

# CHAPTER 1: PROVING WORTH



The Village of Fordra bustles with excitement in preparation for the annual Dragon Hunt. Aspiring villagers gather, the market fills with tools and items useful to hunters, and the Chief announces the details of the tournament that can turn nobodies, like you, into somebodies—into Hunters of Fordra.


Each year, dragons in the Ocean and Forest migrate closer to the Village of Fordra. That's when the Chief quickly calls for a Dragon Hunt. The tournament begins by qualifying to be a part of the Chief's Hunting Party. The most respected and elite of Fordra are the members of the Chief's Hunting Party that have, in years previous, returned from the hunt carrying the spoils of dragons.

Only those related to members of the Chief's Hunting Party stand a chance to join the hunt. This is because, not only is hunting tricky without a mentor, but you've got to have some starting gear and supplies to even stand a chance outside of the village. Only members of the Chief's Hunting Party have access to this gear in the market—and one would be insane to venture outside the village on a hunt for discarded gear without any sort of protection.

With no living relatives or friends in the Chief's Hunting Party, you've given up on ever becoming a Hunter of Fordra. But destiny calls, and your role in the world of Rakasa is grander than you could possibly imagine.

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It is time. All who seek the honorable title of Hunter, come join the tournament. Let it be known that you are among the few who are brave enough, strong enough, and adventurous enough to protect this village.



**T**o participate in the tournament the Chief requires you to prove yourself by bringing back the spoils from each of the road monsters by sun down. Unfortunately, as a nobody in the village of Fordra, you do not own anything to help you with this task. This does not stop you, it is your dream to become a great Hunter of the village and you will do whatever it takes to achieve it. You rush home to find your grandfather's prized hunting trunk which should contain something to help you. It's locked. Your heart beats with desire for its contents. Your first quest: pick the lock!

**Picking the Lock:** Randomly select 4 Rakamin files. The combo sequence is set to "1,2, and 3". Each round of player turns advances the clock forward one hour. Once you have unlocked the trunk read on.





Secrets have slipped and you've learned of your grandfather's hidden hunting chest. He was once a member of the Chief's Hunting Party but gave it up and locked this history away long before you were born.

The Chief has required all villagers seeking to join the hunt to bring to him the spoils of one of each creature found

on the Roads surrounding Fordra by sun down. This is your chance to become something! Break into your grandfather's trunk, arm yourself, and qualify for the hunt!

## CHAPTER GAMEPLAY

### TIME

The time starts at 6am. Each round of turns progresses time one hour. Players have until 6pm.

### PHASE 1: UNLOCK THE TRUNK

Roll for starting player. Turns run clockwise from starting player.

Each player draws four random Rakmin Tiles. Players start with a trunk to match their player token. Under this trunk place one full set of Road Equipment and one of each potion item.

Players will place on their trunks a dice with the number 1 facing up, marking their current Rakmin Target Number. Once the number 1 is reached, increase the target to 2, and then 3. Once the Target Number of 3 is reached, the trunk is unlocked and the player may take the items into their inventory.

### PHASE 2: THE HUNT

After unlocking the trunk, players will travel, hunt, and battle for one of each living creature on the Road. This includes the Oposubakasa, Gagak, Pelarilu, and Kelinci.



Upgraded one star equipment is removed from the game.

## END OF CHAPTER 1: THE CHIEF'S GIFT

### Success: The Chief's Gift

At the end of this chapter, those who return well before sun down are rewarded with the Chief's Gift. For every two hours players arrive before sun down, they may roll a dice and receive one Market item based on their roll.

1 = Honey

2 = Isopropanol

3 = Mercury

4 = Grappling Hook

5 = Teropong Stone

6 = Camouflage Tarp

### Fail: Playing Catch Up

Players who fail to bring back the required spoils in this chapter, and are playing on into Chapter 2, will still need to qualify for the Chief's Hunting Party. Before they can have any involvement with the Chief's Hunting Party and their assignment, players who didn't qualify in Chapter 1 must bring to the Village the spoils required to qualify.

Considering the situation in Chapter 2, the Chief will be lenient in his expectations of those returning without an oposvbakasa. Players may substitute an oposvbakasa with any other Road creature to meet the qualifications.

Players seeking to qualify for the Chief's hunting party will start the next chapter with their spoils and the equipment they've taken from their grandfather's trunk (including pieces upgraded).

After qualifying, they must return their equipment and any spoils other than the four for qualifying. Players then use these four spoils to buy equipment for this chapter as qualifying players did previously.