

LAND AHEAD!



PREFACE

This game was created during the later half of 2017 and is the result of many months of hard work. You showing your support by purchasing this copy means very much to me. Thank you!

I really hope that you'll find the game as entertaining and fun to play as I do and that you'll bring it out on countless game nights in the future.

I also want to take this opportunity to thank all the supportive people around me. Lovisa for lending out her creative eye, countless play testing sessions and reminding me to eat

regularly. The Hansson family for being super-excited about the first prototype and pushing me to realize the idea. All the play testers that have helped me improve upon the concept and fine-tune the gameplay and of course all my friends and previous co-workers at Spotify's Stockholm office.

Without all of you people, this would never have happened. Thank you so much for all of your contributions!

Joel

COMPONENTS

Your copy of the game should include the pieces listed below. Please make sure that you've received everything before continuing to the next section. If you're missing pieces, please contact the vendor that sold you this copy.

ISLAND TILES

These are the six-sided tiles that you will use to explore the island. You should have received 60 of these.

PLAYER TILES

These are the four-sided tiles that each player will use to collect equipment and other things throughout the game. You should have received 6 of these.

DIE

This is a standard six-sided die that will be used to resolve battles where two opponents are equally strong. You should have received 1 die.

EVENT TOKENS

These are the round tokens depicting castles, forests and villages on one side and artifacts and creatures on the other side. You should have received 160 of these.

PLAYER FIGURES

These are the wooden figures that you will use to move around the island. You should have received 12 of these in six different colors.

BOOKLET

This is the booklet you're reading right now. Since you're reading it, we can safely assume that you've received it.

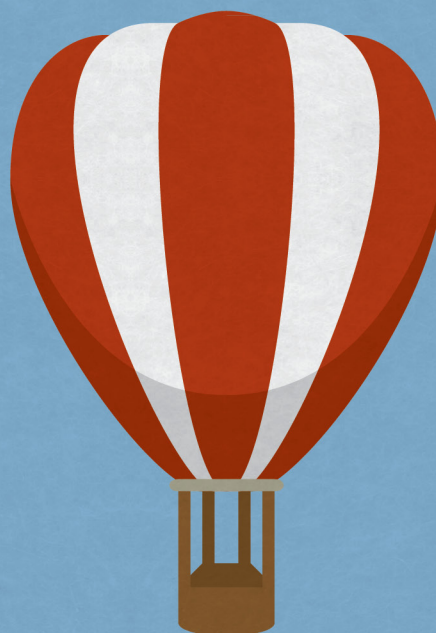
PROLOGUE

A new island has appeared on the horizon of what was believed to be an endless ocean. The island is spotted by a common peasant working the fields of a farm not far from the coast. After alerting the council of a nearby village of the sightings, it is decided that an expedition is to be sent out to explore the island. A party of brave volunteers set out by hot air balloon and begin an amazing journey!

As the island grows nearer, they start to see that it's not much different from the land from where they departed. They spot several villages, dense forests and huge castles. Although there is no sight of any inhabitants.

They land the balloon on a field not far from a village and set out to explore. As they approach the village, they notice that most houses are severely damaged and withered. They look abandoned since no one seems to have been fending off the plants and trees from reclaiming the land.

There is no sign of life...



