Return to DarkTower™

1-4 Players • 90-120 Minutes • Ages 9+
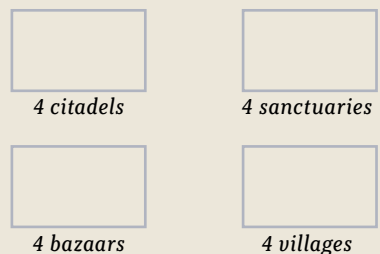
Components

1 tower

4 citadels   4 sanctuaries

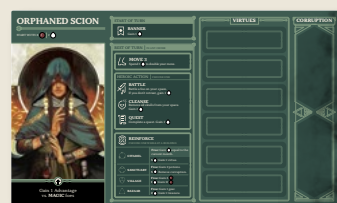4 bazaars   4 villages
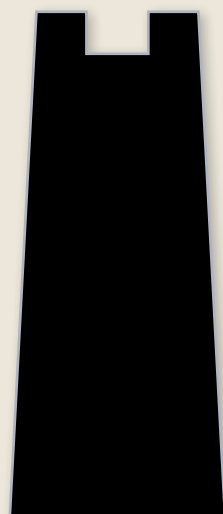
16 buildings

1 game board

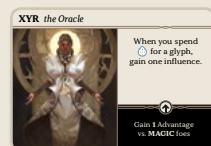4 hero figures

40 skulls

4 hero boards
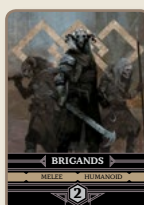
4 hero bases

XX treasure cards

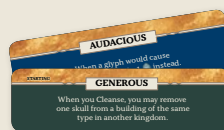XX potion cards

XX gear cards

XX companion cards

XX foe cards

XX warrior tokens

XX spirit tokens

XX foe tokens

XX virtue tiles

8 corruption tiles

3 quest markers

XX special tokens

XX special cards

Long ago, the mighty sorcerer-king Azkol build a tower at the center of the four kingdoms. Within, Azkol became attached to power. His apprentice, the sorceress Hekyth, stole his treasures and fled the tower, sealing up many of its entrances. Years went by and the tower crumbled, and Azkol with it. Since then, it has been a home to many a foul creature. But a new adversary has taken residence. The seals have begun to break. We must work together to put an end to it.
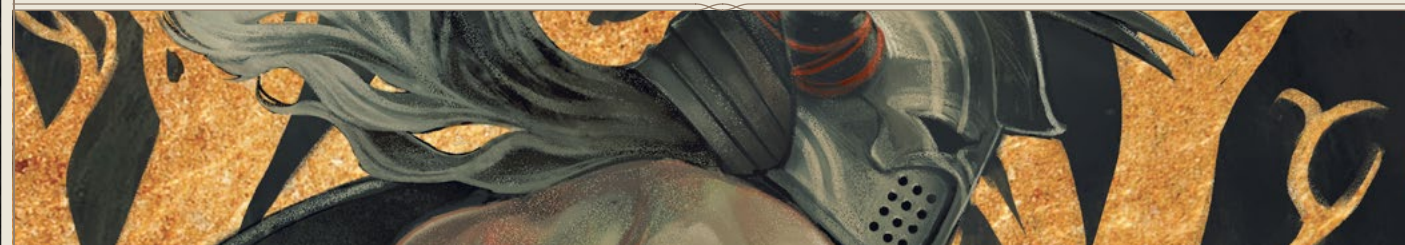
Overview

Return to Dark Tower is a cooperative game. The players, guided by an ally of the four kingdoms, must work together to defeat the adversary in the tower. The players win or lose together.

♦ WINNING THE GAME ♦

The players win the game by accessing the tower and defeating the adversary within.

Access the Tower

At the start of the game, one of the allies in the four kingdoms will give you detailed instructions on how to gain access to the tower. If you succeed, the adversary appears.

Defeat the Adversary

To defeat the adversary, you must face them in battle. The app will give you detailed instructions on how to battle the adversary chosen for your game.

The ally and the adversary vary from game to game. They can be chosen by the players or selected randomly at the start of the game.

♦ LOSING THE GAME ♦

The players immediately lose when *any* one of the following situations occurs:

→ *Any hero would gain their third corruption.*

→ *A skull must be dropped in the tower. but there are none available*

→ *The sixth month has ended.*

Some objectives have effects that can cause the players to lose the game in other ways. Pay attention to any loss conditions unique to the objective for your game.

Setting Up the Game Board

1. Place the **game board** in the center of the table, with one kingdom facing each player.

2. Place the **tower** in the center of the game board. Orient the tower so that the side marked "north" is facing the north kingdom. Make sure that all 12 seals are in place, covering the top 12 of the 16 portals.

3. Organize the **skulls**, **warriors**, **spirit**, **foes**, and all **special cards and tokens** into piles by type. Keep the **companion cards** and **foe cards** nearby, too.

4. Place the 16 **buildings** in the labeled building sites on the game board. Place one skull from the supply on each citadel and sanctuary (but none on the villages and bazaars).

5. Sort the **gear cards** into six face-up stacks, with all copies of a single card in each stack.

6. Shuffle the **potion cards** into a single face-down deck.

7. Shuffle the **treasure cards** into a single face-down deck. Reveal the top three cards from the deck and place them in a face-up market next to the deck.

8. Shuffle the **corruption tiles** into a single face-down stack.

Setting Up the Heroes

Decide which player will play as which hero. You can assign them randomly or have each player choose which hero they want to be. Each player then carries out these steps:

1. Take your **hero board** and place it in front of you.

2. Snap the matching-colored **hero base** onto your **hero figure**. Place your hero figure on the game board, in the space that contains the citadel in your home kingdom.

3. Collect the resources and items listed on your hero board as your starting inventory.

4. Take five **virtue tiles** and place them in the labeled spaces on your hero board: the virtue for your home kingdom (begins face up), the starting virtue for your hero (begins face up), and the other virtues for your hero (begin face down).

Example Home Kingdom Citadel
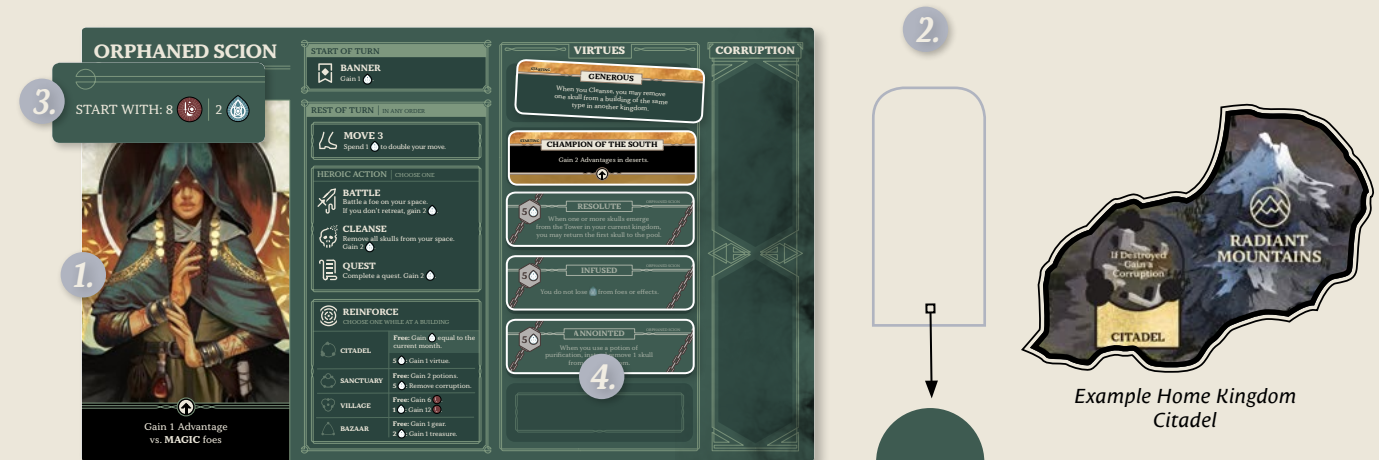
Setting Up the App

You will need the official *Return to Dark Tower* game app downloaded on one device.

Launch the app on your device and press "start new game." Make sure that the tower is turned on, then follow the on-screen prompts to sync your device to the tower. It will have you select an ally and an adversary, spawn foes, and tell you your objective to access the tower.

The app will reveal who the start player will be. When you are ready to begin the game, press "begin game" in the app.

Concepts to Know

Unique banner ability

Unique starting resources

ORPHANED SCION
START WITH: 8 ⚔ 2 ◈

START OF TURN
- 🏳 **BANNER** Gain 1 ◈.

REST OF TURN | IN ANY ORDER
- 👣 **MOVE 3** Spend 1 ◈ to double your move.

HEROIC ACTION | CHOOSE ONE
- ⚔ **BATTLE** Battle a foe on your space. If you don't retreat, gain 2 ◈.
- **CLEANSE** Remove all skulls from your space. Gain 2 ◈.
- **QUEST** Complete a quest. Gain 2 ◈.

REINFORCE CHOOSE ONE WHILE AT A BUILDING
- **CITADEL** Free: Gain ◈ equal to the current month. 5 ◈: Gain 1 virtue.
- **SANCTUARY** Free: Gain 2 potions. 5 ◈: Remove corruption.
- **VILLAGE** Free: Gain 6 ⚔. 1 ◈: Gain 12 ⚔.
- **BAZAAR** Free: Gain 1 gear. 2 ◈: Gain 1 treasure.

VIRTUES
- STARTING **GENEROUS** When you Cleanse, you may remove one skull from a building of the same type in another kingdom.
- STARTING **CHAMPION OF THE SOUTH** Gain 2 Advantages in deserts.
- 5 ◈ **RESOLUTE** When one or more skulls emerge from the Tower in your current kingdom, you may return the first skull to the pool.
- 5 ◈ **INFUSED** You do not lose ◈ from foes or effects.
- 5 ◈ **ANNOINTED** When you use a potion of purification, instead remove 1 skull from each kingdom.

