



# ALYNTHIA

## Rulebook

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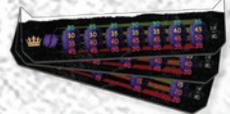


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## Game Components

						
7 - Board Tiles	1 - Round Tracker & Round Marker	24 - Outpost Upgrades	24 - Outpost Upgrade Ability Tiles	54 - Renown Tokens	1 - Fortune Die	35 - Dragons
						
7 - Nests & Dragon Markers	3 - Defeated Nest Trackers	1 - Dragon Spawn Die	1 - Dragon Die	36 - Market Cards	52 - Action Cards	85 - Resource Cards
						
5 - Characters	5 - Battle Dice	5 - Player Boards	5 - Focus Markers	5 - Attack & Defense Strength Markers	25 - Outposts	5 - Research Tracks
						
80 - Research Ability Tiles	10 - Basic Guild Ability Tiles	5 - Advanced Guild Ability Tiles	3 - Tunnel Entrances & 1 - Tunnel Space	2 - Walls	1 - Labor Die	1 - First Player Marker

# Before you begin

## Choose your game mode

Alynthia is playable as a solo, cooperative, or competitive game.

Most rules stay the same between game modes. Where the rules differ, you will see call-outs (with their corresponding icons) that explain how to play in each mode. If a rule isn't called out, it's a base rule that applies to every mode.



Cooperative & Solo



Competitive

## Additional setup for solo mode

Solo mode plays exactly the same as cooperative mode with the following exceptions:

1. Start with the first politics ability unlocked.
2. Start with the attack and defense strength markers at 3.

These will be explained in more detail later in the rulebook.

## Choose your difficulty level

Cooperative and Solo modes can be adjusted to match your preferred difficulty level: **easy**, **challenging**, **hard**, and **brutal**. Also choose if you want to add the **dragon tax**.

Difficulty levels affect the starting number of dragons as well as the amount of renown you will need throughout the game. Additionally, **easy** difficulty affects dragons' strength. **Dragon tax** adds an additional challenge of extra renown needed at the end of the game.

Choose your difficulty level as a group. See page 4.

## Choose your guild mode

There are two guild modes included in Alynthia. Before you start the game, choose if you are playing in basic guild mode or advanced guild mode as a group. See page 11.

We recommend basic guild mode for the first game.

Advanced guild abilities are usually exceptions to a general rule, so it's useful to have a solid grasp of the core gameplay before adding them.

Basic guild mode for the Forest Guild

Advanced guild mode for the Forest Guild

It is easiest to learn Alynthia by playing the cooperative mode first.

We recommend that you read through the entire rulebook before playing your first game.



# Setup

## Board Tiles

- Shuffle the board tiles and remove tiles randomly based on your player count.
  - 5 Players: Use all board tiles.
  - 4 Players: Remove 1 tile without a worker space (👤).
  - 3 Players: Remove 1 tile with and 1 tile without a worker space (👤).
  - 1 or 2 Players: Remove 1 tile with and 2 tiles without a worker space (👤).

If any resource type (🍷, 🏠, 🌲, 🍷) is completely absent, repeat this step. Randomly place the tiles in the pattern used for your player count.

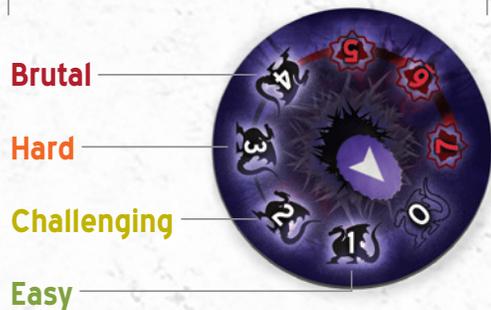
## Cards & Buildings

- Place the 4 resource decks beside the board and give each player 1 of each resource (🍷, 🏠, 🌲, 🍷).
- Place the renown tokens (👑) beside the board.
- Shuffle the action card deck (⚡) and place it beside the board face down.
- Shuffle the market card deck (⚖️) and place it beside the board face down. Flip 8 market cards face up, side-by-side.
- Take outpost upgrades equal to 1 more than the number of players, and place the tokens and their corresponding ability tiles beside the board.
 

**Example:** If you have 2 players, place 3 outpost upgrades and 3 ability tiles of each upgrade type beside the board.

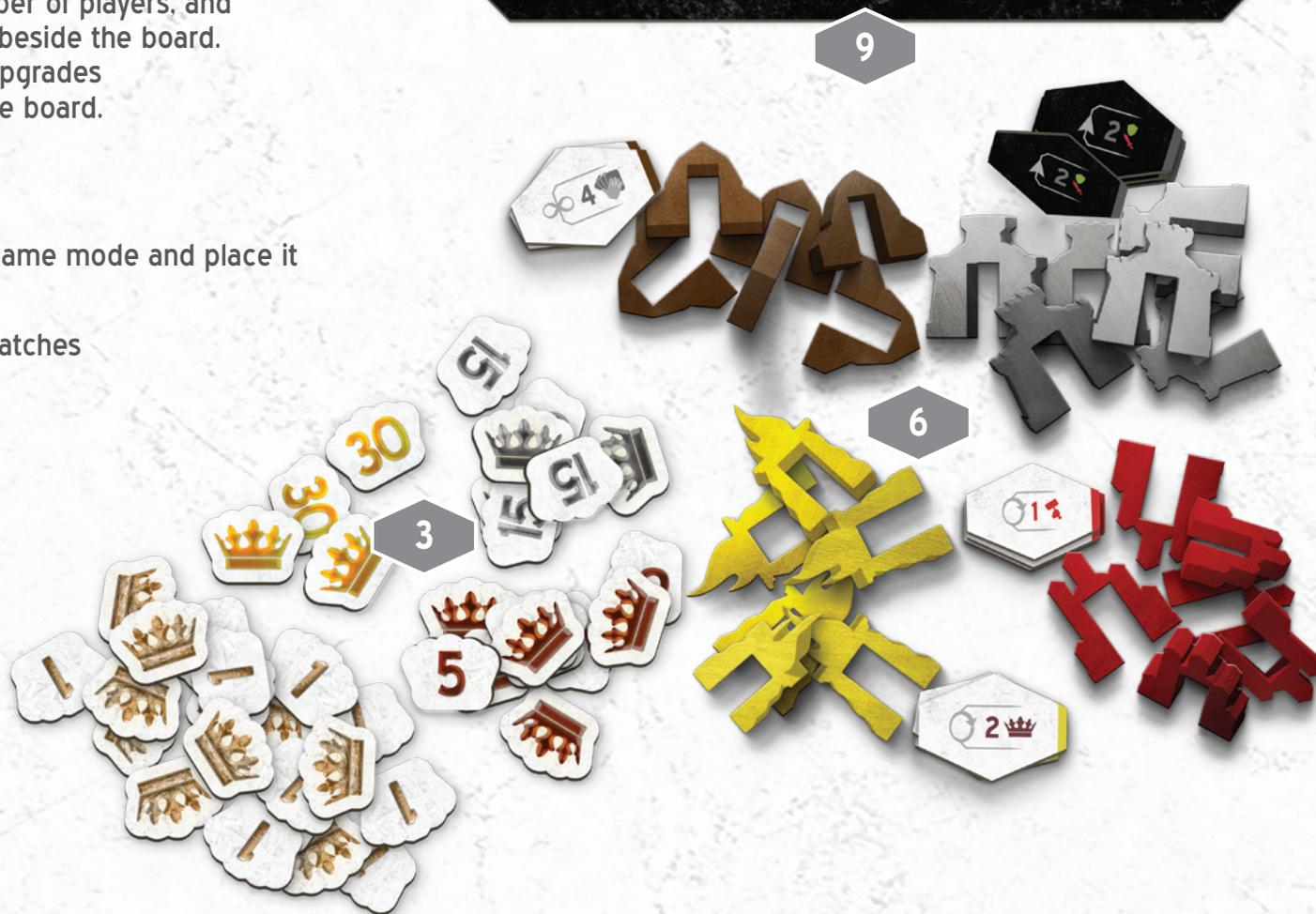
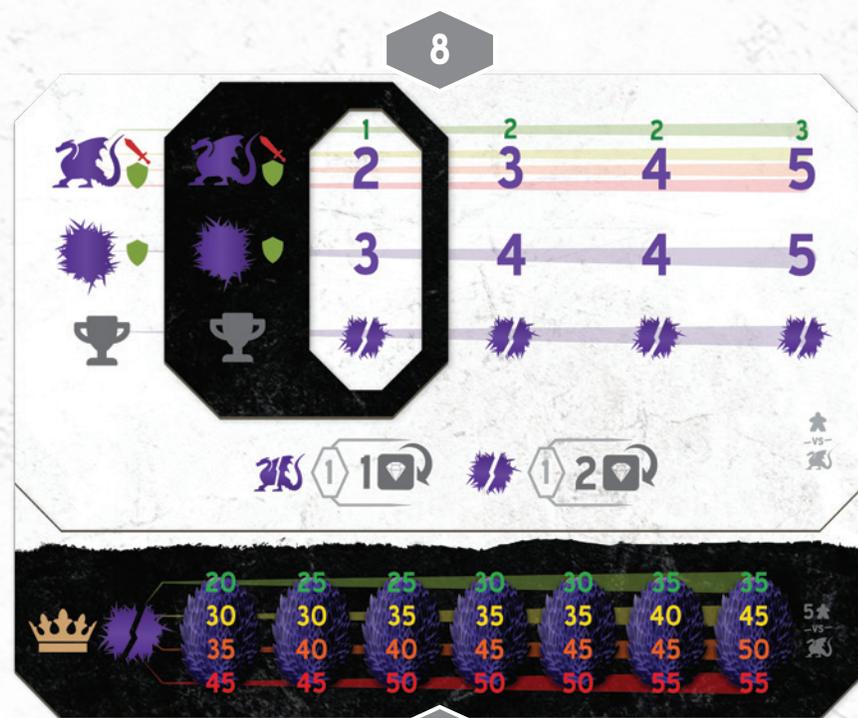
## Dragons & Play Mode

- Place the dragon tokens next to the board.
- Flip the round tracker to the side that matches your game mode and place it beside the board.
- 👤 vs 🐉 Place the nest tracker with the side that matches your player count below the round tracker.
- On each nest space (👤), place a nest.
  - 👤 vs 👤 Set the dragon marker at 1 on each nest.
  - 👤 vs 🐉 Set the dragon marker on each nest based on your chosen difficulty level:



### Want even more of a challenge?

**Add a dragon tax:** Each dragon left on the board at the end of the game will cost you 2 renown. If you run out of renown, you lose.