SETUP

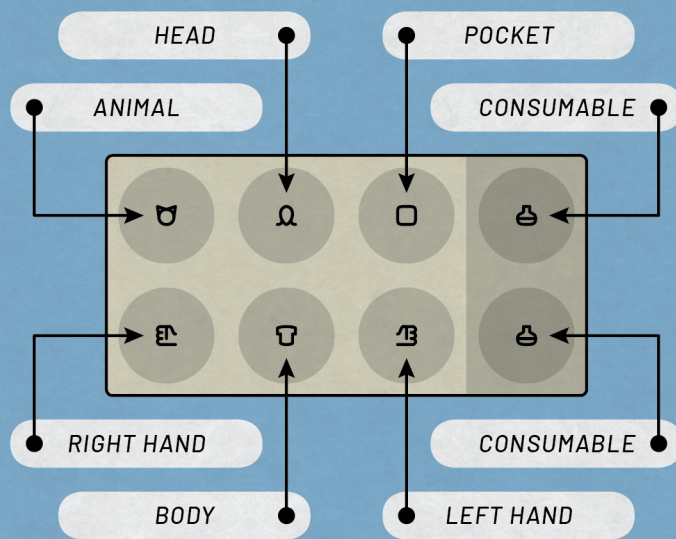
PLAYER TILES

Hand out a player tile to each player and make sure that each player places it, face up, in front of themselves.

The player tile has eight slots and seven different slot types as shown to the right. It is only allowed to place tokens on slots with the correct slot-type symbol. Consumable-type tokens may only be used once.



Friendly animals may only be put in the animal slot.



The different slots and slot types of the player tile.

SETUP

PLAYER FIGURES

Let each player select a color and hand out the corresponding wooden player figures to each player.

One figure from each player will eventually be placed on the board. The other figure should stand next to each player's player tile where it will prevent any monsters you might defeat from running off with any treasure you might find. It will also help to keep track of which player is which color.

ISLAND TILES

There are four island tiles with hot air balloons on them. One of these will be used as the starting tile and the other ones will form a network for fast travel during the game.

Which balloon tile that is used as the starting tile is different depending on the number of players.

With one or two players, choose the tile with two land corners. With three players, choose the tile with three land corners. With four players, choose the tile with four land corners. With five or six players, choose the tile with five land corners.



The starting tile used for one- and two-player games.



The starting tile used for three-player games.



The starting tile used for four-player games.

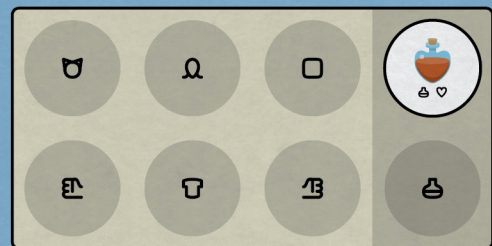


The starting tile used for five- and six-player games.

Place the starting tile face up at the center of the table. Put the three remaining balloon tiles back with the other tiles and shuffle them. Place all island tiles face down in one or multiple stacks and place the stacks so that each player can reach at least one stack. Place one of each player's player figures on the starting tile.

EVENT TOKENS

Locate a health potion for each player from the pile of event tokens and make sure that each player places the health potion on one of the consumable-type slots of their player tiles. Each player's player tile should look like the one below.



A player tile with a health potion on one of the consumable slots.

Place the remaining event tokens face down (hiding the artifacts and creatures) in a pile and shuffle the pile thoroughly. Place a pile of event tokens close to each stack of island tiles. When this is done, you should have at least one stack of tokens where all tokens show their backsides (castles, villages, forests and so forth).

Finally, select a starting player. There is little to no benefit of being the starting player so don't start fighting over it!

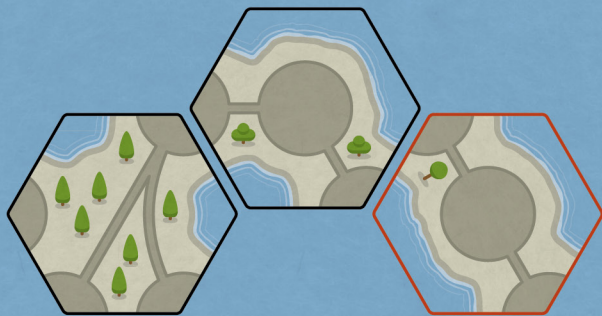
In case you actually do start fighting over it, you could select the starting player based on fewest times having played the game, youngest player or shortest time since consuming a dish containing at least one falafel.

All players will take turns during the game, starting with the starting player and moving in clockwise order.

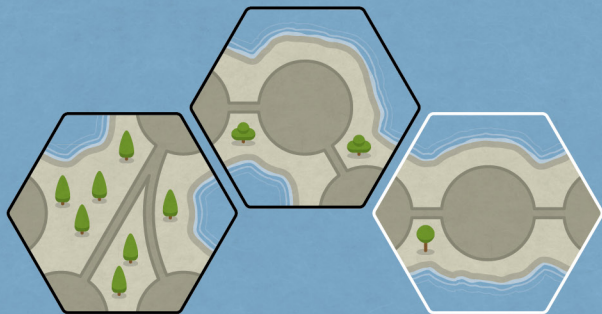
GAME STEPS

ISLAND TILE PLACEMENT

The active player picks an island tile from either of the stacks and places it so that it shares at least one edge with one of the tiles already placed on the board. All shared edges must have the same terrain arrangement.



The rightmost tile may not be placed like this because it conflicts with the terrain arrangement of the middle tile.



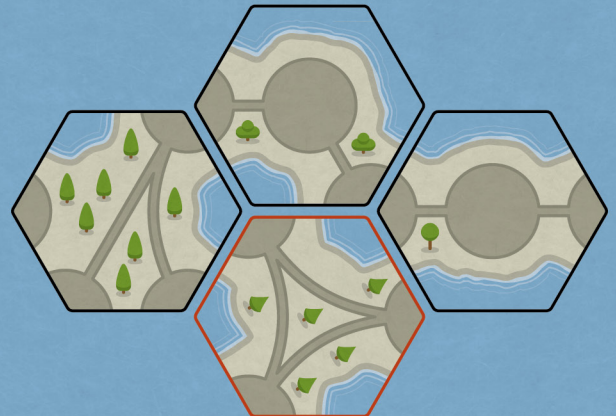
The rightmost tile may be placed like this.

During the first round, the starting player immediately gets to place a second tile before continuing to the next step.

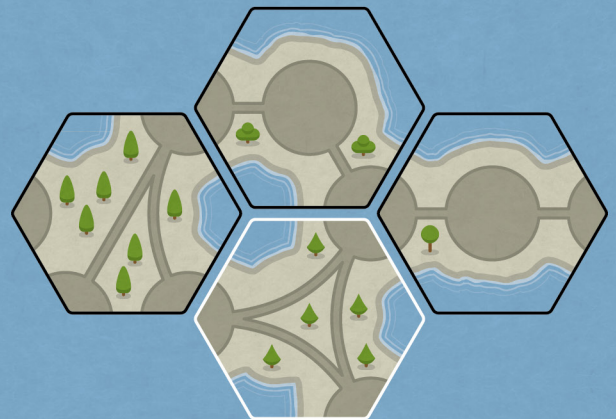
It is allowed for other players to come with suggestions about where to place the tile, but beware; they might be acting in their own interests!

The circles represent the locations of the island and the lines its roads. As soon as a complete circle is formed on the board (at the corners or at the center of the island tiles), that location is said to be discovered.

It is allowed and even encouraged to place the tile so that it shares edges with more than one of the other tiles already placed on the board. This is more difficult but very rewarding as the island opens up for all players to explore.



The bottom tile may not be placed like this because it conflicts with the terrain arrangements of the other tiles.



The bottom tile may be placed like this.

In the extremely rare event that the island tile cannot be placed correctly anywhere on the island, the tile is put aside and discarded from the rest of the game. The active player gets to draw a new tile.

When there are no more island tiles, the island tile placement step is skipped in its entirety. Please refer to the end of game step to see how the game changes once the island tiles run out.

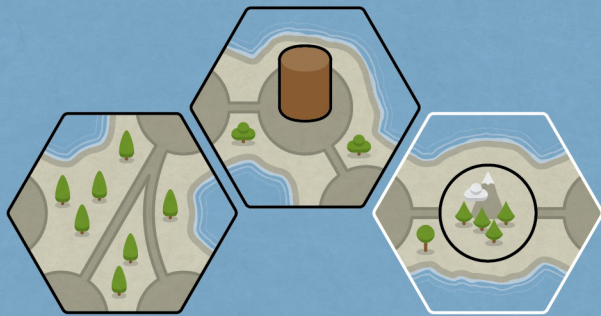
GAME STEPS

EVENT TOKEN PLACEMENT

When an island tile has been placed, it is checked for any locations that have become discovered as the tile was placed.

