

# Setup

## Select Your Character

Characters all play the same game and form unique story combinations. They vary in complexity so the whole family can play.

Bella



Ben



Sally



Henry



Amber



Ralph



Lily



Tom



**Apprentices**  
(Ages 10+)

**Tinkerers**  
(Ages 6+)

**Couriers**  
(Ages 4+)



### Story Decks

Each player chooses a ten-card story deck for their character and sets it in front of them with the **OPENING** card (with a 1 on it) on top.



### Story Board

Place the story board in a central location. It is where story cards will be played to form the game's unique story.



### Path Draw Pile

*(only if couriers are playing)*

Set aside the extension gate and destination tiles, then shuffle remaining path tiles and place them in a draw pile.



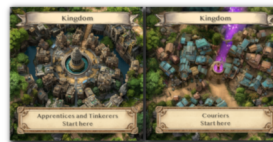
### Wilderness Draw Pile

Shuffle wilderness tiles and place them in one or more draw piles.



### Adventure Draw Pile

Shuffle Adventure Cards and place them in a draw pile.



### Starting Tiles

Place starting kingdom tiles (with yellow backs) side by side. The purple path starting tile is only required if couriers are playing.



### Tokens

Place Lost Page and Magic Tokens in draw piles. Give each apprentice Magic Tokens equal to the number of players.

# Story Cards and Game Objectives

The game is divided into two sections: Opening and Revelation. For Wilderness Characters (Tinkerers and Apprentices) their objectives in each section are different. Path Characters (Couriers) have the same objectives each game: Follow the path to the magic source and return to the kingdom.

## Opening

Before their first turn, each player reads the **Opening Card** story from their character's **Story Deck**. The back of the card will have **Opening objectives** unique to that player.

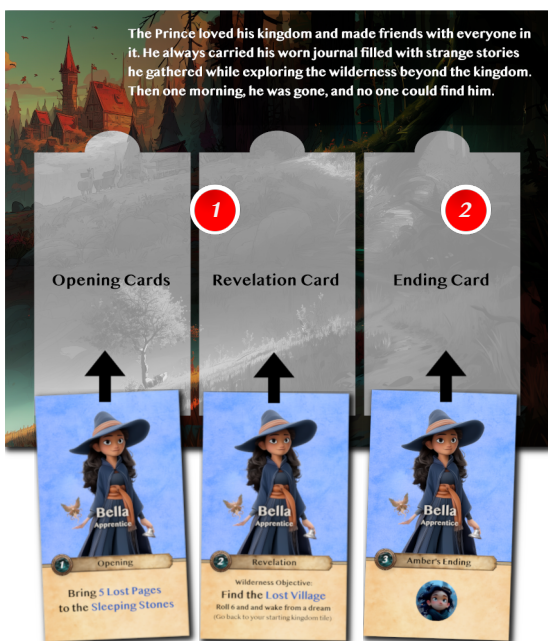
## Revelation

The player who first completes their **Opening Objective** reads the **Revelation Card** story from their **Story Deck**. They place the Opening Card and Revelation Card from their Story Deck on the **Story Board**. *They also get the first move after the revelation.*

The back of the **Revelation Card** has the final objective and rules for all wilderness players (Apprentices and Tinkerers).

## Winning the Game

The first player to complete all objectives wins. This is either completing the **Revelation Objective** or, for couriers, reaching the magic source and returning to the kingdom. They place their character's **Ending Card** from the same **Story Deck** as the completed **Revelation Card** onto the **Story Board** to complete that game's unique story. If not already there, the winning player can add their **Opening Card** to the **Story Board**.



## Using the Story Board

The **Story Board** has three slots for opening cards, revelation cards, and ending cards. Cards are placed here at key points in the game to create a unique story.

- 1 Add Opening and Revelation Cards**  
**Example:** Bella completes her opening objective first. She reads her **Revelation** card aloud and adds her **Opening** and **Revelation** cards to the **Story Board**. Her **Revelation Card** sets wilderness character's final objective (**in blue**) and may define special rules (**in red**). Courier goals don't change. They must follow the path to the magic source and return to the kingdom.
- 2 Add Ending Card**  
**Example:** Amber completes Bella's revelation objective first and wins the game. Amber's **Ending Card** from Bella's story deck is placed on the Story Board. Since Amber won, the **Opening Card** from Amber's deck can be placed on the board as well.

# Turn Structure

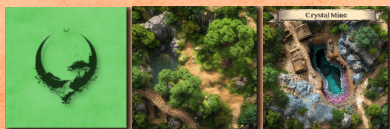
Play starts with the youngest player and rotates clockwise around the table. Each turn has two simple elements:

## 1 Move

Roll the die and move your character the number of spaces shown (or fewer). You can move across existing tiles, draw and discover new tiles, or a combination of the two.