SPEND 3	SPEND 3	SPEND 3	SPEND 2
GET 1  4	GET 1  4	GET 1  3	GET 1  1  1
SPEND 1	SPEND 2	SPEND 1	SPEND 1
GET 1	GET 1  1	GET 1  1  1	GET 1





## Start of Play

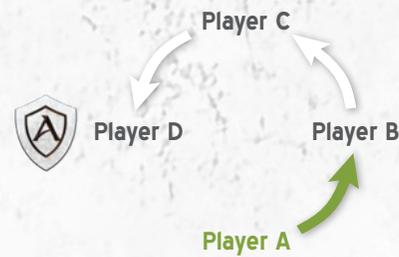
You look across the ravaged landscape of Alynthia as dragons fly through dark clouds overhead. Your fellow guild members look to you for leadership after fleeing the devastation, and you feel the incredible weight of that responsibility.

Your beloved guild is a shadow of its former glory, and despair threatens to overwhelm you. But you are determined, and you begin the adventure to reclaim your homeland.

# Player Order & Guild Selection

To determine player order, randomly choose a player A. Starting with that player and going counter-clockwise, choose your guild, take its pieces, and place your character.

The player who places their character last (player D in this example) also takes the first player marker.

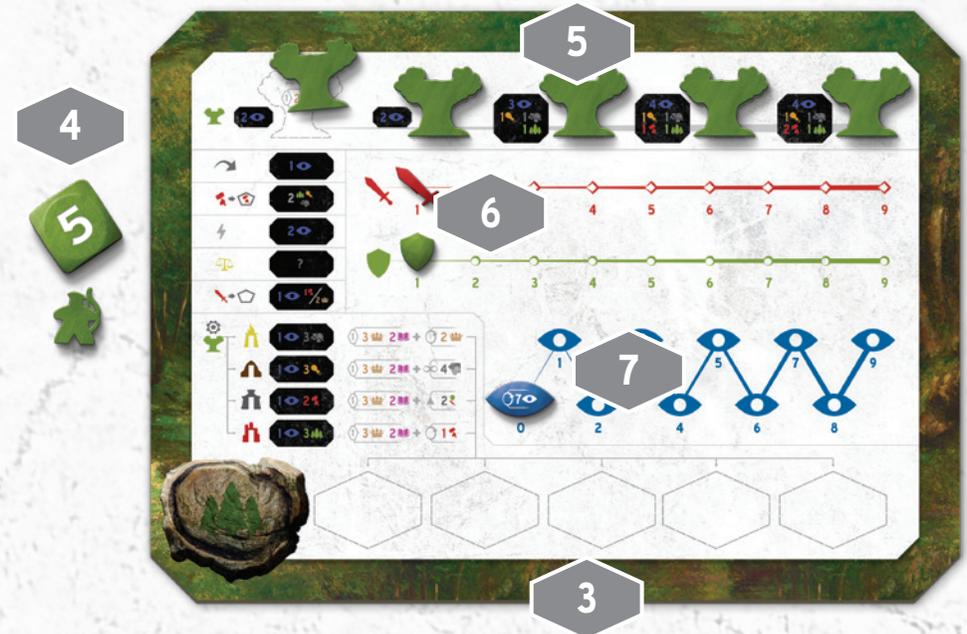


4 player order for guild selection

Each guild has a unique set of abilities to choose from. See pages 12 and 13.

## Choose your guild and take its pieces

1. Take your guild's research track (with guild emblem in the lower left) and 16 research abilities (4 per category).
2. Stack the research abilities to the left of the research track by category and size:
  - The colored bar along each ability's right side corresponds to 1 of the 4 category icons.
  - Place the smallest ability on the top and largest on the bottom. Each ability's light side should be face up (if it has one).
3. Take your guild's player board (with guild emblem in the lower left), an attack strength marker, defense strength marker, focus marker, and the pieces of your guild's color (1 character, 1 battle die, and 5 outposts).
4. Place your character and battle die beside your player board.
5. Place the 5 outposts on their spaces at the top of your player board.
6. Place the attack and defense strength markers at 1 on your player board's attack and defense trackers.
7. Place the focus marker with its ability side facing up at 0 on your player board's focus tracker.



## Place your character on an unoccupied space allowed by your guild

A space with any character, building, nest, or dragon is considered occupied.



The Mountain Guild

Start on any unoccupied stone space



The Labor Guild

Start on any unoccupied space



The Forest Guild

Start on any unoccupied wood space



The Nomads

Start on any unoccupied space



The Field Guild

Start on any unoccupied food space

# How to Win

 A horde of dragons has just destroyed the cities of Alynthia and built deadly nests atop their ruins.

You are among the survivors who have united to free Alynthia from the dragons. You must band together to retake the land by defeating all nests before the end of the last round.

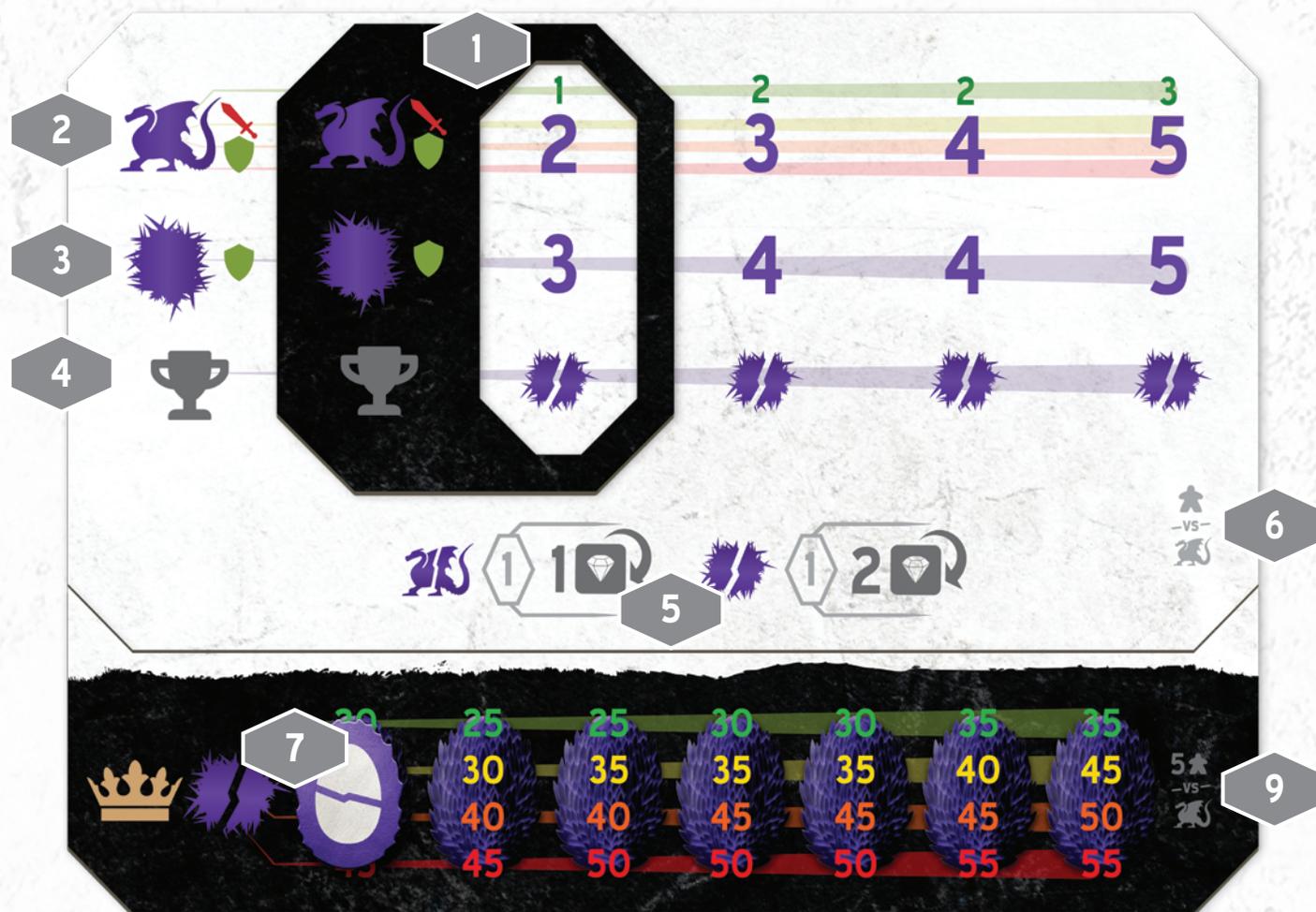
 It has been years since Alynthia was first decimated by the dragons. They still roam the land, but they are fewer in number and much less deadly. The time has come to turn your attention to other matters.

You are competing against your fellow guild leaders to become the new leader of Alynthia. Have the most renown by the end of the last round to ensure that your guild is victorious.