One event token is randomly selected from a pile and placed face down at each newly discovered location. No player should know which event gets triggered upon reaching the location so make sure to keep the token face down.

Note that some island tiles have central locations that immediately become discovered as soon as the tile is placed. Hot air balloon locations should never be covered by event tokens!



A random event token (mountain) is placed on the rightmost tile as it has a central location that immediately becomes discovered when the rightmost tile is placed.



A random event token (tower) is placed on the shared corner between the three rightmost tiles as the location becomes discovered when the bottom tile is placed.

PLAYER FIGURE MOVEMENT

Every player starts each turn with at least two movement points. If the active player has collected any tokens boosting their movement ability on their player tile, the number of movement points available at the start of each turn increases accordingly.



The player has tamed a wild horse and found a candle and therefore starts each turn with four movement points (2+1+1).

The active player checks their movement points and may choose to travel up to as many steps as they have movement points. Travelling down a road is done by moving the player's player figure along the line to another discovered location. This consumes one movement point.

If the player moves to a hot air balloon location and multiple hot air balloon locations have been discovered, the player may choose to consume one movement point to fast-travel to another hot air balloon.

The player may never stop at or pass through undiscovered locations (incomplete circles) but may pass through discovered locations with event tokens still waiting to happen without triggering the event. This given that the player hasn't used up all of their movement points.

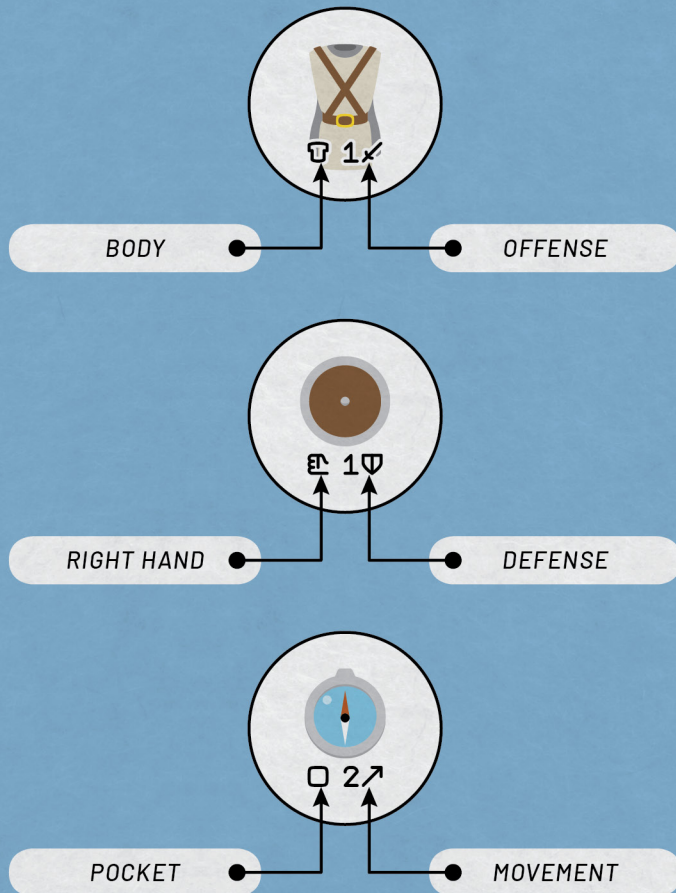
In the example to the left, the player may choose to go either to the tower, or to the mountain. They can also choose to stay put, but where's the fun in that?

If the player stops their turn at a location with an event token, the event token is turned upside down for all players to see and the event occurs. The player may not move the player figure any further during this turn.

GAME STEPS

ARTIFACT FOUND

After thoroughly searching the location, you find an artifact! The event token indicates which ability the artifact improves, what bonus it grants and which slot type it occupies on the player tile.



If the active player carries no artifact in the corresponding slot, the artifact may be picked up. There is no downside to doing this but the player may still choose not to pick up an artifact.

If the active player carries an artifact in the corresponding slot, the player may choose to swap the carried artifact for the one found.

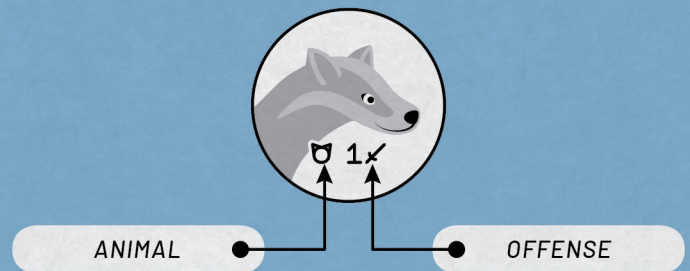
In case an artifact is left at a location, it is placed face down so that other players have to memorize where the artifact is to be found. Be sure to remember where you (and other players) leave discarded artifacts, as it can help you immensely throughout the game!

This rule changes once the game has reached the end of game stage. When a player leaves an artifact at a location during that stage, it is placed face up for everyone to see.

STRAY ANIMAL ENCOUNTER

While searching the location for valuable items, you encounter a stray animal. It seems like it wants to accompany you on your journey...

Stray animals have the same rules as found artifacts. They may be put in the animal slot of the player tile if the animal slot is unoccupied and they may be exchanged with the animal currently occupying the animal slot if the animal slot is occupied.



There are rumors about an elusive rodent roaming the island. It is said to have started out as a rabbit, turned into a bunny and later morphed into something akin to a capybara. Is it real? The only way to find out is to explore the island!

GAME STEPS

MONSTER ENCOUNTER

You unknowingly walk around the location, minding your own business, when you all of a sudden find yourself face to face with a more or less terrifying monster!

The event token indicates the offense and defense abilities of the monster. These will be compared with the offense and defense abilities of the active player to decide the outcome of the encounter.



OFFENSE

DEFENSE

MONSTER ATTACK

The monster will always get a chance to strike first.

If the offense of the attacking monster is less than the defense of the active player, the attack is automatically evaded.

If the offense of the attacking monster is equal to the defense of the active player, the die is cast. If the die shows 1, 2 or 3 eyes, the player successfully evades the attack. If the die shows 4, 5 or 6 eyes, the monster is successful in its attack and the player is wounded. This is indicated by placing the event token back, face down, on the location and putting the active player's figure on its side.

When a wounded player has placed their island tile and possibly placed one or more event tokens in their next turn, they simply put their player figure on its feet again instead of moving it around. The wounded player does not re-trigger the monster attack where they stand in their next turn but other players may choose to trigger the event for themselves.

The penalty may be avoided if the player carries a health potion and chooses to use it. In that case, the health potion is discarded

from the rest of the game and the player may take part in the next turn as normal.

If the offense of the attacking monster is greater than the defense of the active player, the player is automatically wounded.

PLAYER ATTACK

If the active player is successful in evading the attack, the player gets a chance at defeating the monster!

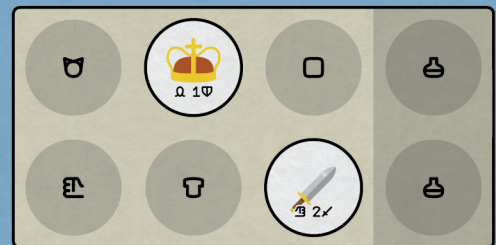
If the offense of the active player is greater than the defense of the monster, the player automatically defeats the monster and brings it along on the journey as a trophy. Defeated monsters do not occupy a slot on the player's tile. Instead, they're placed next to the player's second player figure.

The sum of the monster's offense and defense abilities will be awarded as points to the player at the end of the game.

If the offense of the active player is equal to the defense of the monster, the die is cast. If the die shows 1, 2 or 3 eyes, the player successfully defeats the monster. If the die shows 4, 5 or 6 eyes, the monster escapes from the player and the event token is placed back, face down, on the location.

If the offense of the active player is less than the defense of the monster, the monster automatically escapes from the player.

If the active player has collected any offense- or defense-boosting tokens, the player's offense and defense abilities change accordingly.



The player has found a crown granting a bonus of one to their defense ability and a sword granting a bonus of two to their offense ability.

GAME STEPS

When a player fails to defeat a monster and puts an event token back at a location during the end of game stage, it is placed face up for everyone to see.

USING POTIONS

Early on in the game, you might encounter strong monsters before you've managed to find some kick-ass equipment. Good thing you've been carrying that health potion around all along!

Similar to health potions, there are offense and defense potions that may be found at the island's different locations. These are similar in the way that they can alter the outcome of a monster encounter and that they are consumed and removed from the game after use.

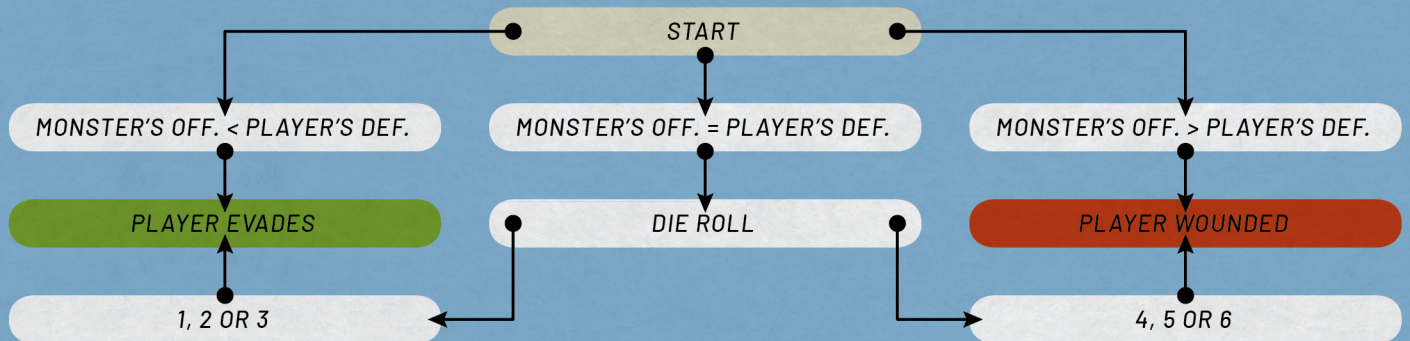
The active player may choose to consume as many defense-boosting potions as they wish before their defense is compared to the monster's offense. The defense-boosting effects of all consumed potions are summed up.

The active player may choose to consume as many offense-boosting potions as they wish before their offense is compared to the monster's defense. The offense-boosting effects of all consumed potions are summed up.

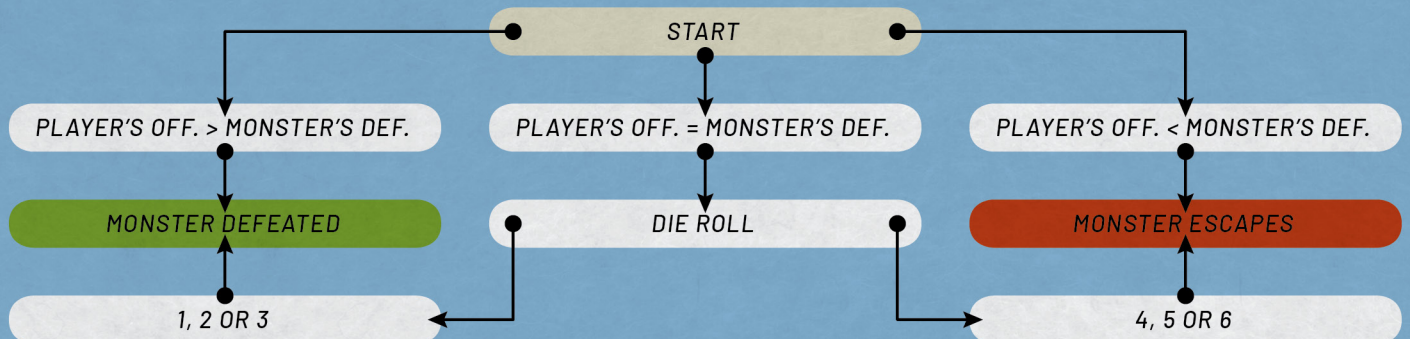
This might sound a bit overwhelming at first but it'll be very straight-forward once you've tried it a couple of times.