CORRUPTION

Gain 1 Advantage vs. **MAGIC** foes

♦ HEROES ♦

Each hero has their own player board. The boards are unique.

Unique starting resources

Unique starting advantage

Unique reinforce Citadel ability

Three face-down virtues

♦ ADVANTAGES ♦

Advantages represent skill or knowledge, such as against a particular type of foe or in a particular terrain. Players start with one advantage, listed on their hero board, and can gain more in the game.

Advantages are used when you Battle or Quest. Advantages may be for a specific situation (e.g., undead foes) or can be general, which may be applied to any situation.

Gain 1 Advantage vs. **MELEE** foes

General Advantage

♦ VIRTUES ♦

During the game, you might also gain virtues, strengthening your hero. You start with two virtues: 1) the *kingdom virtue* for your home kingdom and 2) your hero's *starting virtue*.

STARTING **GENEROUS** When you Cleanse, you may remove one skull from a building of the same type in another kingdom.

STARTING **CHAMPION OF THE SOUTH** Gain 2 Advantages in deserts.

Starting virtue example   *Kingdom virtue example*

You can gain one of your other hero virtues by reinforcing in a citadel and spending 5 spirit. When you do, turn that virtue face up on your hero board, gaining the benefit of that virtue for the rest of the game.

♦ CORRUPTIONS ♦

During the game, you might gain corruptions, weakening your hero. You gain a corruption when:

➜ *you are required to lose a resource or item that you do not have*

➜ *a building in your home kingdom is destroyed*

If you are forced to lose something from an action or event but do not have enough, you lose as much of the cost as you have and then gain a corruption. For example, if an event requires you to lose 2 spirit and you only have 1, you would lose your 1 spirit and gain a corruption. You only gain one corruption per action or event.
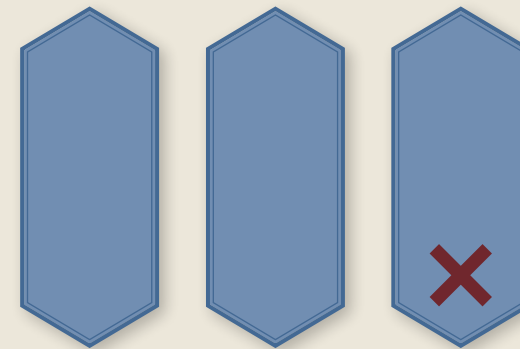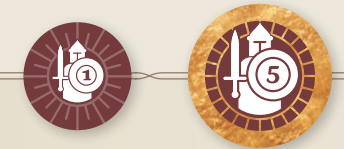
When you gain a corruption, draw the top corruption token from the stack and place it on your hero board. You can only have two corruptions. If you would gain a third, the party loses the game!

You can remove a corruption by reinforcing in a sanctuary and spending 5 spirit.

Sanctuary

♦ WARRIORS ♦

Warriors are used in battle and may also be used to complete quests and for other effects.

You can gain warriors by reinforcing in a village, defeating certain foes, completing quests, and more. When you gain warriors, take them from the supply and add them to your inventory.

When you lose or spend them, return them to the supply. If you run out of tokens, use a proxy; warriors are an unlimited resource.
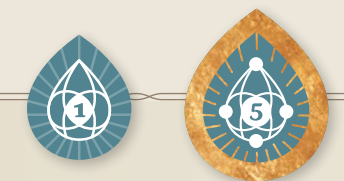
♦ SPIRIT ♦

Spirit is used in a number of ways, including enhancing actions and effects, completing quests, gaining virtues, and more.

You can gain spirit through heroic actions. When you gain spirit, take it from the supply.

When you spend or lose spirit, return it to the supply. If you run out of tokens, use a proxy; spirit is an unlimited resource.

Concepts to Know

♦ KINGDOMS ♦

The game board is divided into four kingdoms, separated by rivers. Each kingdom is then further divided into 15 individual spaces.

The kingdom that faces you (the player) is your *home* kingdom, which is where your hero begins the game. In games with fewer than four players, kingdoms that are not home kingdoms are dormant kingdoms.

When a game effect refers to your *current* kingdom, it means the kingdom that your hero is currently located in, which might not be your home kingdom.

♦ TERRAIN TYPES ♦

The game board has six different types of terrain: grasslands, mountains, deserts, hills, forests, and lakes. Each space has one terrain type, which is indicated by both the color of that space and the icon printed in that space.

In each kingdom, there is one type of terrain which is more common in that kingdom than in any other kingdom: mountains (north kingdom) deserts (south kingdom), hills (east kingdom), and forests (west kingdom).

Each hero begins the game with a virtue that gives them two extra advantages while they are in the type of terrain that is more common in their home kingdom.

Desert **Hills** **Lake**

Forest **Mountains** **Grasslands**

♦ TOKENS ♦

Some quests will place tokens on the board. These are usually locations but may be effects or hazards. There are a fixed number of tokens in the game so you cannot take more if all are in play. Tokens returned to the supply may be used again.