## Round Tracker

The round tracker provides important information that you will use throughout the game. Use it to track the strength of dragons and nests, rewards for defeating them, and any round requirements.

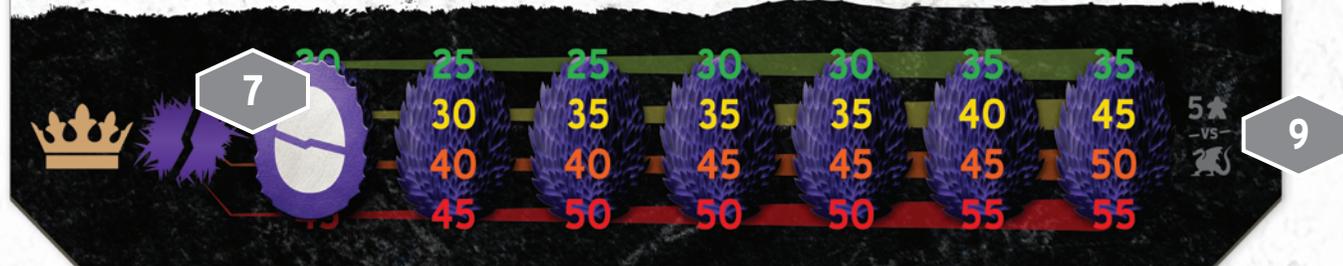
- 1. Round Marker**  
Advance during the Harvest Phase.
- 2. Current Dragon Strength**  
 Note that **easy** difficulty has a different dragon strength than the other difficulty levels.
- 3. Current Nest Strength**
- 4.  Round Requirement**  
Defeat at least 1 nest in rounds 2-5 or lose the game.
- 5. Rewards for Defeating Dragons or Nests**
- 6. Game Mode**  
Whether this side is for cooperative/solo () or competitive ()



## Nest Tracker

The nest tracker is only used for cooperative games. It slots in below the round tracker to provide renown costs for each nest based on your chosen difficulty level.

- 7. Defeated Nest Marker**  
The dragon marker from a previously defeated nest.
- 8. Renown Cost for Nest**  
How much renown you pay after defeating the next nest in each difficulty level. Starting from the top track and going down: **easy**, **challenging**, **hard**, **brutal**
- 9. Player Count & Game Mode**



## ★ vs 🐉 Round Requirements

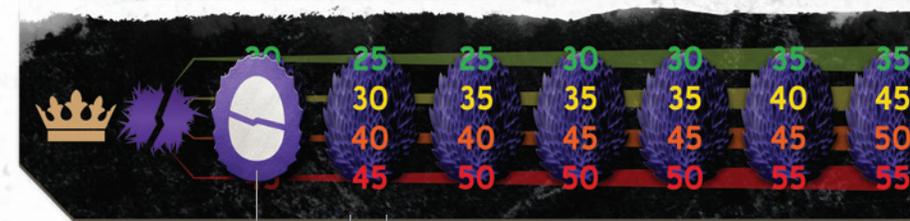
Starting in round 2, you must defeat at least 1 nest per round or you will lose. You must defeat all nests by the end of the game in order to win.

In order to attack each nest, you must have the support of the people. Pay renown for each nest you defeat depending on your difficulty level, as shown on the nest tracker.

You must already have enough renown before you attack a nest, but you only pay the renown if you win the battle.

When you defeat a nest, flip the nest to its defeated side. Then pay the renown amount indicated on the nest tracker for the next nest.

Flip the defeated nest's dragon marker and place it on the nest tracker over the renown amount you just paid. See Nest Tracker on page 8 and Battle Aftermath & Rewards on page 23.



The dragon marker from a previously defeated nest

The renown cost for the next nest (in all 4 difficulty levels)

## Renown

👑 Renown can be thought of as 'victory points.' It earns you the support of the Alynthian people. Renown is represented by renown tokens that can be gained by:

- Building outposts
- Upgrading outposts
- Research abilities
- Winning a battle
- Rolling the fortune die
- Purchasing market cards
- Playing certain action cards
- The recurring monument ability



All players contribute to a combined renown pool beside the board.

Renown is needed in increasing amounts to defeat nests. The renown cost changes depending on your difficulty level.



Renown is tracked individually and can be kept hidden. Win by having the most renown at the end of the game.



## Round Phases

Alynthia is played in rounds with 3-4 phases in each round. This rulebook is organized by each phase.



A painting of a landscape at sunset. In the foreground, a dark wooden windmill stands on the left, and a dark stone tower with a conical roof stands on the right. The background is filled with trees and a bright, colorful sky with shades of purple, pink, and yellow. The overall mood is serene and atmospheric.

## The Guild Phase

Under your careful guidance, your guild has grown, and its tradespeople and scholars have rallied behind you.

With newfound skills, use your unique abilities to fight together against the dragon hordes, or use your competitive advantage to crush your enemies.

# Guild Modes

Each guild has a distinct set of abilities, which can be used to pursue different strategies each time you play.

There are two guild modes included in Alynthia. Before you start the game, choose if you are playing in basic guild mode or advanced guild mode as a group (see page 3).

We recommend basic guild mode for the first game.

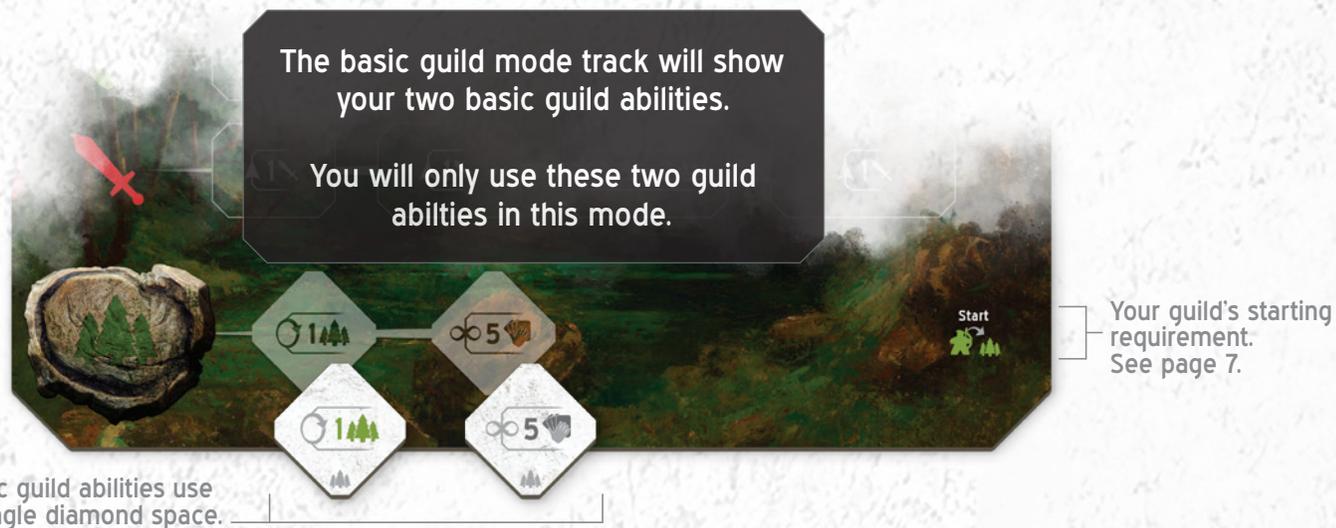
Advanced guild abilities are usually exceptions to a general rule, so it's useful to have a solid grasp of the core gameplay before adding them.

## Basic Guild Mode

Use the basic guild mode side of your research track.

Place both of your basic guild abilities on your guild track in their allotted spaces. They are immediately unlocked and accessible when appropriate (see Ability Types on page 20).

You won't use your advanced guild ability in this mode. Skip the Guild Phase for the remainder of the game.



## Advanced Guild Mode

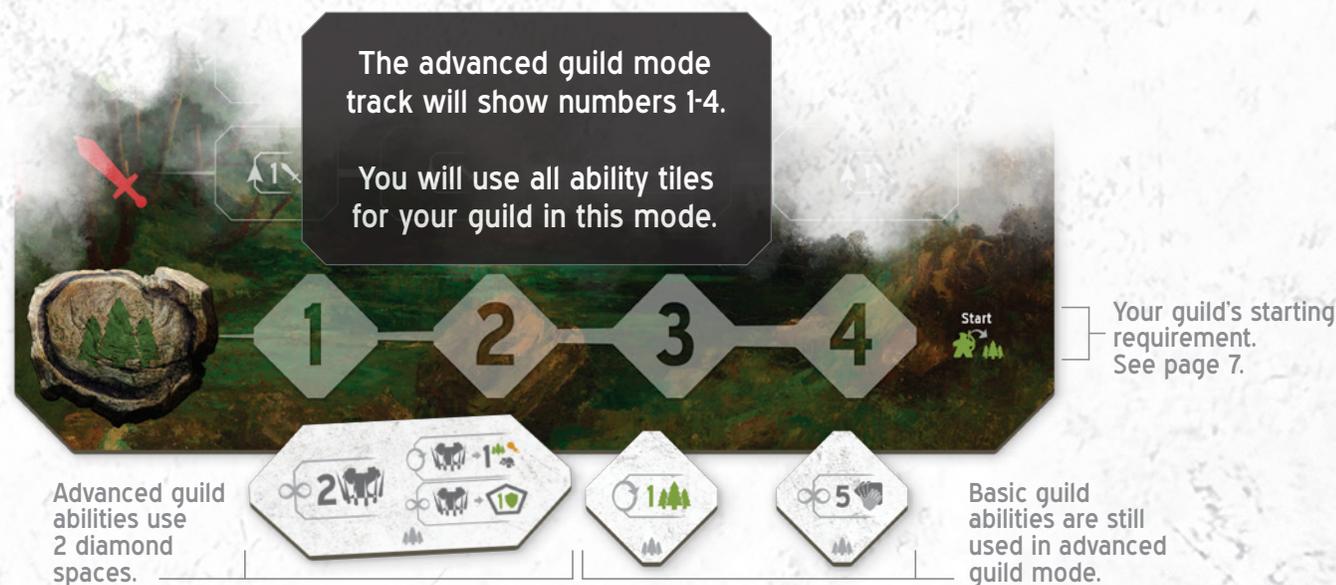
Use the advanced guild mode side of your research track.

