



LEGENDS OF

RAKSA



CONNECT CAPTIVATE EVOLVE

WELCOME TO RAKASA

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GAME CONTENTS



Rakasa is a sandbox style (open gameplay structure) game. All of the game components have been designed to support creative play far beyond the standard Five Introductory

Chapters. Players can create their own stories, quests, and adventures, or look up other players' creations on Trivatch.com and play game types as unique as the players creating and playing.

Before jumping into the Five Introductory Chapters of the Legends of Rakasa, let's take a look at the tools used to make adventures in Rakasa. The following component reference gives more details than you'll need to start your first chapter in the Introductory Chapters. So take a quick look and return to this section as needed after you begin your adventures in Rakasa.

Here are the components you'll find in your box of *Legends of Rakasa: Fordra*.

CARD TYPES:

60 MONSTER CARDS
68 EQUIPMENT CARDS
28 MARKET & ITEM CARDS
6 DRAGON CARDS
5 CHAPTER CARDS

OTHER COMPONENTS:

5 GAME BOARD TILES
4 PLAYER TOKENS
24 RAKMIN GAME TILES
25 CHIT TOKENS
8 DICE
1 DAY TRACKER & TOKEN

Depending on what game type you are playing, you may not use all of these components. You may decide to keep unused components in the game box. Until you are familiar with the different components and their uses, go ahead and set up your play area in the standard layout as shown in the following image.

STANDARD GAMEPLAY LAYOUT



1. Game Board Tiles
2. Lands and Road Monster Decks
3. All Ocean and Forest Equipment
4. Market Items
5. Boost Tokens
6. Fear Tokens
7. Dragon Cards and Tokens
8. Rakmin Tiles and Dice
9. Day Tracker
10. Chapter Card

I. GAME BOARD TILES

Rakasa is played on game board tiles that represent Roads, Lands, and the Village. Players playing through the Five Introductory

Chapters should first use the standard layout as shown above with only one Road tile. Once comfortable with gameplay, players can change up their tile layout. Players can even leave gaps that are only crossable with Grappling Hooks purchased in the Market!

Uniform backs make exploration maps possible by having all tiles face down to begin with. Setting rewards for exploration makes the risk of venturing out worth the danger.

TRAVELING: THE MOVE PHASE

Player turns have three phases: Move, Draw, & Combat.



WARNING:

CHOKING HAZARD - numerous small parts. Not intended for children under the age of 3. Keep out of reach of young children & those with toddler tendencies.

Players move at the start of their turn. If they choose not to move at the start of their turn, they may not move until the start of their next turn. When moving, players may move to an adjacent tile.

2. LANDS AND ROAD MONSTER DECKS

Twenty unique creatures (not including the mighty dragons) can be found in the lands and roads surrounding the Village of Fordra. Here are the key information locations on a Monster Card.



MONSTER DECK MANAGEMENT

Monster decks rest on their respective tiles. Road cards when discard are placed in a Road discard pile next to the Game Board Tiles. Ocean and Forest cards generally are returned to the bottom of their decks. Ocean and Forest Decks may instead have discard piles that are shuffled upon deck depletion if players so wish. Both methods offer slightly different gameplay feel.

When playing with more than one Road tile, multiple Road decks are formed by shuffling all Road cards into one Road deck and then splitting it in two.

When one Road deck is depleted, the Road discard pile is combined with the other Road's deck, and all Road cards

in the Market sold pile (all other cards in the Market sold pile return to their originating decks as well). Once all Road cards have been gathered from the Market, the Road Discard, and off the Road Game Board Tiles, these cards are once again shuffled into one deck and split into two (if playing with two Roads).

HUNTING: THE DRAW PHASE

After your move phase ends, if you are on a tile with a Monster Deck (Road, Ocean, or Forest), you must draw at least one card. You may draw up to five cards. All creatures drawn combine their stats when battling. Depending on the game type, players may also find items and equipment in the decks. These cards are separated from creatures drawn. The items or equipment can only be collected after the creatures are defeated.

Road Kill is a hybrid of item and creature. Because it is already dead, players can pick it up without battling—like a single item drawn. But when drawn with other monsters, the Road Kill's stats are combined with other monsters' stats for the battle.

3. EQUIPMENT CARDS

Within the three star ranks of equipment, *Legends of Rakasa: Fordra* comes with 36 unique pieces of equipment. There are four categories of equipment: Headgear, Armor, Foot Gear, and Weapon. The first three are similar in use and purpose. Weapons are unique in that they are the only equipment type that carries power and the only equipment type that provides skills (2 star ranked weapons and up).

The Ocean and Forest stacks of equipment make up the equipment bank. These items can never be purchased (like items in the Market) and are only available through crafting. When Road equipment is kept in the game after upgrading, it is shuffled into the Road Monster deck. One purple set of Road Gear is provided to support game types in which all players have pieces of one star gear,

but only one complete set (purple set) is kept in the game after upgrading.

Here are the key information locations on equipment cards.



BATTLING: THE COMBAT PHASE

When battling, players and creatures (or combined groups of creatures) compare Speed, Power, and Defense. Players total the stats from a single set of equipment consisting of a Weapon, Headgear, Foot Gear, and Armor as shown below.



When starting a game with all one star equipment, players will find it impossible to defeat any creature above 1 star in rank. Even the 1 star creatures are a stretch at first. Take a look at the following example.

At the start of battle, players and creatures first compare **Speed** to see who hits first. In the case of a tie in speed, as in the below example, the player will hit first.



When attacking, the attacker's **Power** lowers the opponent's **Defense**. In the above example with the player attacking first, the player will hit the Kelinci's defense for 1 and leave it with 1 defense.

Now it's the Kelinci's turn to attack. It'll hit with 2 power. The player in this example has 2 defense. The Kelinci's attack will bring him down to 0 defense. When a player or creature is brought down to 0 defense, it's defeated. **When players are defeated in battle, they skip their next turn to revive.**

Players have many options to get away or even gain the upper hand when it looks like defeat is certain.

1. Players can attempt to run. As long as a player has more than half the speed of the creature, or group of creatures, he can get away.
2. Players wearing all one star gear can utilize the Play Dead equipment set ability. When playing dead, players can discard the creature, or group of creatures, they are facing and redraw until they pull a creature one star rank below the lowest monster

drawn previously. Players can't play dead on a one star creature as it is impossible to pull anything less.

3. In chapters after Chapter 1, players can also use a Grappling Hook to get away.
4. Players can possibly gain the upper hand utilizing Weapon Skills.
5. Players can seek the help of other hunters.
6. Players can use potion items to raise their Speed, Power, and/or Defense

In the example of the player fighting the Kelinci, the player will use an Isopropanol. Isopropanol is one of the 3 starting potion items in Chapter 1 and puts power up 1. This action raises the player's power by 1 point for the entire battle, beginning to end. That means when the player originally hit the Kelinci for 1, he will now actually hit for 2, and defeat it in one shot.



WEAPON SKILLS

Two star weapons are the “Swiss Army Knives” for hunters in Rakasa. Two star weapons have three weapon skills on them: **Quick Shot**, **Berserk**, and **Guard**. Three star weapons specialize in one of the three skill types and at a level above the two star weapons.

Quick Shot. Ranged weapons provide the Quick Shot skill. Players may use the bones on **one card** as ammo. Before the battle begins, a player using Quick Shot can hit a creature, or



group of creatures, for the number of bones on a single card times the power of the weapon being used. After this action is taken, if the creature, or group of creatures, is not defeated, the battle continues as normal by comparing speed and then exchanging attacks. The card of bones used to fire off Quick Shot is discarded after being used.



Berserk. Heavy weapons provide the Berserk skill. Players may enter battle with double their power at the cost of dropping their defense down to one.



Guard. Defensive weapons provide the Guard skill. Players may drop their speed to zero in order to increase their defense. A two star weapon used to Guard will increase defense by 10 and a three star weapon used to Guard will increase defense by 20.

HELPING OTHERS

Trading. Players may trade anything at any time as long as they are on the same tile. As mentioned in the Upgrading Equipment section, players can even give or trade parts from a list of spoils on a card as long as the items are used while crafting at the same time.

Assisting in Battles. Players may lend one of their total stats to another player in a battle. Why and at what cost players help each other is up to the players playing.

A player lending speed would provide the speed stat totaled from their headgear, foot gear, and armor. A player battling may receive this type of help from up to three players (one for Speed, one for Power, and one for Defense).

Borrowing a stat does not add the borrowed stat to the stat of the person battling. The borrowed stat replaces that same stat of the player in battle. In essence, it is as if when borrowing defense, another player is agreeing

to take the hits of a creature for you while you use your speed and power to defeat the creature.

When power is borrowed, the skill of the weapon providing the power comes with it and replaces the skill of the person battling. This means if a player borrows the power from a player with an axe, the player battling will have the Berserk skill. So, for example, players can't use their own Quick Shot skill and then borrow the power of a player with a heavy weapon or defensive weapon. This is because with that power would come either Berserk or Guard and replace the Quick Shot ability.

LURING

Sometimes when fighting a group of monsters, you may become overwhelmed. Luring is your safety net.

Luring allows players to draw off monsters from a group to battle separately. Because the battle is split into two, and stats and skills reset between the battles, the group of monsters now becomes much more manageable.

To lure, players discard a previously defeated creature with the ability to lure a creature in the group of monsters a player is fighting. The lured monster can then be fought separately from the group. The Initial group must be dealt with before the lured creature can be fought.

In the following example a player drew a Duridak and decided to keep drawing. Next the player drew a Mutapillar and felt like pushing the odds by drawing yet another card. Next the player drew an Emas Eagle. The player realizes with the added stats of the Emas Eagle, especially the 17 Speed, this battle is impossible. Luckily, this player realizes she killed a Tertupai last round and has one in her inventory.



Notice under the “Lures” section of the Tertupai, Emas Eagle is listed. This means the Tertupai can be discarded as bait to lure the Emas Eagle away from the other creatures.

Now the player can first fight the Dviridak and Mutapillar with their combined stats, and then fight the Emas Eagle separately.



A lure will lure multiple creatures of the same kind if more than one of that creature is drawn. In the above example, if there were two Emas Eagles, they would both go for the Tertupai bait.

Because all battles when luring are separated, players may try to run from any battle and still fight the others. If they want to run from all battles, they must succeed at running from each individual battle—unless a Grappling Hook is used to leave the tile.

UPGRADING EQUIPMENT

The defeated monsters from battles go into the player's inventory. Defeated monsters have three standard uses: trade in the Market, luring aside creatures in battle, and upgrading equipment using their spoils. The most common of these uses is upgrading.

Upgrading can be done at any time. The benefits and process differ among the levels and types of equipment.

One Star Equipment. One star equipment is the most basic and general of equipment. Players will notice the upgrade section of the one star equipment is very

colorful. This is to note the land each upgraded equipment piece is associated with.

Remember, built into *Legends of Rakasa: Fordra* are the connecting components of other expansions and the base game, similar to Fordra, called Monsir. Just as Fordra tells the story of the Ocean and Forest of Rakasa, Monsir tells the story of the Mountains and Desert. One star equipment is an example of a connecting component.

Each piece is designed and balanced for upgrading into equipment for the Ocean, Forest, Desert, and Mountain. When playing with just *Legends of Rakasa: Fordra* by itself, players can ignore the Mountain (red) and Desert (yellow) upgrade options.

One Star Armor Upgrade Options



It's also important to note that only in a full set of one star equipment can players make use of the **play dead** skill mentioned in the **Battling** section above. Once a single piece is upgraded, that ability is no longer available. Though, in most game types, hanging on to this ability is generally not as effective as giving it up to upgrade a piece of equipment to two star.

When upgrading a piece of one star equipment from a one star set, it is always best to upgrade the weapon first. This is because weapons are the only piece of equipment that carry skills used in fighting. These skills are explained after the **Upgrading Equipment** section.

Here are a couple examples of equipment upgrades.



After upgrading, the new equipment goes in front of the player and the old is returned to its respective bank. Creatures used in the upgrading process are discarded to their respective decks or discard piles.

In the second crafting example, note that the Road Kill spoils included Bones x 1, Teeth x 1, and Fur x 1. The Teeth x 1 and the Fur x 1 were not used in the upgrading of the boots. Anything not used when upgrading is lost when the partially used card is discarded. Players may combined creature cards and upgrade multiple pieces of equipment to avoid waste.

Beyond One Star Equipment. Just as one star equipment is the most basic and general of equipment in Rakasa, two star equipment is the most basic and general within a single land. Players upgrading one star equipment are choosing which land their piece will be associated with. Similarly, when upgrading two star equipment, players are deciding which branch of the crafting tree in their chosen land the equipment will be associated with.

Three Star	Two Star	One Star	Two Star	Three Star
Ocean I				Forest I
Ocean II	Ocean	Road	Forest	Forest II
Ocean III				Forest III

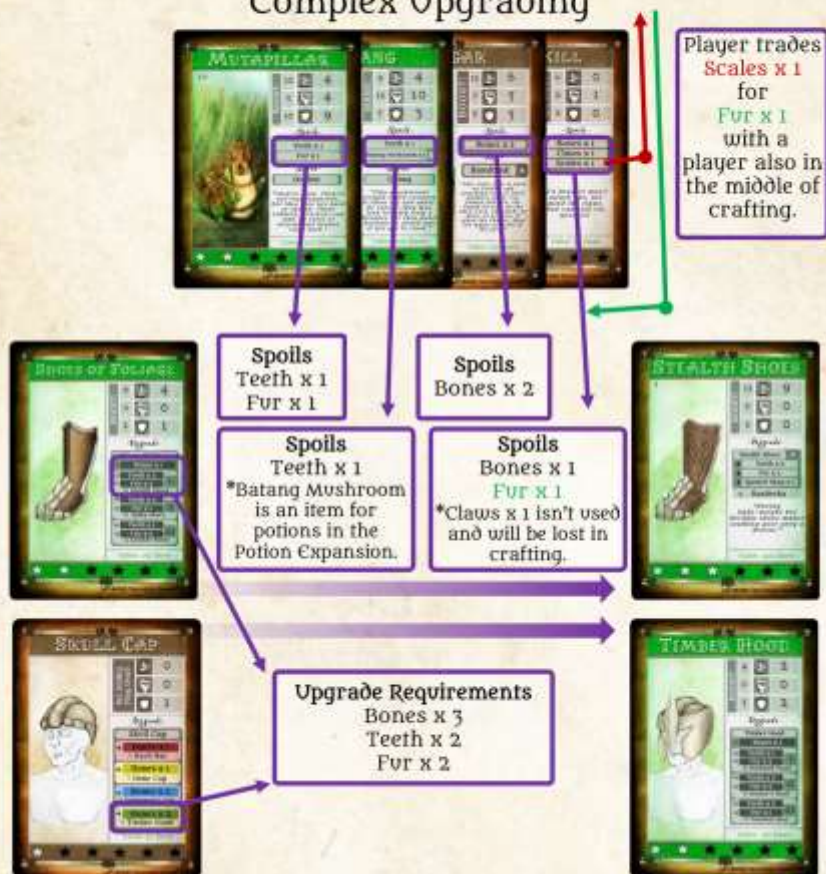
Branch sets are associated with one of the three stat types (Speed, Power, or Defense) but individual pieces of a set might not reflect this relation. Most obvious of these are the pieces of equipment in Branch II associated with Power. Power comes from Weapon equipment only. Just as with all other sets, the Branch II Armor, Headgear, and Foot Gear don't provide any Power. They do, however, provide the most amount of total stats and are exactly balanced between Speed and Defense. All stats among all equipment and monsters, across all lands (including expansions to come), are balanced and controlled with a set of algorithms.

Players may upgrade each piece of their equipment in any direction they wish and are not limited to crafting a full set of a certain land or branch. When access is available to multiple sets, players may change up their equipment at any time to fit different battle situations. Stats can only come from one of each equipment type. For example, a player cannot use the stats from two headgears, but may choose in battle which of the two they will be using.

Here's are some examples of crafting beyond one star. The first example is quite simple. The second shows just how complex players can get with crafting.



Complex Upgrading



The above example is to show some of the possibilities in upgrading gear. As long as players meet the requirements, they are free to craft however they feel makes the most sense and is agreeable by all playing.

Equipment Swapping and Horizontal Upgrading. Not all equipment crafting takes the pieces up in rank. There are two types of transformations players can make to their equipment without progressing it up a rank. First, is **Equipment Swapping**. When a piece of equipment has the box with the arrow pointing to two lands, as in the example cards, it means a card with a matching box can

be swapped across lands. This swap is allowed in the standard game because the crafting cost of these pieces to this point are relatively the same. Also, one of the driving forces in competitive play is equipment scarcity. Both Equipment Swap and Horizontal Upgrading keep crafting flexible in heated games of competition.



The second type of upgrade that doesn't progress equipment up a level is **Horizontal Upgrading**. Both of the above equipment pieces have the option of upgrading to Branch 1 versions of these Foot Gears. This is because by adding that one item to the equipment (either Fur or Scale) players will have paid exactly what they would have originally needed to reach either the Stealth Shoes or Aquatic Boots, which are still three star pieces of equipment. This again, is to provide flexibility in crafting.

Expansion Icons

Equipment and monsters have Expansion Icons on them.



Legends of Rakasa: Fordra is designed to expand in a couple different ways. Expansions won't be just more stuff tacked on later. Expansions have already been designed, balanced, and their connecting content is already incorporated into this game. You will see these Expansion Icons on monster and equipment cards. This is especially common on three star cards as one of the most natural expansion is up into higher ranks. These upper rank expansions are referred to as **Legendary Expansions (LC)**. A **Potion Expansion (PC)** will eventually be available. And similar to *Fordra*, the tales of the Ocean and Forest, another base game, called *Monsir*, will tell different stories of the **Mountains (M)** and **Desert (D)**. The two base games are designed to be played separate and together.

CRAFTING PRIORITY, BLUFFING FEES, FAILURE TO PAY

With so many options of reaching the same piece of equipment, players playing in heated competition need ordering to who has priority in upgrading. Even in friendlier games with lighter competition, the basic idea of **Priority** helps with keeping order in upgrading. The other elements of Priority (calling priority, bluffing fees, and fail to pay punishments) are not needed outside of heavy competition.

If two players are trying to craft or swap to the same piece of equipment, priority goes to the player whose turn was most recent, with the player whose turn is active having the lowest priority. This makes your ideal time to craft immediately after your battle when your turn ends. As soon as you finish battling and call the end of your turn, you seize priority. You may craft before drawing at the start of your turn, or even during battle, but you have the lowest priority among players.

Calling Priority

In a heated game of competition, you may stop a player in the middle of upgrading from acquiring certain pieces of equipment by calling priority to craft the requested items yourself. You do not have to prove you are able to craft the items.

Bluffing Fees

If you use priority to stop another player from upgrading and then back out of upgrading the equipment, you must pay the player a bluffing fee equal to the value of the equipment by the end of that player's turn for the inconvenience you've caused. This means, if you are truly trying to upgrade, you have till the end the player's turn to complete your crafting of the equipment. At the end of the player's turn, he or she will have priority, you will not be able to craft the equipment, and you will owe them the bluffing fee for the equipment not crafted.

When paying a fee, after showing the total Doru is equal to or greater than the cost of the equipment not crafted, the payment is given face down and cannot be accessed until the receiving player returns to the Village.

Failure to Pay

Failure to pay this fee in full, turns the control of your character over to the person you owe for at least one round. For every 200 Doru you owe, the player controls your character for one round, with a minimum of one round regardless of amount owed. Anything earned during those rounds is given to the controlling player at the end of his or her control. These spoils are given in the form of a bluffing fee payment with the same rules regarding initial access to the resources by visiting the Village. