🏆

You have 3 mages in your accolades +1 mage for the Trophy token **2**. No one has more than you, but another player also has 4 mages. As a result, you miss out on the 10 🏆. You would have been wiser to place the other Trophy token **1** here...

Subtotal: 0 🏆

The face-down card **3** earns you **-5** 🏆.

Subtotal: -5 🏆

The character on card **4** is wearing a crown. So, the 6 cards in your accolades with a crown earn you 6×2 🏆.

Subtotal: 12 🏆

You have 2 series of 5 **different** attributes in your accolades, thanks to the Wild token turning the dwarf's crown into an eyepatch **5**. Because you covered the cartouche beside your stock with an Attribute Series tile **6**, you earn 2×7 🏆.

Subtotal: 14 🏆

The cards along the yellowish frieze (middle row, cards 2-4) are not all three of the same people (the face-down card **3** does not count as a dwarf), so you miss out on the 5 🏆.

Subtotal: 0 🏆

Because you completed the bottom row by the end of Round 6, you got 4 Trophy tokens (3 on your wall, and 1 you didn't use **7**), and a Penalty token. You have only 2 tattoos, earrings, daggers, and eyepatches in your accolades, so whichever you choose (as long as it's not crowns) gets you 2×-1 🏆.

Subtotal: -2 🏆

In total, you score 29 🏆

🏆		
🏆 / 🛡️		-2
🏆 / 🛡️		12
🛡️ + 🏆	10	0
🏆 / 🛡️		-5
🏆 / ?		12
🏆 / 🛡️		14
= → 🏆	5	0
🏆 / ?		-2
→ 🏆		×
Σ		29

THE SHIELD SIDE OF THE PLAYER BOARDS

The other side of the player boards (the Shield side ) offers a different gaming experience, a little shorter. For variety, feel free to play with either side, but it must be the same side for all players.

All rules thus far still apply, with the modifications indicated below.

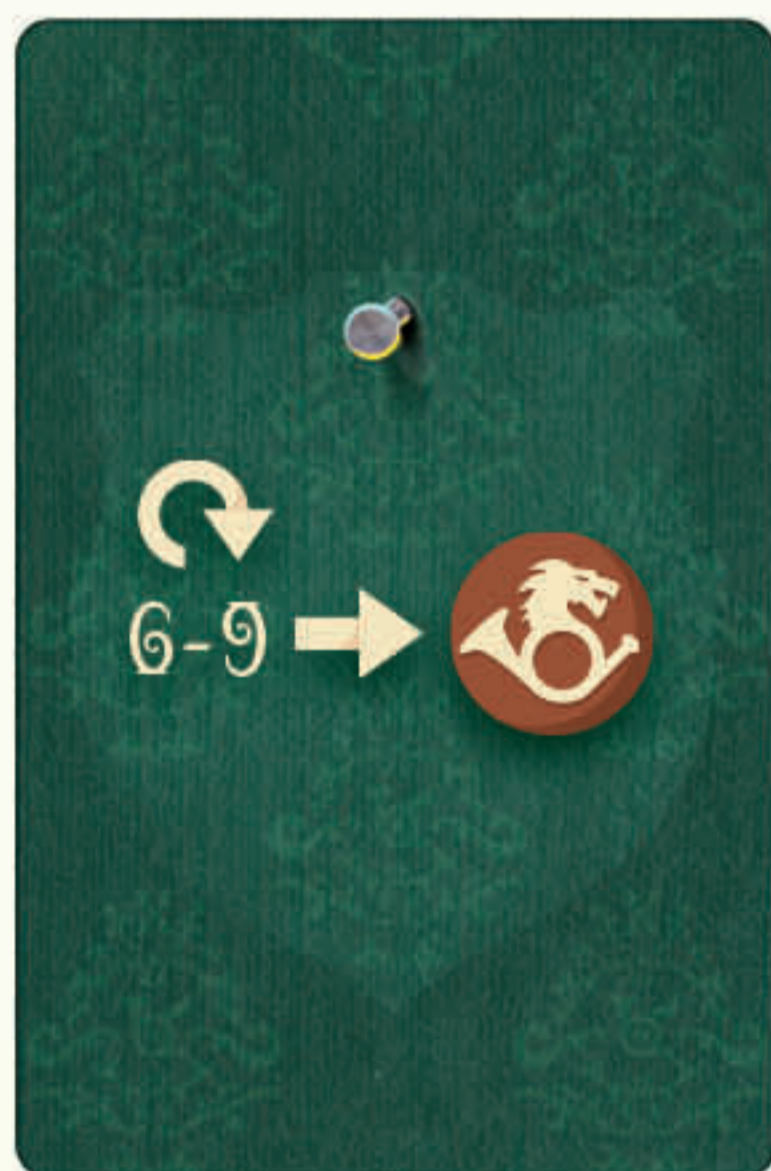
Playing the Game

4 Place 1 Card on Your Wall

EFFECT OF THE SPACE

IMPORTANT

This side of the player board modifies how you use Trophy tokens!



If you place a card on such a space during rounds **6–9**, take a Trophy token, and **at the end of your turn**, place it beside the endgame scoring of your choice.

There are 4 endgame scorings (described to the right), and only the ones activated by a Trophy token will earn you .



6 Trigger One or More Actions



Take one card of your choice from the inn, and immediately place it atop your stock. This could also trigger an action, as long as it hasn't been triggered already during your turn.

End of the Game

The game ends after just 9 rounds.









Use the **orange**  side of a scoresheet.



The Wild token applies to all **three** scorings related to attributes. 