During each Guild Phase, if there is an open space on your guild track (1-4) that corresponds to the current round, you can unlock another guild ability.

You can equip your guild abilities in any order.

Your basic guild abilities each take up a single space.

Your advanced guild ability takes two spaces, which means after you unlock it, you must wait an extra round before unlocking an additional ability. You can, however, access your advanced guild ability in the first round you unlock it.



# GUILDS OF ALYNTHIA

Each guild has adapted differently to Alynthia's unforgiving landscape, giving it unique strengths and weaknesses.

 vs  In order to vanquish the dragons, make sure you work with your fellow guild leaders to balance each other's abilities.

 vs  One guild's strength may be another's weakness. Make sure you account for your competitor's guild when choosing your own.



## THE MOUNTAIN GUILD

The Mountain Guild is a community of fierce warriors who live in the craggy mountains of Alynthia. Due to their inhospitable environment, they survive by raiding the surrounding countryside and value strength above all else.

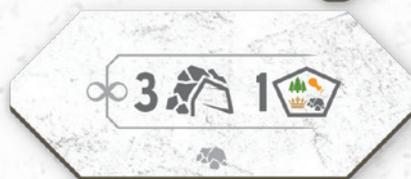


1 stone per round



+3 battle strength

Note that this is not +3 to both attack and defense. For example, you could increase your attack strength by 2 and your defense strength by 1.



**Tunnel (Advanced Guild Ability)**

Place 3 tunnel entrances on any board spaces of your choosing and the tunnel next to your player board.

For you only, any space with a tunnel entrance on it is adjacent to the tunnel. You must move into the tunnel first to go out of another tunnel entrance.

Building an outpost in the tunnel allows you to choose 2 of the same, non-worker resource (or 2 renown) to collect each Harvest Phase. You can make a different choice each round.

Tunnel entrances do not alter the spaces they are on in any way, and no player or dragon can attack a tunnel entrance, tunnel, or anything in the tunnel.



## THE FOREST GUILD

The Forest Guild doesn't fight against their surroundings, but rather makes the best use of what Alynthia's wilderness has provided for them. Living in houses atop massive trees, they can store years' worth of supplies in hollowed-out trunks.



1 wood per round



+5 hand limit

This increases your base hand limit from 7 to 12. You can build storehouses to further increase your hand limit.



**2 Walls (Advanced Guild Ability)**

Place a wall on each built outpost. Every time you build another outpost, you may place a wall with it if you have one available.

Once per turn, each of your walls on the board gives you 1 resource from its space.

A wall is the first thing attacked and gives you +1 defense on that space. If defeated, a wall is removed without any other penalty.

Other players can't move onto walled spaces unless they unlock the first politics ability.





# THE NOMADS

The Nomads have been moving throughout Alynthia for as long as anyone can remember, always in search of a better life. They are a determined people, able to use their intelligence to scratch out an existence anywhere they find themselves.



1 focus per round



1 non-worker resource per round  
1 resource total - not 1 of each resource



### Caravan (Advanced Guild Ability)

By spending 1 focus, you can take an action to move one of your non-upgraded outposts to an adjacent space (without dragons or a nest on it). You can move your outpost onto a space with any player's outpost, but 2 outposts maximum can be on a space.

You must still build outposts on an unoccupied space, but you can upgrade your outposts. If you have two outposts on the same space, harvest from the space twice during the Harvest Phase. You cannot harvest from or build an outpost upgrade on worker or nest spaces.

The last piece placed on a space defends. Choose your location wisely.



# THE FIELD GUILD

The Field Guild has been farming the land of Alynthia for generations and understands that survival depends on their ability to adapt. Using resourcefulness and cunning, they are always ready to take action and seize whatever opportunities they discover.



1 food per round



1 action card per round



### Trap (Advanced Guild Ability)

When you defeat dragons, place them next to this ability instead of returning them to the supply. Each captured dragon can be spent to roll the fortune die once or as a one-time +1 bonus in battle. There's no limit to the number of dragons you can hold.



# THE LABOR GUILD

The Labor Guild roams Alynthia, taking any contract they can find – from building structures to fighting as mercenaries. Fortune seems to favor their actions, often allowing them to overcome insurmountable odds and shape their own destiny.



1 worker per round



1 die re-roll per round  
Can be used on any die roll.  
\* This ability can be used during any phase.



### Labor Die (Advanced Guild Ability)

Roll the labor die once per round and collect what you roll. The labor die can give you: +1 battle strength, 1 research ability, 3 renown, any 2 non-worker resources, or 1 worker.

You can purchase additional labor die rolls for 3 focus each, but additional rolls count as an action.





## The Dragon Phase

The Alynthians have contained the dragons from spreading beyond the cities you once called home, but not without great cost.

Alynthia lies in ruins, and the dragons have built massive nests atop the rubble. Now as they lick their wounds, they're growing in strength and number.

## Nests

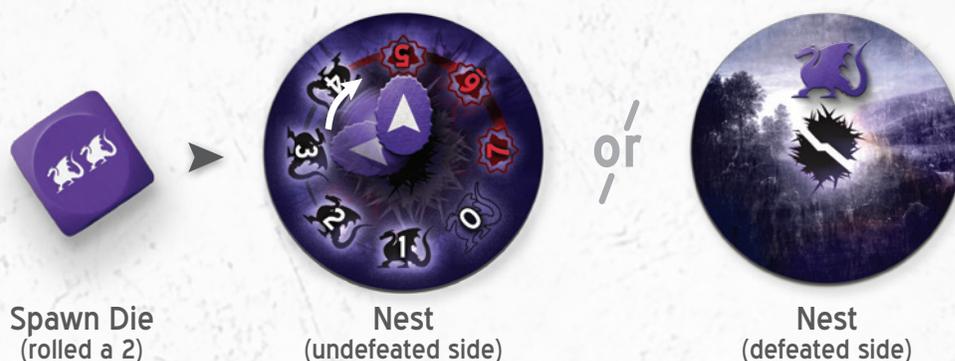
On nests, the number of dragons is tracked using the dragon marker, but they still act as dragons would otherwise.

For example, if the dragon marker is on 4, treat that nest as if it has 4 dragons on it.

Each nest starts on its undefeated side. If it is defeated, flip the nest to its other side.

## Spawning Dragons

For each undefeated nest, roll the spawn die and move the dragon marker up by that amount. If a nest is defeated, don't roll the spawn die for it. Instead, place 1 dragon on it.



## Swarming

If 5 or more dragons are on a single space (regardless of space type), a swarm is triggered. Move 1 dragon from the swarming space to each adjacent space. If a dragon would move off the board, it stays on its original space.

Move the dragon marker on the nest down by the number of dragons that moved.

Swarming can cause a chain reaction. If a swarm causes a new space to have 5 or more dragons on it, that space swarms, too.



## Defending Against Dragons

If a dragon moves onto a space with any player piece, a battle is triggered.\* However, you must first complete spawn die rolls and swarming.

Because of this, it's possible to have multiple dragons attacking the same space at the same time. Either all the dragons on a space are collectively defeated, or none of them are. Combine their attack strengths but only roll the dragon die once. **Note that the spawn die and dragon die are different.**

If there are multiple battles after spawning dragons, resolve them in turn order. You decide the order in which multiple dragon battles against you are resolved.

After all the dragon battles have been resolved, the Dragon Phase ends.

\*Tunnel entrances (Mountain Guild advanced ability) do not trigger a battle.

Dragon attack strength is:

$$\begin{array}{ccccc} \img alt="Dragon icon" & + & \img alt="Purple die icon" & + & \img alt="Lightning bolt icon" \\ \text{Current Dragon Strength} & & \text{Dragon Die Roll} & & \text{Action Cards} \\ \text{(found on round tracker)} & & & & \text{(if played)} \\ \text{Multiply by the number} & & & & \\ \text{of dragons on the space} & & & & \end{array}$$

Example: 2 dragons on a space - each with a strength of 3 - would have a combined strength of 6 + a single dragon die roll.

See pages 22-23 for more info on battles.



## The Action Phase



The guild leaders have resolved that your only chance of survival is to unite against the dragons. Time is running out, and you must use every resource to retake and rebuild the land before Alynthia descends completely into chaos.



The only way Alynthia will survive is if a strong leader unites the guilds, and you know you are that leader. However, the other guild leaders share your ambition. You must do everything you can to show the people that you deserve to lead.

# Turns & Actions

An action is anything that costs resources or focus. In most cases, these are shown on your player board along the left side. You must finish an action before taking another action. Playing an action card or using ability tiles is not considered an action.

 During the Action Phase, players take 2 actions at a time in turn order until everyone has passed. You can take 1 action instead of 2, but once you pass without taking any actions, you can't take more actions this round.



 During the Action Phase, all players take actions simultaneously.

The player with the first player marker takes the first turn. Play then continues going clockwise.

## Player Board

### 1. Action List

The main Action Phase actions you can do (in white) and their associated costs (in black). See below for an overview of each action.