♦ ALLIES AND COMPANIONS ♦

Allies are powerful figures from around the four kingdoms who want to help the heroes. Some allies will join a hero as a companion when you complete a quest. When this happens, take the ally and place it in front of you, making them a companion. Companions offer unique abilities, including special events the app will notify you of.

XYR *the Oracle*

When you spend

GLEB *the Outlaw King*

If you end your turn in a mountain space, gain 6 .

Gain **2** Advantages vs. **HUMANOID** foes

♦ ITEMS ♦

There are three types of items: *potions*, *gear*, and *treasures*. Most items are gained by reinforcing at a building but some are obtained by defeating foes or by completing a quest. Items can only be used on your turn.

When you gain potions, draw them from the top of the potion deck. When you gain a gear, take whichever one you want from the market.

Treasures appear in a row; the visible treasures are the only ones that can be obtained by reinforcing. When a treasure is removed from the row, either because someone buys it or from another effect, slide the remaining treasures to the right and flip the top card of the treasure deck face up in the leftmost space to refill the market.

Heroes can carry any number of gear or potion cards but only four treasures. If you ever gain another treasure, you may choose one to discard. Discarded items are placed *at the bottom of their decks (potions and treasures)* or back on their pile (*gear*).

CROWN OF COMMAND

When you reinforce in a village, gain an extra **2** for each virtue you have.

Gain **1** Advantage vs. **HUMANOID** foes

Treasure

LONGSWORDS

Gain **1** Advantage vs. **MELEE** foes

Gear

POTION OF ILLUSION

Discard to move any foe up to **2** spaces.

Potion

Concepts to Know

♦ BUILDINGS ♦

There are four types of buildings: citadels, sanctuaries, villages, and bazaars. Each kingdom has one building of each type at the start of the game. These buildings are placed in preset building sites on the game board.

While you are in a space with a building, you can reinforce to gain a specific benefit, which varies based on the type of building. When you do, you can either gain the primary benefit for free or spend spirit to gain the secondary benefit instead. These buildings will fill with skulls that emerge from the tower, making them more costly to reinforce there.

Certain game effects, such as skulls and events, can destroy buildings. When a building is destroyed, it is removed from the game board. It can no longer be used to reinforce. The hero whose home kingdom the building was in gains a corruption.
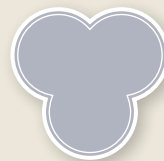
Village
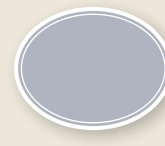
Sanctuary

Bazaar

Citadel

♦ GLYPH PENALTIES ♦

As the seals on the tower break, glyphs will be revealed. Each revealed glyph will face one of the four kingdoms. The glyphs might appear and disappear throughout the game, and which kingdoms they are facing might change as the tower rotates.

When a glyph is facing *your home kingdom*, you will need to pay 1 spirit to use the ability/action that matches the glyph (as shown on your hero board). This is required; if you do not pay the extra cost, you cannot take that action.

You are affected by a glyph penalty for as long as the glyph is facing your home kingdom, regardless of which kingdom your hero is currently located in.

Banner	**Battle**	**Cleanse**
Quest	**Reinforce**	

♦ FOES ♦

The tower awakens foul beasts and figures of low character. The app will tell you when and where foes appear, when they activate, and what they do. They will threaten the kingdoms until they are dealt with.

Most foes have a card with their relevant information. The front of the card shows the foe's traits (such as "melee" or "beast"). It also shows the foe's level, which determines the number of targets you will select when you battle them. This information is also on the battle screen of the app for that foe. When a new type of foe spawns for the first time, place the matching foe card near the game board for reference.

Sometimes, events say that a type of foe grows in power. That makes the foe harder to battle, causing greater losses. You can overcome that additional danger by having additional advantages.

Sometimes, a quest will spawn a special foe that you need to battle. These don't have a foe card but all their information is on the token.

BRIGANDS

MELEE   HUMANOID

2

Foe Traits

Humanoid

Beast

Undead

Melee

Stealth

Magic

MELEE HUMANOID

BRIGANDS

2

♦ TRADING BETWEEN PLAYERS ♦

Once per turn, if you are in the same space as another player, and they agree to it, you may trade warriors, spirit, and items with each other. You may not trade virtues or corruptions.

Trades do not have to be 1:1 transactions, and it is allowed for one player to give something to another player without receiving anything in return (or vice versa).
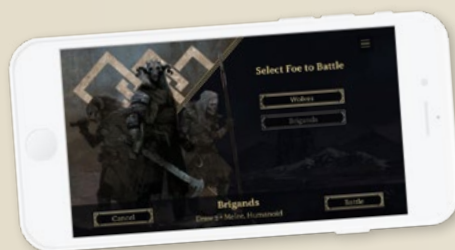
Sequence of Play

The game is played in a series of rounds, known as months. The game will end in a loss at the end of *six months*. The start player takes the first turn of the first month, then players take turns in clockwise order from there.

The number of individual turns in each month is determined randomly by the app, but the average is *eight turns per month*. You can gauge roughly how many turns are left in the month by the tower lights; the faster they pulse, the closer you are to the end of the month. After a certain number of turns, the app will inform you that the current month has ended.

At the start of the month, a new quest from your ally and a new quest to thwart the adversary will be available. Players should read those and place markers on the board to note where the quests are.

When the current month ends, the app will reveal the outcome of any current quests that the heroes failed to complete during the month. Read this outcome out loud and carry out any instructions indicated by the app.

When the next month begins, play resumes with the turn of the player who is next in clockwise order from the player who took the final turn of the previous month.

Individual Turns

> *This is a cooperative game, so it's a good idea to discuss your plans with the other players and coordinate your actions with one another. But the final word for any decisions that you make on your turn is yours and yours alone.*

When it is your turn, perform these three steps in order:

1. **Start of Turn**: You may use your banner ability.
2. **Middle of Turn**: You may move, take a heroic action, and reinforce.
3. **End of Turn**: You must drop a skull into the tower.

Start of Turn

In this step, you may use your banner ability once. Using your banner ability is optional; you are not required to do so. However, this is your only chance to use your banner ability; you cannot use it in a later step of the turn.

Your banner ability, which is unique to your hero, is listed on your hero board.

> ### Brutal Warlord
> **Gain 4 ⚜.**
> Take 4 warriors from the supply.

> ### Orphaned Scion
> **Gain 1 💧.**
> Take 1 spirit from the supply.

If you have other abilities or effects which occur "at the start of your turn," you may carry those out before and/ or after using your banner ability; you decide the order.

> ### Relic Hunter
> **Gain 1 potion.**
> Draw the top card from the potion deck.

> ### Spymaster
> **Take the standard reinforcement of the building you are in.**
> You still pay spirit if the building has skulls.

Middle of Turn

In this step, you may **move your hero**, **take a heroic action**, and **reinforce in a building**. These three parts are all optional, and you decide the sequence in which they occur.

You can even split up your movement, using some of it before and/or after the other parts of this step.

♦ MOVE YOUR HERO ♦

You may move your hero a number of spaces up to your move value. Your base move value is listed on your hero board. There are some game effects that can modify your move value. You can also spend one spirit to double your move value for one turn.

Determine your move value before you start moving. This includes deciding whether to spend one spirit to double your move value. After you have started moving, if you encounter any effects that would modify your move value, those do not go effect until your current turn is over.

With each space of movement you use, you can move from your current space to an adjacent space. Spaces on the game board are adjacent to each other if they share a narrow black border (land) or thick blue border (water).

Leaving a space occupied by foes uses two spaces of movement (instead of the usual one). This does not scale with the number of foes; as long as there is at least one foe present, the cost of leaving that space is two spaces of movement.

Example: *You (Relic Hunter) are at Peaks of the Djinn. Your move value for this turn is three. First, you use one space of movement to move across the river to the adjacent Dragontooth Lake.*
Then you move from there to Greater Tombstones. Because Dragontooth Lake is occupied by brigands, leaving that space uses both of your remaining spaces of movement.

MOVE 3
Spend 1 ⬥ to double your move.

✦ TAKE A HEROIC ACTION ✦

There are three different heroic actions: **cleanse**, **battle**, and **quest**. You may only take one of these heroic actions per turn. If you are in a space occupied by one or more foes, you cannot cleanse or quest; you can only battle.

Each time you successfully perform a heroic action, you gain two spirit. This is the main way to gain spirit in the game!

✦ CLEANSE ✦

This action allows you to cleanse a building. In order to take this action, you must be in a space that contains a building, and that building must have at least one skull on it. Remove all of the skulls from that building and return them to the supply.

Example: *You (Orphaned Scion) are in Hissing Groves, which is where the west kingdom's citadel is located. The citadel is still standing, but there are three skulls on it—it's dangerously close to being destroyed. You decide to cleanse the building as your heroic action for the turn and return those three skulls to the supply. Because the Orphaned Scion has a virtue that lets them remove one skull from a building of the same type in a different kingdom, you remove a skull from a Citadel in the eastern kingdom. Then, because this is a heroic action, you gain 2 spirit.*

CITADEL   HISSING GROVES

West Kingdom

INNER KINGHILLS   CITADEL

East Kingdom

✦ BATTLE ✦

Choose a foe in your space and battle it, using the app.

Each foe has a level (the number of battle cards you'll draw), two or three traits, and a unique series of battle cards. When you battle, the app will shuffle that foe's cards. You select a number of cards equal to the foe's level. The selected cards show the results (usually negative) you will suffer at the end of the battle. As foes grow in power, the results become worse.

Advantages

Using advantages is how you minimize the losses from battle. You might have advantages when battling certain foes in certain locations or other circumstances. You can gain advantages from your hero board, items, virtues, and other effects. Often, these advantages will be against certain types of foes, such as melee or humanoid, but some are generic and can be used against all foes.

Add up all the advantages you get for a particular battle. After you reveal cards, you may use any advantages you have to improve the results. If you have more than one advantage, you may improve the same card multiple times or can improve multiple cards in any combination equal to your total number of advantages. Items that must be discarded to give you additional advantages can be used after you spend advantages from your equipment and abilities.

If you improve a card above "no losses", you will gain a benefit. You will have to decide how you want to spread your advantages out over the various targets, such as reducing the losses on several targets or spending them all on one target to get a benefit.

Battle Cards

Each foe has a deck of about 8 battle cards and each of these cards has a power from -3 (punishing) to +3 (rewarding). At the start of the game, all foes' cards have a power of 0.

When you use an advantage, you improve a card to its next higher number, which makes the card better. When foes get stronger, all of their cards go to the next lower number, which makes them worse.

Some cards contain the phrase "the foe escapes!". This means that the foe was not defeated.

Sometimes, usually with adversaries, a battle card will be removed from its deck after combat, meaning you won't see that card again.

After you spend advantages, the battle is over:

➜ *Resolve the effects on the cards. (Often, this means losing resources, but occasionally you will gain benefits if you had enough advantages.)*

➜ *If you cannot pay for all your losses from the battle, lose all that you have and gain one corruption.*

➜ *Unless you picked a card that reads "the foe escapes!", you have defeated the foe. Remove the foe from the board and gain 2 spirit in addition to any rewards indicated.*

➜ *If you found a card that reads "the foe escapes!" the foe remains on the board, and you do not gain any spirit.*
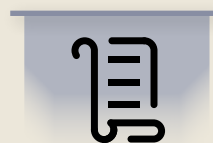
♦ QUEST ♦

This action allows you to complete a quest. In order to take this action, you must meet all of the requirements for one of the active quests. Quests might require you to be in a certain space, spend certain resources, have defeated certain foes, etc.

When you complete a quest, indicate within the app that you have done so. The app will reveal the outcome of the completed quest; read this outcome to the entire party out loud and gain any rewards indicated by the app. Remove that quest marker from the game board (if applicable).

Completing the quest given by your ally offers various benefits that will help the party complete the objective, while completing adversary quests disrupts the plans of the adversary in various ways.

Example: TBD

Dungeons

Some quests will put dungeon tokens on the map. Exploring a dungeon takes a quest action. Each dungeon has one trait where you may use advantages (shrines use Magic advantages, for example).

You complete a dungeon by finding its goal card, in which case you collect 2 spirit, as well as any rewards listed on the goal card. Some dungeons might require you to complete quests or have items before you can complete its goal. In this case you won't be able to complete the dungeon until you have the prerequisites, although you can still explore it.

Dungeons look like battle screens with the following differences:

➤ *You use advantages and resolve the effects of a room before moving to the next (not after you choose all your cards). The number of advantages you have is for the whole dungeon, not each room. When you resolve a room, it is 'cleared'.*
➤ *You can only move to an adjacent room after clearing your current one.*
➤ *After clearing a room, you may choose to leave the dungeon instead of exploring a new room, in which case you will not get 2 spirit for the Quest action.*

If a hero returns to the same dungeon later, all the rooms cleared in previous quests in that dungeon are still cleared.

♦ REINFORCE IN A BUILDING ♦

You may reinforce once per turn if you are in a space that contains a building. When you reinforce, you gain a specific effect, which varies based on the type of building. You may either gain the standard effect for free or spend spirit to gain the upgraded effect instead.

If you wish to reinforce in a building that has one or more skulls on it, you must first pay an extra cost of spirit equal to the number of skulls on that building. If you cannot pay this extra cost, then you cannot reinforce in that building.

Example: *You (Brutal Warlord) want to reinforce while you are in a space with a citadel. But the citadel has two skulls on it, so you have to pay an extra cost of two spirit. This leaves you without enough spirit for the upgraded effect, so you gain the standard effect instead. Your citadel ability means that you may move up to three foes two spaces each*

2 Skulls on Citadel   +2 Spirit Cost
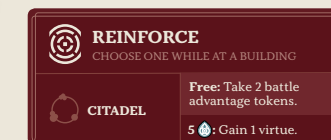
Building	Standard Effect	Upgraded Effect
Citadel	Use the citadel ability of your hero. Each hero has a unique citadel ability, which is listed on their hero board.	Spend 5 spirit to gain a virtue. Choose one of your inactive virtues and flip it face up. That virtue is now active.
Sanctuary	Gain 2 potions. Draw two cards from the potion deck and add them to your inventory.	Spend 5 spirit to remove a corruption. Choose one of your corruptions and return it to the bottom of the corruption stack.
Village	Gain 6 warriors.	Spend 1 spirit to gain 12 warriors.
Bazaar	Gain a gear. Choose one card from the gear stacks and add it to your inventory.	Spend 2 spirit to gain a treasure. Choose one card from the treasure market and add it to your inventory.

End of Turn

At the end of your turn, you must take one skull from the supply and drop it into the tower. This might cause **skulls to emerge**, **events to trigger**, or **the tower to stir**. Place any skulls that have emerged before you resolve any events or tower stirrings.

♦ EMERGING SKULLS ♦

When a skull emerges from the tower, it will emerge from one of the four sides. The skull must be placed on a building in the kingdom where it emerged (even if it rolls into another kingdom or off the board). If it is another hero's kingdom, that hero decides where to place the skull. If it is your kingdom or a dormant kingdom, you decide where to place the skull.

Each building can only hold up to three skulls. If a fourth skull would be placed on a building, that building is destroyed. Remove that building from the game board and return those four skulls to the supply. The player whose home kingdom that building was in gains a corruption (unless it is a dormant kingdom, in which case no one gains a corruption).

The heroes are allowed to place the fourth skull on a building, which will cause it to be destroyed, even if there are other buildings in that kingdom where the skull could be placed instead.

Example: *You (Spymaster) drop a skull into the tower. One skull emerges from the tower into the north kingdom, which is the Relic Hunter's home kingdom. But all of the buildings in that kingdom are full. The Relic Hunter decides to place the skull on the sanctuary. Since that would be the building's fourth skull, the building is destroyed! The Relic Hunter gains a corruption.*

Sanctuary

♦ EVENTS ♦

When an event triggers, the app will alert you. Read the event out loud and follow the instructions for resolving the event.

➨ *Some events will cause foes to spawn on the game board, move about, or otherwise interact with the game in some way. When a new type of foe spawns, place the matching foe card next to the game board for reference.*

➨ *Some events will cause heroes to lose resources, lose items, or otherwise experience setbacks in some way. When an event causes a hero to lose resources or items and they do not have enough to lose, they lose as much as they can and then gain a corruption.*

➨ *Some events will cause a companion or adversary to do something. These events often require the use of specific tokens and markers.*


Example: *The app tells you to spawn two shadow wolf packs, one in Greenbridge (north kingdom) and the other in the Lower Ice Fangs (north kingdom). Place one shadow wolf pack in each of these spaces.*

♦ TOWER STIRRINGS ♦

When the tower stirs, the app will alert you. The tower might rotate and a seal on the tower might break as part of the stirring.

➨ *Sometimes the tower will rotate when the tower stirs. When this happens, glyphs might appear or disappear and skulls might emerge from the tower.*

➨ *Sometimes a seal will break when the tower stirs. The lights on the tower will indicate which seal has been broken. Remove that seal from the tower. When this happens, a glyph might appear or skulls might emerge from the tower.*
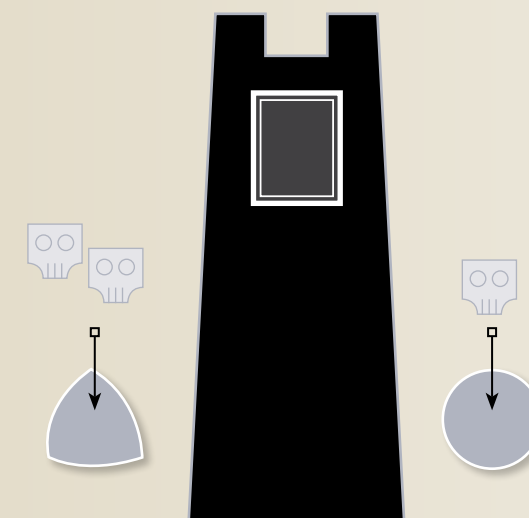
If any skulls emerge from the tower as the result of the tower stirring, place those skulls on buildings in the kingdoms where they emerged.

If any glyphs appear as the result of the tower stirring, the corresponding glyph penalty affects the player whose home kingdom is on that side of the tower.

Example: *The app tells you that a seal has broken. The lights on the tower indicate that it is a seal on the south side of the tower. When that seal is removed, three skulls emerge from the tower into the south kingdom, which is the Brutal Warlord's home kingdom. The Brutal Warlord decides where to place those skulls on the buildings in the south kingdom.*
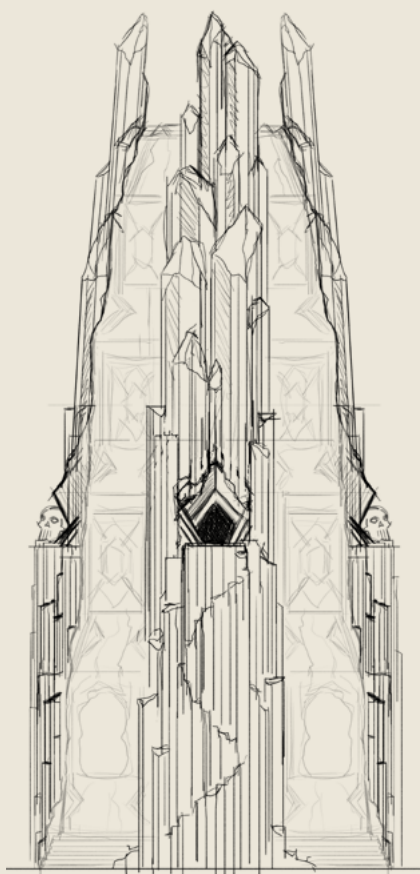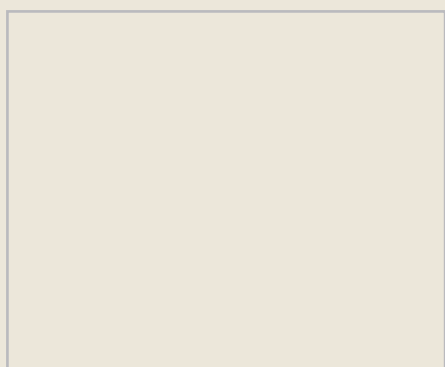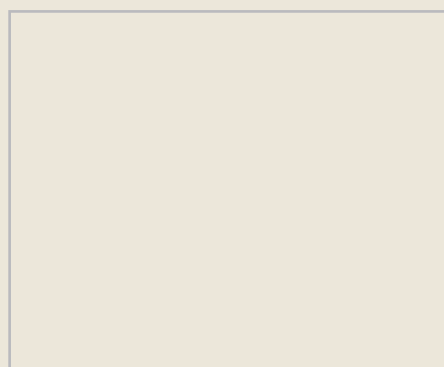
Troubleshooting the Tower

HANDLE WITH CARE— DO NOT SHAKE
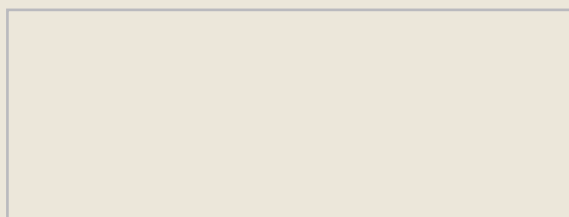
Powering on the Tower
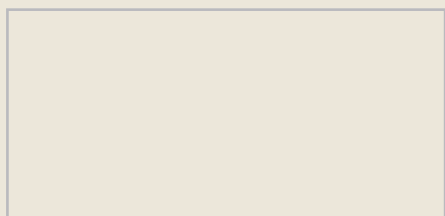
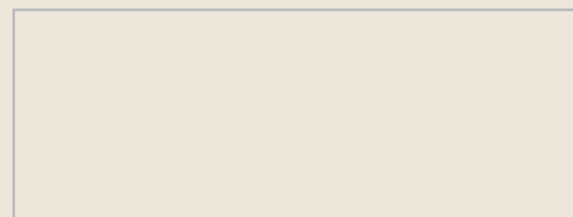### Installing & Removing Doors

How to Remove Skulls

Use and Care When Not in Use

If Your Tower Jams

Exploring the App

♦ DETAILED APP SET UP STEPS ♦

1. Choose an ally and an adversary. You can make these decisions as a group or press "random" to have the app decide randomly.

2. Input which kingdom is the home kingdom of each hero, based on the seating arrangement. If you are playing with fewer than four players, mark dormant kingdoms as "X" to indicate that no heroes come from those kingdoms.

3. Place the indicated foes in the indicated spaces on the game board. Place the matching foe cards near the game board for reference.

4. Read the description and requirements for the objective out loud. Place the objective marker in the space where the objective can be completed (if applicable).

5. Read the descriptions and requirements for the first month's quests out loud. Place the quest markers in the spaces where the quests can be completed (if applicable).

6. Drop skulls into the tower. If any skulls emerge from the tower, place them on buildings in the kingdoms where they emerged.

Allies

UNDER CONSTRUCTION

Adversaries

UNDER CONSTRUCTION

Appendix of Virtues and Corruptions

BRUTAL WARLORD

Brutal: *Any permanent advantages you have reset at the start of each battle. All temporary ones, such as from a potion, are lost at the end of a battle.*

Blessed: *These advantages cannot be used when you quest.*

Inspiring: *These 6 warriors are free and you don't need to pay extra spirit for skulls on your building (other than what you paid to use the reinforce in the first place). You must use a valid reinforce to get these warriors.*

Relentless: *You cannot spend spirit to triple or quadruple your move.*

SPYMASTER

Crafty: *You ignore the skull for purposes of paying spirit to reinforce. You do not ignore the skull for other effects.*

Dishonorable: *No further notes.*

Swift: *You may spend the spirit you gain from performing that quest action.*

Resourceful: *No further notes.*

ORPHANED SCION

Generous: *If no other building with the same name has any skulls, this virtue has no effect.*

Anointed: *No further notes.*

Infused: *You may still spend spirit but never lose it involuntarily.*

Resolute: *If skulls fall from multiple levels when the tower drums are rotating, you only get to return one skull, even though they came from different openings.*

RELIC HUNTER

Prepared: *The item can be a potion, gear, or treasure. You may only discard one item per battle.*

Audacious: *The item can be a potion, gear, or treasure. You ignore all glyphs facing you during the turn in which you discard the item.*

Bountiful: *Gain the spirit after resolving the effects of the potion.*

Lucky: *No further notes.*

Acknowledgments

RESTORATION
G A M E S™