Endgame Scoring

-  Score **7**  if your accolades total at least 18 cards.
-  Score **7**  if your accolades contain a series of 5 different attributes **within the same people**.
-  Score **7**  if your **wall** contains 5 cards with identical attributes.
-  Score **1**  per card of your accolades bearing the attribute of your choice.



EXPERT TILES

All rules thus far still apply, with the modifications indicated below.

Expert tiles are compatible with both sides of the player boards (there are just two faces with the  that can only be used with the  side).

Setup

Each player: Take all 7 Bonus tiles of a single color. Secretly choose the 4 faces you wish to use this game. Place one at the top of each of the 4 columns on your wall, then return the other 3 Bonus tiles to the box.




Playing the Game

7 Trigger One or More Bonus Tiles




Attention: This seventh step is in addition to the six usual steps!

A Bonus tile activates if you complete its column (each space in it has a card) **and** the **attribute** of each card is **visible** and **identical**.

NOTE


If the column has only a single space (see  side of the board, page 9), you merely need to place one face-up card there to activate the Bonus tile.



-  The Bonus tiles bearing this symbol activate at the end of your turn, and are then discarded.
-  The Bonus tile bearing this symbol activates at the end of your turn, and remains active until the end of the game.
-  The Bonus tiles bearing this symbol activate during scoring.

This step allows you to use the Wild token in a new way. Place the Wild token **during the game**, at any point during your turn, on a card on your wall to permanently modify its attribute. Doing this may activate the Bonus tile at the top of its column. You cannot move the Wild token once you have placed it. 

SCORING

This space, which appears on both sides of the scoresheet, refers to the  Bonus tiles that let you score at the end of the game (see page 11).



Playing the Game

Trigger One or More Bonus Tiles



⚡ Each opponent must discard the top card of their stock face up in the middle of the table; if their stock is empty, they must take a **random** card from their accolades to discard (a player with zero cards simply does nothing). Choose one card discarded this way and place it atop your stock. Remove the rest of the discarded cards from the game. The card you added to your stock can trigger a new action, as long as it hasn't been triggered already during your turn.



⚡ Draw 4 cards and keep 2 of them; place the other 2 atop the deck in whichever order you prefer. Then place the 2 you kept atop your stock in whichever order you prefer. Each card you add to your stock can trigger a new action, as long as it hasn't been triggered already during your turn. Fully resolve the first card's action before adding the second.



⚡ Draw 1 card per player, look at them, then give one of them to each player (including yourself). Each player places their card atop their stock, but only yours triggers an action, provided it hasn't been triggered already during your turn.



⚡ Choose a card from your stock or your accolades and place it face down on the deck. Then choose a card from the deck and place it atop your stock. Shuffle the deck. The card you added to your stock can trigger a new action, as long as it hasn't been triggered already during your turn.



⚡ Choose a card from your stock or your accolades and use it to replace any card on your wall (Trophy and Wild tokens stay there). Then place the replaced card atop your stock. The card you added to your stock can trigger a new action, as long as it hasn't been triggered already during your turn.



⚡ Steal 1 Trophy token from each player. Take it from their personal supply; if it has none, take it from their wall. A player with none is unaffected by this action.



→ Spaces on your wall that score 1 🏆 now score 2 🏆.



→ The two spaces on your wall that cause you to lose 🏆 now only give you -1 🏆.



→ Score 5 🏆 for each column of at least 2 cards where the attributes are **all different**.



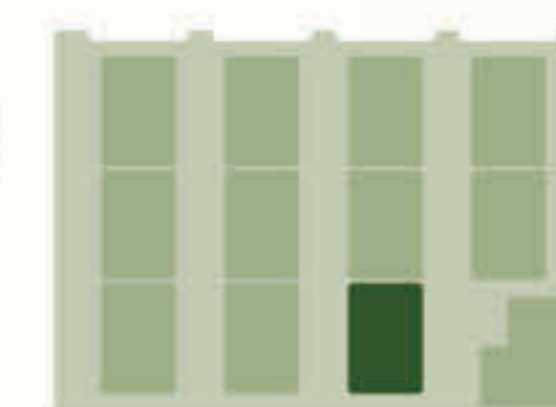
→ Score 8 🏆, then -1 🏆 per attribute of the type least present in your accolades (an absent attribute counts as the least present). If it's a tie, consider only one type of attribute.



→ Score 3 🏆 for each column of at least 2 cards where the attributes are all identical. Attribute types can vary from column to column.



→ Add 2 to your card total when seeing who has the most.



→ Score 12 🏆 if **each people** is represented no more than twice on your wall.












∞ From now on, all Bonus tiles placed above your columns with three spaces activate as soon as only two cards of their column have the same attribute. **All spaces of the column must still be filled.** When this Bonus tile is triggered, a previously filled column with only two identical attributes triggers now. If several Bonus tiles are activated during this turn, you choose the order in which you resolve them.

ALL OF THE ICONS AT A GLANCE





Attributes

-  Earrings attribute
-  Dagger attribute
-  Tattoo attribute
-  Identical attributes
-  Eyepatch attribute
-  Different attributes
-  Crown attribute
-  Attribute of your choice













Elements

-  A player board
-  Majority
-  The spaces of the wall
-  People
-  A column of wall spaces
-  An opponent
-  Trophy tokens
-  Any player
-  Attributes for the same people

Cards

-  Stock (if empty: Accolades)
-  The inn
-  Stock and/or accolades
-  The deck

Actions

-  Give
-  Keep
-  Swap
-  Take
-  Activation at the end of your turn
-  No activation
-  Activation during scoring
-  Game turn
-  Activation each turn
-  Check
-  Victory points gained
-  Victory points lost

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