During the first couple of encounters, you can use the two flow charts below to get a hang of the mechanics.

MONSTER ATTACK



PLAYER ATTACK



GAME STEPS

TREASURE FOUND

Well, look at that! You pick up some treasure and hide it safely in your treasure stash. The number of points indicated on the event token will be awarded to you at the end of the game.

Like defeated monsters, treasures do not occupy a slot on your player tile, they are simply placed next to your second player figure, where it's safe until the game ends.



This diamond awards the player finding it five points when the game ends. It is very rare.

END OF TURN

A player may trigger at most one event during each turn, irregardless of how they spend their movement points during that turn. When the event has been resolved (in case an event was triggered), the next player begins their turn. This is repeated until all island tiles have been placed and the game enters the end of game stage.

END OF GAME

Before the game ends, any event tokens that are impossible for the players to reach are removed from the board.

During the final stage, no new island tiles or event tokens are placed on the board. Instead, players get a last chance at picking up some equipment and defeating any remaining monsters. The big change in the final stage is that all event tokens are placed face up if placed back on the board, like when failing to defeat a monster.

The players take turns moving their player figures around until all event tokens have been placed face up or have been removed from the board and the active player finishes their turn.

SCORING

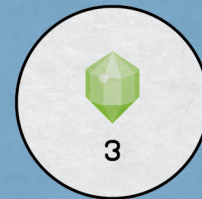
The number of points from every event token held by each player is summed up and the player with the most points win!

Defeated monsters are awarded the same number of points as their offense and defense ability summed up.



Players will be awarded three (1+2) points for each wraith defeated during the game.

Found treasures are awarded the same number of points as indicated on the token. Treasures will generally reward the player with fewer points than defeated monsters but are easier to collect.



Players will be awarded three points for each emerald found during the game.

FREQUENTLY ASKED QUESTIONS

What's the initial offense ability of each player?

0

What's the initial defense ability of each player?

0

What's the initial movement ability of each player?

2

Does a player have to consume all of their movement points?

No

Is a movement point consumed when travelling between hot air balloons?

Yes

Is it allowed to move the player figure to a location (circle) that is only partially complete?

No

Is it allowed to move the player figure through a location (circle) that is only partially complete?

No

Can a player travel extra steps during the same turn after picking up a movement-boosting artifact?

No

Can a player travel extra steps during the same turn after resolving an event?

No

Can multiple events be triggered by the same player during the same turn?

No

Is it allowed for multiple player figures to stand on the same location?

Yes

Is it allowed to move a player figure past another player's player figure?

Yes

Can a player re-trigger an event without moving?

No

Can a player re-trigger an event by going back and forth?

Yes

With a minimum of two movement points, doesn't that conceptually mean that events can be re-triggered without moving?

Yes

Do unspent movement points carry over to the next turn?

No

Can left-hand equipment be equipped in the right-hand slot?

No

Can right-hand equipment be equipped in the left-hand slot?

No

Can players attack each other?

No

Does the game enter the end of game stage immediately after placing the final island tile?

Yes

Did you write this question to fill up some blank space?

No comment

CREDITS

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