Couriers stay on the purple path tiles




Apprentices draw and discover the green wilderness tiles, but can also move across existing purple path tiles.

## 2 Resolve Actions

Your turn ends immediately when you either use all movement or are forced to stop by a tile or action, such as:

### Adventure Cards

Draw and resolve Adventure Cards when first discovering a tile with the  symbol.

### Obstacles

Some tiles may direct you to stop and resolve actions or roll a specific number to leave on later turns.

### Objective Tiles

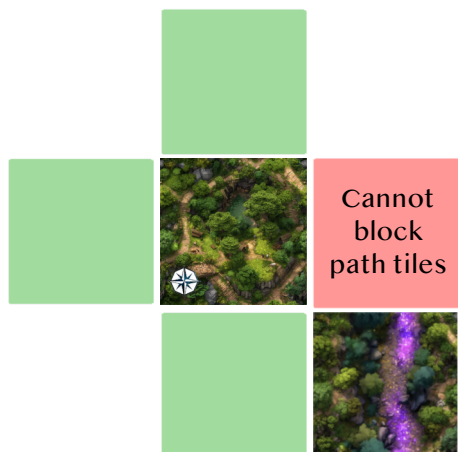
End your turn and read **Revelation Card** if you complete your opening objective.

## Placing Map Tiles

Tiles in the game fit together to form a continuous map. Orient them correctly to ensure they connect to form a seamless image (though it won't impact gameplay if you don't).

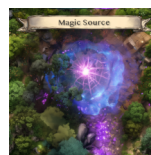
## Placing Wilderness Tiles

When discovering new wilderness tiles, place them on the top, bottom, left, or right of other tiles. You cannot block the purple path.



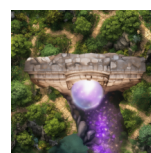
## Placing Path Tiles

Path tiles can be placed as couriers roll or when the game starts. If a wilderness tile blocks a path tile, the next path tile replaces it.



### Magic Source

This is the path destination. It is always placed at the end of the path.



### Extension Gate


These optional tiles can split the path for smaller play areas. Couriers don't count moves on them.

# Tokens

There are two types of tokens in the game. **Magic Tokens**, which can be used by apprentices to balance their more difficult objectives, and **Lost Page** tokens.



## Magic Tokens

Adventure Cards may have a  symbol on them with a number that indicates how many Magic Tokens an apprentice gets if they draw that card. **They DO NOT have to successfully roll to get the Magic Tokens.** At any time during an apprentice's turn, they can spend Magic Tokens as follows:

**3 Tokens:** Re-roll a die

**5 Tokens:** Conjure a **Lost Page**

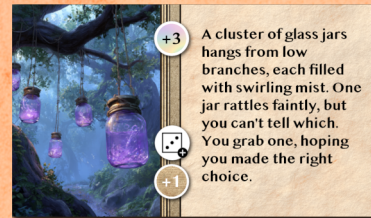
**7 Tokens:** Automatically roll a six

Apprentices start with the number of Magic Tokens equal to the players in the game. For example, in a three-player game, apprentices start with **3 Magic Tokens**.



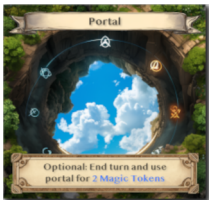
## Lost Page Tokens

Wilderness characters get these tokens by completing **Adventure Card** rolls. They are required for **Opening Objectives**. Wilderness players can also spend **Lost Page Tokens** to add one move per token to their roll.



**Example:** If this card were drawn, an apprentice would receive **3 Magic Tokens**, **no roll required**. If **ANY** character rolled a 3 or higher, they'd receive **1 Lost Page**.

# Special Elements



## Portals (Apprentices Only)

Portals are **OPTIONAL** tiles for apprentices to use. They may spend **2 Magic Tokens** to move instantly to another discovered portal, then end their turn.



## Magic Items



Some Adventure Cards contain magic items apprentices can use once (single use) or throughout the rest of the game (multi-use).



## Obstacles

Obstacles require you to stop to complete an action or exceed a certain move roll on future turns to pass or escape. Wilderness players can ignore path obstacles.

## No Tiles Remaining

If players need Lost Pages after all map tiles are laid, they can **OPTIONALLY** draw Adventure Cards again from tiles with a  symbol. After they draw a second time, place a **Lost Page** or **Magic Token** over the symbol. It cannot be used again. Repeat this pattern if all  symbols are covered by tokens, as many times as required to complete the opening objective.