### 2. Guild Emblem

### 3. Battle Strengths

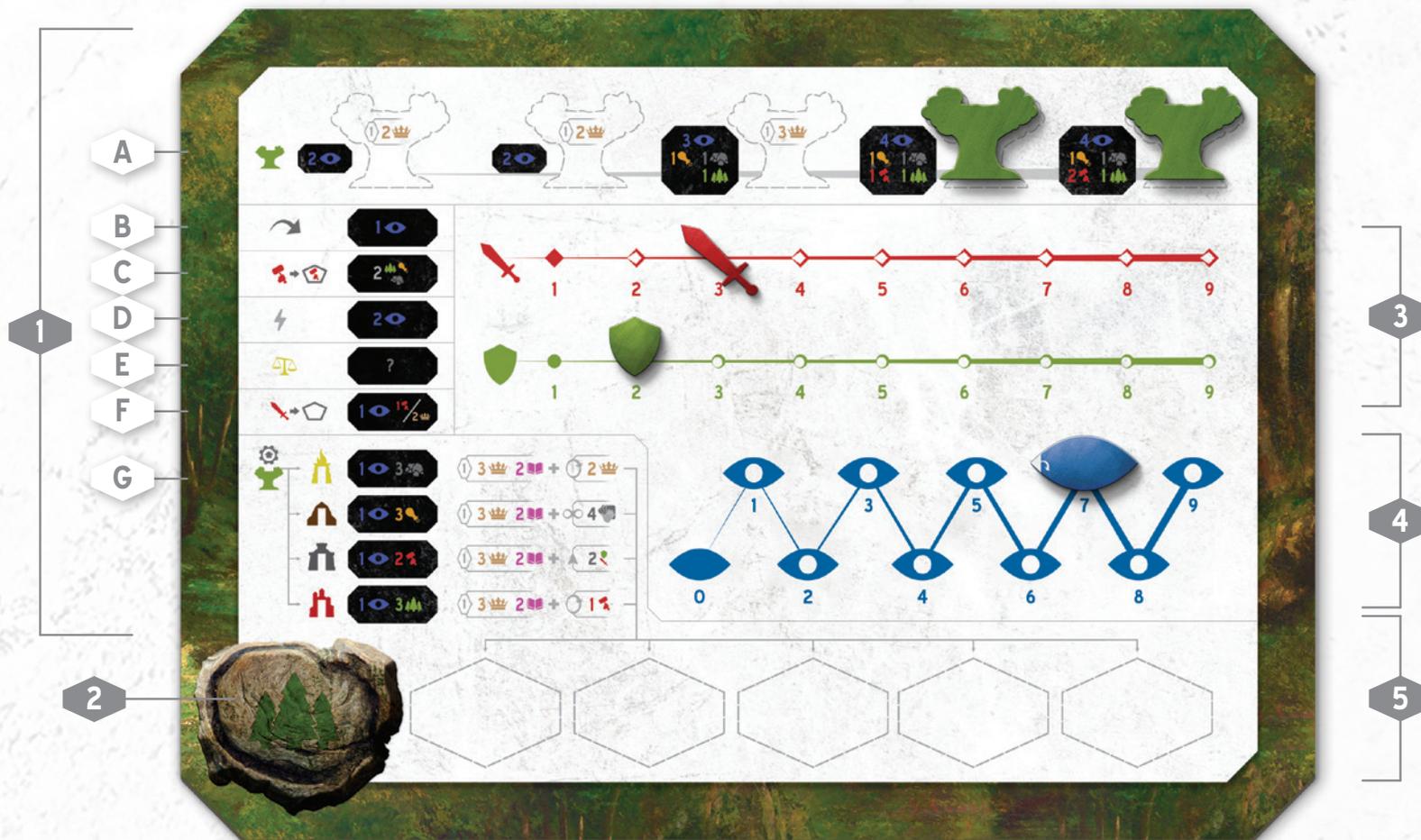
Your base attack () and defense () strengths.

### 4. Focus Tracker

Your available focus ().

### 5. Outpost Upgrade Abilities

Add built outpost upgrade ability tiles here.



## Action list overview

**A**  **Build an outpost** (see page 19)  
Build the leftmost outpost by paying the cost to the left and gaining the renown underneath. You must build on the space where your character is. You can't build on a worker space, a nest space, or a space with another outpost. Each outpost harvests 1 resource from its space at the end of each round.

**B**  **Move your character** (see page 18)  
Spend 1 focus to move your character to an adjacent space (not diagonal). You can't move onto a space with a dragon, nest, or character without attacking.

**C**  **Recruit a worker from a worker space** (see page 18)  
When your character is on a worker space, pay any combination of 2 resources to collect 1 worker. This action does not use focus.

**D**  **Buy an action card** (see page 19)  
Pay 2 focus to draw 1 action card. Action cards can be played at any time on any player. Playing an action card isn't considered an action - but buying one is.

**E**  **Buy a market card** (see page 19)  
The cost of each market card is at the top of the card, and the benefit is at the bottom.

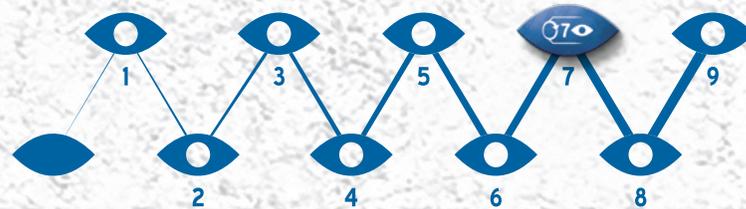
**F**  **Attack** (see pages 22-23)  
Pay 1 focus and either 1 worker or 2 renown to attack. Your character must be on the space where you're attacking.

**G**  **Upgrade an outpost** (see page 20)  
Each outpost can be upgraded once. You must build an upgrade on the space where your character and outpost are. Each of the 4 upgrade types has its own cost and unique ability. Every upgrade also gives you 3 renown and 2 research abilities. You can build multiples of the same upgrade type.

## Focus

 Focus allows you to move, build, buy action cards, and battle. Focus is tracked using your player board focus tracker.

You start with a recurring ability (👁️) that gives you 7 focus each round. You can also get focus from the second commerce ability on the research track.



The focus tracker on your player board

Any unused focus rolls over to the next round.

You can't have more than what your focus tracker can hold, but you can collect focus at any point during the Action Phase.



When you collect 7 focus, you can flip the focus tracker to remember.

## Movement

 You are represented on the board by your character. You can move from space to adjacent space for 1 focus. Adjacent spaces share a flat side (not diagonal).



Your character can't occupy the same space as another character, dragon, or nest. However, you can occupy the same space as any player's building.

If you have the first politics ability, you can share a space with another character.

If a space is occupied by dragons or a nest, you can clear the space by attacking them.

 If a space is occupied by a character, you can clear the space by attacking them.

## Resources & Trading

There are 4 resources that correspond to spaces on the board.

### Wood, Stone, & Food

 Wood, stone, and food are collected during the Harvest Phase based on how many outposts you have on each corresponding type.

### Workers

 Workers are a special resource that can't be collected from an outpost. They can be recruited in the following ways:

- Moving to a worker space and paying any combination of two resources
- Recurring village ability
- Other cards and abilities

### Trading

You can only trade with or give resources and action cards to other players if you have the first politics ability and move your character to the same space as their character.



Workers are vital for winning battles. Make sure you find a way to recruit them.



The first politics ability is especially important to have in cooperative mode.

It can also get you out of tight corners in competitive mode.

## Market Cards

 Market cards allow you to spend resources to gain renown and other rewards. During the action phase, you can pay the cost, discard the purchased market card, and collect its reward.

Market cards are not refilled until the Harvest Phase. See the appendix for a list of market cards.

The market is a good way to get the renown and resources you need while staying under your hand limit.

The cost to buy this card

What you get if you purchase this card



## Action Cards

 During the Action Phase, action cards can be purchased with focus to give you powerful, one-time abilities (①). Action cards can also be gained by certain market cards, research abilities, and the fortune die.

Action cards can be played on any player, dragon, or nest at any time – even after a die roll. They can be played immediately when purchased or saved for later in the game. Playing an action card is not considered an action. However, purchasing an action card is an action.

Action cards count towards your hand limit, but they are not resources. Reshuffle the action card deck if necessary. See the appendix for a list of action cards.



Action cards are powerful and can get you out of tough situations.

Example: This action card can be played to collect any one resource: wood, stone, food, or even a worker.

## Outposts

 You can construct an outpost to gain 2 rewards:

1. During the Harvest Phase, an outpost produces 1 resource based on its space type.

**Example:** If you have 2 outposts on 2 wood spaces, you get 2 wood during the Harvest Phase.

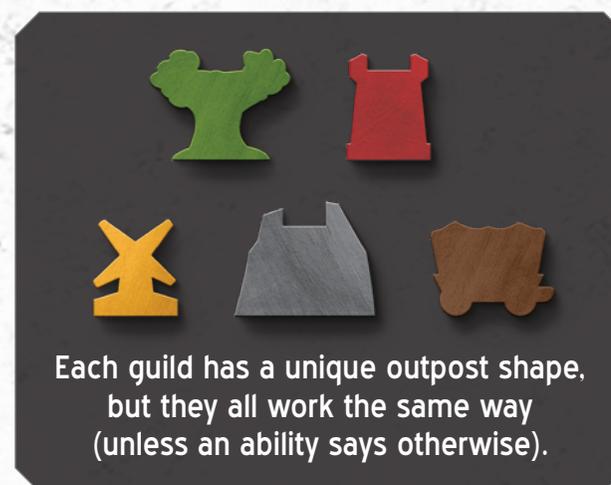
2. Building outposts also lets you collect a one-time renown bonus (shown underneath the outpost on your player board). Both the cost and the renown bonus increase as you build more.

To build an outpost, pay the cost to the left of that outpost's space on the player board.

You can't build on a nest space (🐉), worker space (👤), or a space with another outpost on it.

Your character must be on the space where you are building the outpost.

If an outpost is destroyed, return it to the rightmost open outpost space on your player board. You can rebuild it for the same cost and collect the same renown bonus for it again. See Battle on pages 22-23.



Each guild has a unique outpost shape, but they all work the same way (unless an ability says otherwise).

# Outpost Upgrades

 Each outpost can be upgraded with one of 4 outpost upgrades.

Outpost upgrades must be built over an existing outpost and your character must be on the space where you are building. You can build multiple upgrades of the same type, but you may only build 1 upgrade per outpost.

Each upgrade gives 3 renown, 2 research abilities, and an outpost upgrade ability tile.

After building an outpost upgrade, take its corresponding ability tile and place it on the bottom of your player board. If an outpost upgrade is destroyed, return the upgrade and its ability tile to the supply. You lose the ability, but keep the 3 renown and 2 research abilities.

 Outpost upgrades are the main way you grow stronger throughout the game. Don't underestimate them! Outpost upgrades are designed to 'slot' over outposts.



**Storehouse**  
+4 hand limit



**Monument**  
+2 renown per round



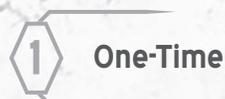
**Stronghold**  
+2 battle strength  
You can add +2 to attack (or defense) or +1 to each.



**Village**  
+1 worker per round

# Ability Types

An ability will have one of the following 4 brackets around it:



**One-Time**

Single use.  
Occurs immediately.



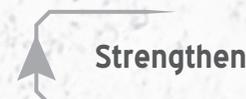
**Continuous**

Ongoing.  
Can be used any time.



**Recurring**

Can be used once per round during the Action Phase.



**Strengthen**

Immediately increases one of your core stats.

Abilities are vital to ensuring your success.

Light ability tiles show active abilities, while dark ones show used abilities. Ability tiles with recurring abilities (⌚) can be flipped from their light to dark sides to keep track of whether you've used them.

There are several ways to get abilities:

- Research tiles
- Outpost upgrades
- Action cards
- Market cards



Example:

- 1. Ability Tile Shape**  
Each ability tile type has a unique shape. This example is a research ability.
- 2. Ability Tile Background**  
This has a dark background, so it can't be used again this round.
- 3. Harvest Phase Action**  
This ability tile can be flipped to reset it during the Harvest Phase.

- 4. Ability Type**  
This is a recurring ability (⌚).
- 5. Ability Bonus**  
This ability lets you take one wood, food, or stone from the supply.
- 6. Ability Category**  
This ability is part of the fortification track.

# Research Abilities

 You can play certain action and market cards to unlock research abilities, but the easiest way is by building outpost upgrades.

When you unlock a research ability, immediately choose and place a tile in any of the 4 categories' available spaces on your research track.

Abilities from any category can be unlocked, but each category must be unlocked from left to right.

New abilities should be placed light side up (if they have one) and can be used immediately after acquiring them (including in the same turn). Research abilities can't be lost.



Aside from building outpost upgrades, you might get lucky and find a market card or action card that gives a research ability.

# Research Track

## 1. Unresearched Abilities

The top of each stack is the next available ability to research for each track.

See page 32 for an explanation of each research ability.

## 2. Research Tracks

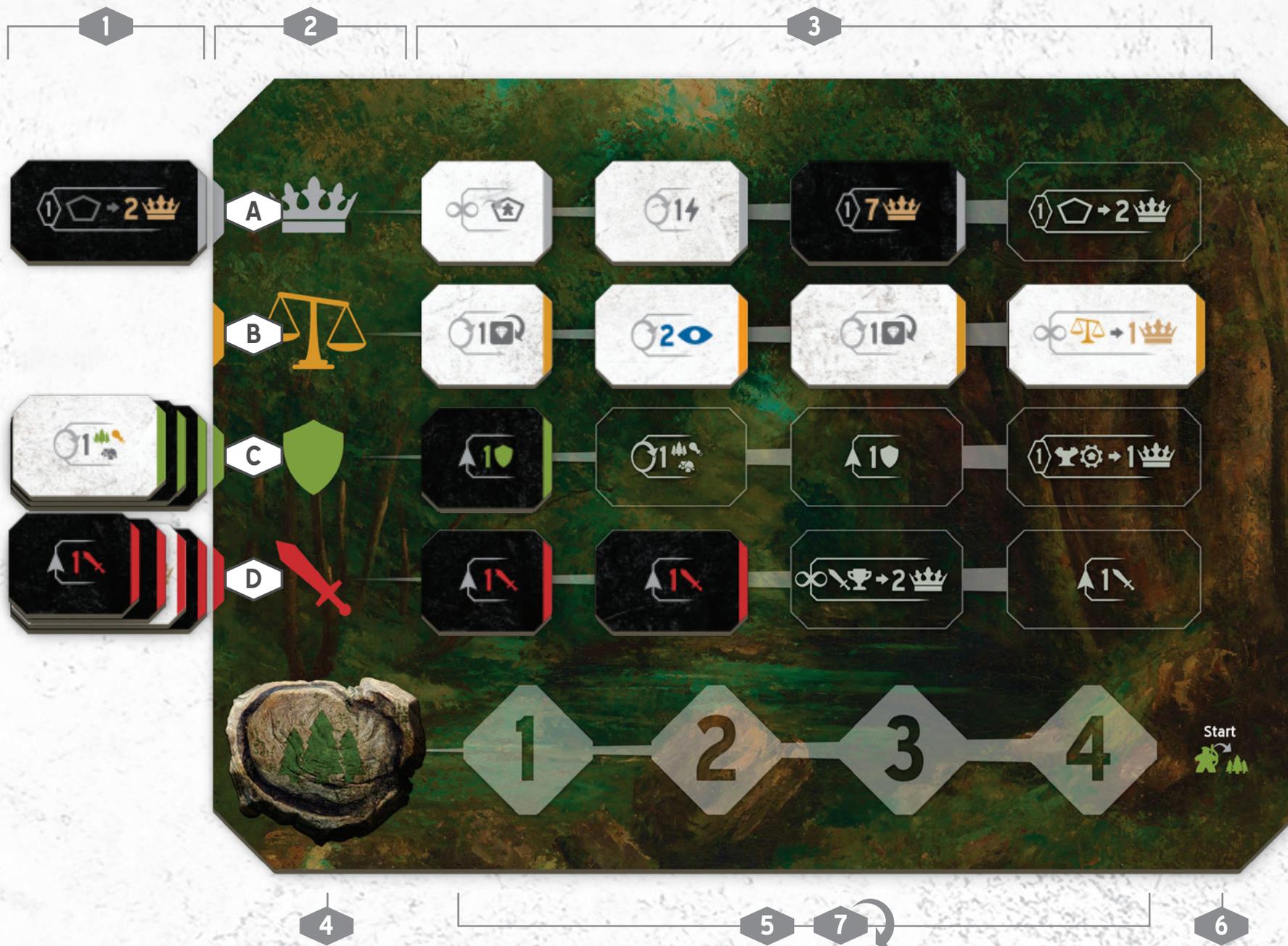
- A. Politics
- B. Commerce
- C. Fortification
- D. Conquest

## 3. Researched Abilities

The abilities that are unlocked and available for use.



It's helpful for players to diversify their abilities so your group has enough attack strength, resources, and renown to win.



# Guild Track

## 4. Guild Emblem

## 5. Advanced Guild Track (this side)

During each Guild Phase, if there is an open space on your guild board for the current round, you can unlock another guild ability. See The Guild Phase starting on page 10.

## 6. Guild Starting Location

The restrictions for placing your character when you first start the game. See page 7.

## 7. Basic Guild Track (opposite side)

In this mode, start the game with both of your basic guild abilities already unlocked. Advanced guild abilities aren't used.

**Advanced guild mode:** Your guild's abilities work well together. Deciding which round to gain which ability can be an important part of your strategy.

# Battle

## Battle Sequence

### Choose a target\*

Declare what you are attacking.  
Move to the space or play the 'ranged attack' action card.

\*Skip this step if a dragon is attacking you.

### Pay to attack\*

Pay 1 focus and either  
1 worker or 2 renown.

### Determine battle strengths

Calculate the attacker and  
defender battle strengths.

### Resolve the aftermath

Based on the scenario,  
determine next steps.

## Attacking

 You can attack dragons and nests for various rewards. Your character must be on the same space as what you are attacking (except with the 'ranged attack' action card).

Before you attack, you must spend 1 focus and either 1 worker or 2 renown. You can't move onto the space if you can't pay the cost needed to attack. A spent worker does not count towards your battle strength.

If you lose an attack and can't occupy the same space as what you were attacking, your character automatically retreats back to the last space it was on. There is no additional penalty for losing an attack.

 You can also attack characters and other players' buildings. If you move onto a space occupied by another character and don't have the first politics ability, you must attack. If you move onto a space with another player's building, you can choose if you want to attack.

## Defending

 The defender always wins ties and pays no battle cost. Note that any piece on the board can be a defender depending on the situation.

If you have multiple pieces on a space you are defending, only one piece is defeated if you lose. If the attacker wants (and is able), they can attack another piece on the same space.

Defending pieces are attacked/removed in this order:

1. Wall (forest guild advanced ability)
2. Character \*
3. Outpost Upgrade \*
4. Outpost \*

\* If more than one piece of the same type is on a space, the most recent piece added to the space is attacked.

Because a character is attacked before a building, it can be used to block a building from being destroyed.

## Battle Strength

The attacker and defender each calculate their overall battle strength. The higher battle strength wins the battle. The defender wins ties. Remember that attack and defense strengths are different.

### Your battle strength is:

 +  +  +   
Attack or Defense Strength (found on player board)    Number of Workers    Battle Die Roll    Action Cards (if played)

### Dragon and nest battle strength is:

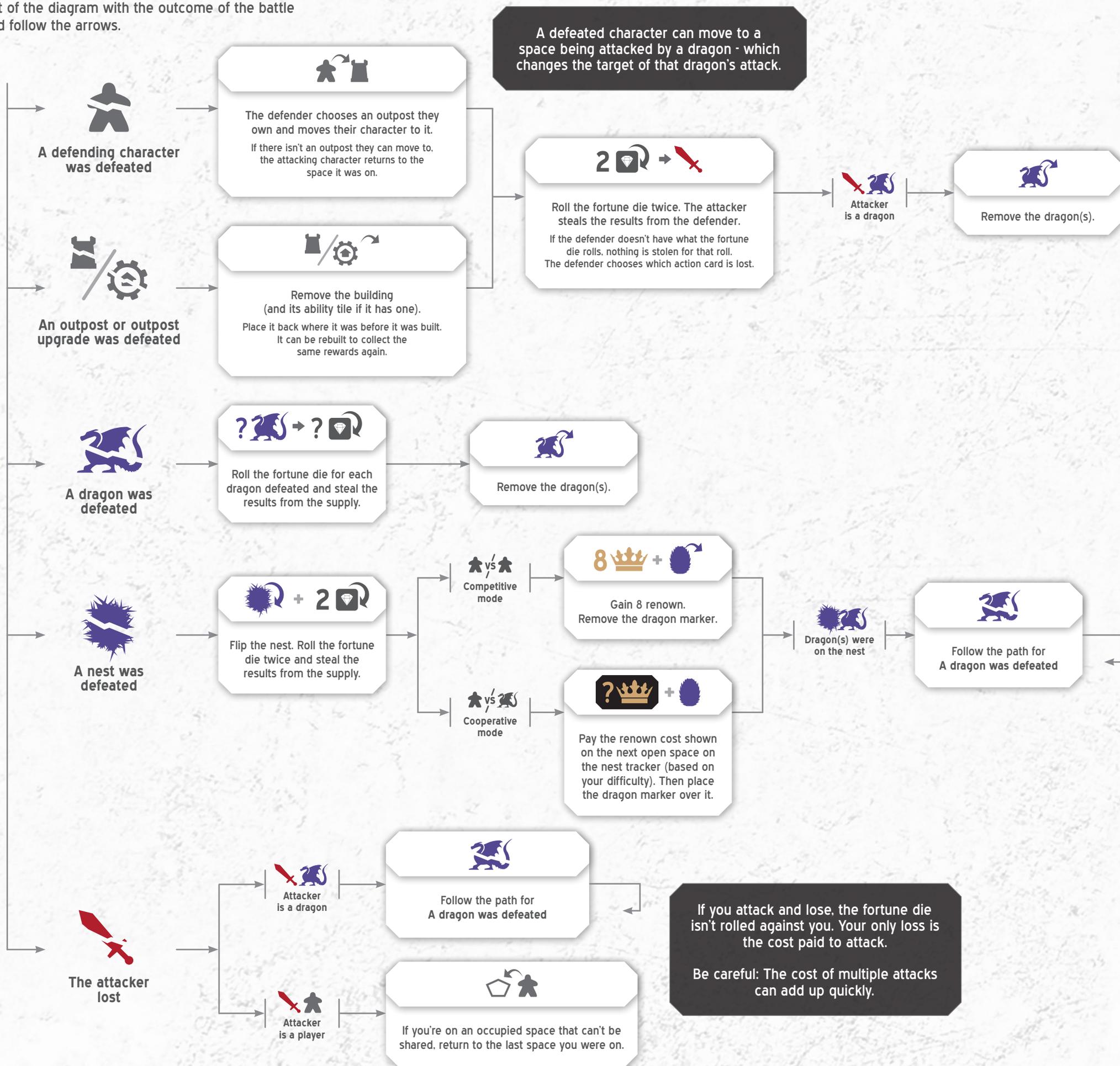
 +  +  +   
Current Dragon Strength (found on round tracker)    Current Nest Strength\* (found on round tracker)    Dragon Die Roll    Action Cards (if played)  
Multiply by the number of dragons on the space    \*If an undefeated nest is on the space

 Don't be afraid to use your workers in battle. Only the worker (or renown) spent to attack is lost.

 Action cards can be played on any player (or dragon, or nest) at any time — even after die rolls.

# Battle Aftermath & Rewards

To find out what happens after a battle, start at the left of the diagram with the outcome of the battle and follow the arrows.





## The Harvest Phase

After a long season of toil and struggle, it's time to gather the harvest from your outposts throughout the land.

However, your rest is short-lived – the threats to Alynthia are still growing. Use this time to prepare for the challenges ahead.

# Harvesting & Resolving End of Round

## 1 Harvest from your outposts

For each outpost you own, harvest 1 resource based on its space.

If an outpost has an outpost upgrade, you can still harvest from the outpost. Outpost upgrades do not produce anything in the Harvest Phase.



## 2 Resolve your hand limit

Your base hand limit is 7. All resource cards (Wood, Stone, Food, Worker) and action cards count towards your hand limit.

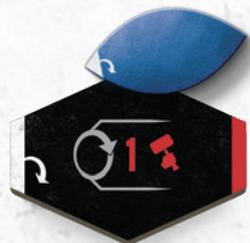
During the Harvest Phase, you must discard any resource and/or action cards above your hand limit. Focus and renown don't count towards your hand limit. Your hand limit can only be resolved by discarding back to the supply or by playing action cards.

Your hand limit is resolved after you have harvested from your outposts. You can have more than your hand limit at any point except during the Harvest Phase.

## 3 Reset your ability tiles

Flip over any spent ability tiles so that they are light-side up (if they have a light side).

If the ability tile can be reset, it will have a light border with an arrow along its left side.



## 4 Refill the market

If the Market has fewer than 8 cards, draw and add new cards until it is full again.

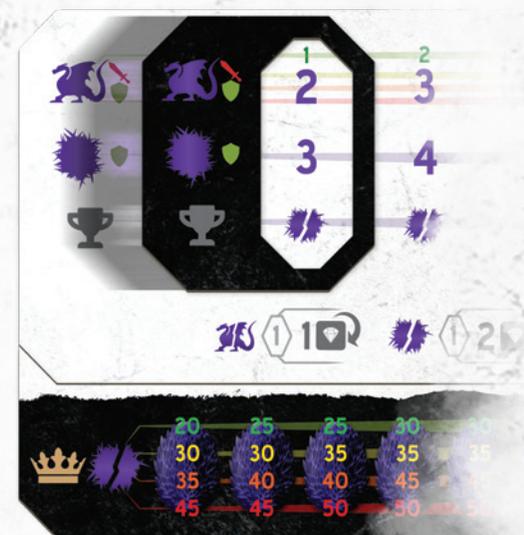


## 5 Move the round tracker to the next round

Competitive games last 4 rounds and cooperative games last 5 rounds.

Note that dragons and nests get stronger in each new round.

**Remember:** Starting in round 2, you must defeat at least 1 nest each round.



## 6 Start the next round (or end the game)

Pass the first player marker to the left.



Check win and loss conditions

Starting in round 2, if you haven't defeated at least 1 nest in this round, you have lost. If you have defeated all nests, you've won!



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**Special thanks to:**

Our wives, Melissa and Erika, who have put up with hours of terribly broken playtests and discussions

Kaylie, Riley, Ian, and Arwyn, who provided much needed distractions

Rachel, who painstakingly proofread multiple versions of this roolbook

TJ, who spent a summer doing a multitude of (often tedious) work for us

Richard Thomas, for a movie-trailer-worthy voiceover performance

Matt Healey, for the awesome box insert design

Our playtesters, who sat through countless games and questions

Caffeine, the primary source of our energy

The gaming community, where we have been incredibly entertained, inspired, and encouraged while learning so much



Appendix

# FOUNDERS OF ALYNTHIA

## Kickstarter early adopters

Without the support of these people, Alynthia would not exist. We are immensely grateful.

# DRAGONSLAYERS

In backer order...

JEFF + DORIS WHITE

CAEDMON ARMSTRONG

EMOTIVEPRIME

KYLE CARSON

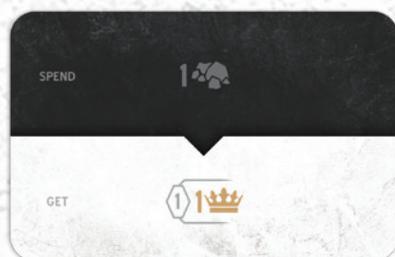
EM3E3

# RENOWNED

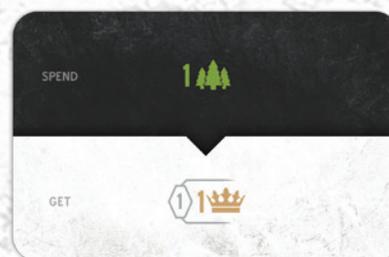
In backer order...

Jeff + Doris White	Ryan White	Alan Yu	Dannymannen
Brian Haggard	PhoenixGurl42	James Bartlett	Benjamin L Rushing
Marie Hitson	Ed & Jaye McLeod	Stephanie Seep	Landon funk
Douglas Gooding	Eliot Duff	Daniel Adsett	Joseph Tkatch
Ojan Damavandi	Doug Jones	Michael Casler Jr	Narri L
Jeremy "Dragoon3060" Manieri	Jeremy Dixon	Aidan Marsh	April Girouard
Anthony Casarez	Dominic	Lee Carkery	Arthus SIEGMUND
Jason Spiegel	David Groff	Kirk Starks	Alukarak1993
Chris Stone	Andrew Scurti	Richie Suryadi	Anthony Juan
Serena Jones	Justin DeVage	中田 涼	Wendy M. Howell
Cynthia Krol ~ Dragon Rider	Peter	Mario Cezar Calegari Filho	Rob Bowen
San Chau	Michael Halpin	Connor Hunt	Cj stambaugh
JawKnee Fleming	Carson	Adrian Pulgarin	Aiden Dana'an
Jonathan "Steph's Nemesis" Carter	Ron Lease	Derek Grams	Ghostblaze
Eric Yadvish	Brady Brown	Leanne "Godmother of Twins" Carter	Alfredo Ramirez
Justin	Hendrik Sanders	David Dickson	Jeremiah Kersting
Mary Beth Jones	Trent Martin	Anthony Ashley	Frank DeVone
Brittany Schreckengost	McKenna Morgan	Abraham Riggan	Jon
Michaela	Patrick Bromley	Yanina vizcarra lopez	Cole Redding
Lon Farenwald	Chase Louviere	Stephen James Matz	Jochen Janssens
Helen Higazy	Kim	Jonathan Gershuny.	

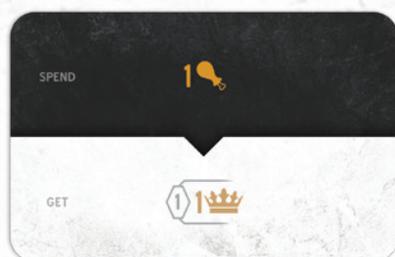
# Market Cards



cost: 1 stone  
 reward: 1 renown  
 qty: 3



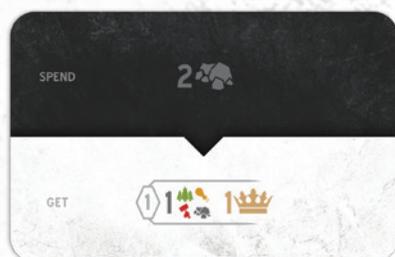
cost: 1 wood  
 reward: 1 renown  
 qty: 3



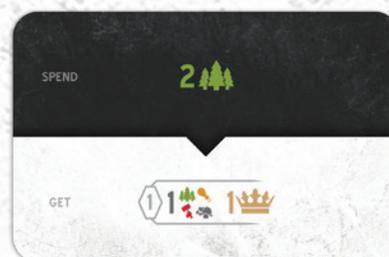
cost: 1 food  
 reward: 1 renown  
 qty: 3



cost: 1 worker  
 reward: 1 research ability  
 1 renown  
 qty: 4



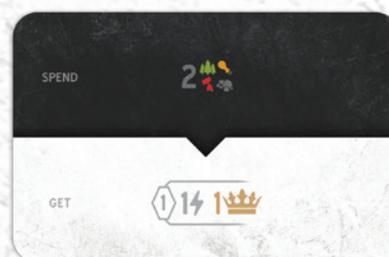
cost: 2 stone  
 reward: 1 resource  
 1 renown  
 qty: 3



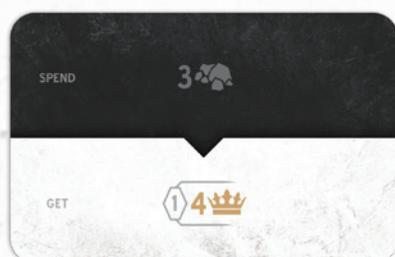
cost: 2 wood  
 reward: 1 resource  
 1 renown  
 qty: 3



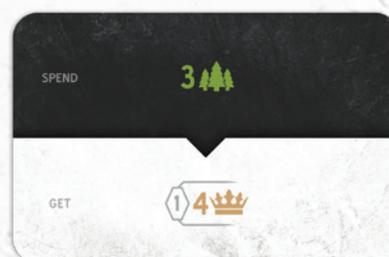
cost: 2 food  
 reward: 1 resource  
 1 renown  
 qty: 3



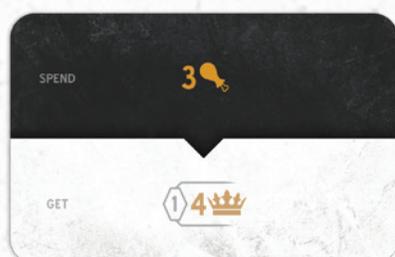
cost: 2 resources  
 reward: 1 action card  
 1 renown  
 qty: 4



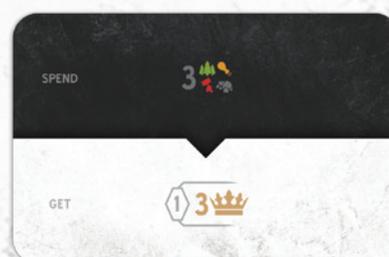
cost: 3 stone  
 reward: 4 renown  
 qty: 2



cost: 3 wood  
 reward: 4 renown  
 qty: 2

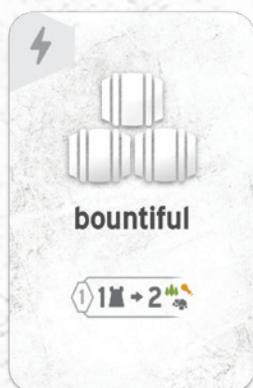


cost: 3 food  
 reward: 4 renown  
 qty: 2



cost: 3 resources  
 reward: 3 renown  
 qty: 4

# Action Cards



Collect 2 resources from a space where you have an outpost.

qty: 5



Temporarily add 3 attack or defense strength to either side at any time during any battle.

qty: 6



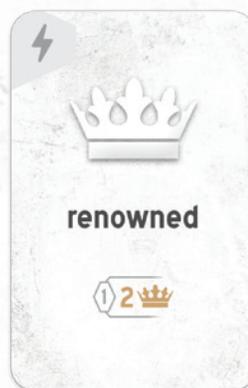
Move 1 dragon to a space adjacent to it.

qty: 4



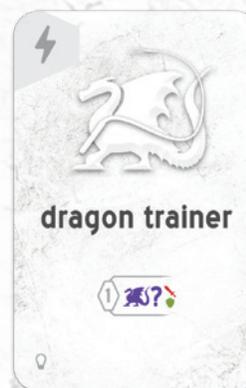
Attack from anywhere on the board. You still need to pay the normal cost to attack.

qty: 4



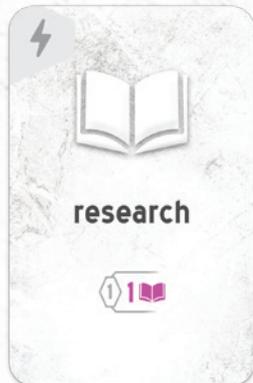
Collect 2 renown.

qty: 5



Temporarily add an attack or defense bonus equal to the current round's dragon strength to either side at any time during any battle.

qty: 2



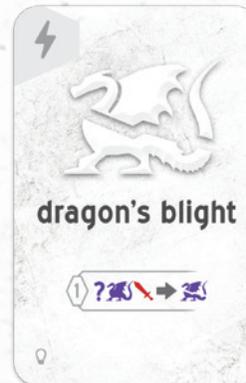
Unlock 1 research ability.

qty: 5



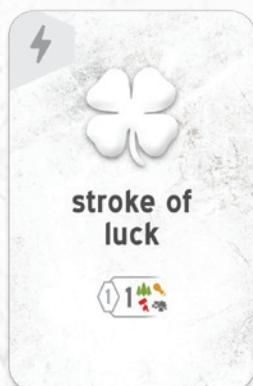
Re-roll one die. Usable immediately after any roll including the fortune, dragon, & spawn dice.

qty: 6



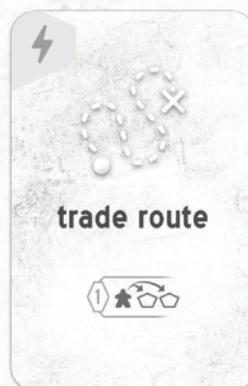
Win a battle against a dragon attack automatically. Usable only when dragons attack you - not when you attack dragons.

qty: 2



Collect 1 free resource. Can be a worker.

qty: 6



Move up to 2 spaces for 0 focus.

Can move through an occupied space without triggering a battle.

qty: 5



Gain 1 attack or defense strength and 3 renown.

qty: 2

 This icon means the card was community-created. While we briefly tested and refined them, we can't guarantee that they're fully balanced. Feel free to play with or without them.

# Research Track Abilities

 <b>Politics</b>	 Your character may share a space with other characters. (only 1 character needs this per space)	 Collect 1 action card per round	 Collect 7 renown	 Collect 2 renown per space where you have an outpost or character when you unlock this
 <b>Commerce</b>	 Roll the fortune die once per round	 Collect 2 focus per round	 Roll the fortune die once per round (twice total)	 Collect 1 additional renown for each future market card you purchase
 <b>Fortification</b>	 +1 defense strength (move your defense strength tracker up by 1)	 Collect 1 wood, food, or stone per round	 +1 defense strength (move your defense strength tracker up by 1)	 Collect 1 renown for each building you own when you unlock this (outposts and outpost upgrades count separately)
 <b>Conquest</b>	 +1 attack strength (move your attack strength tracker up by 1)	 +1 attack strength (move your attack strength tracker up by 1)	 Collect 2 renown for each attack that you win	 +1 attack strength (move your attack strength tracker up by 1)

## Icons

	Attack / Attack Strength / Conquest		Focus		Movement		Roll the Indicated Die
	Ability Type: Continuous		Battle Won / Round Requirement		Fortune Die		Nest
	Ability Type: One-Time		Board Space		Game Mode: Competitive		Outpost
	Ability Type: Recurring		Character		Game Mode: Cooperative		Outpost Upgrade
	Ability Type: Strengthen		Defense / Defense Strength / Fortification		Hand Limit		Renown / Politics
	Action Card		Dragon		Market / Commerce		Research Ability
							Resource: Food
							Resource: Stone
							Resource: Wood
							Special Resource: Worker

## Round Phases

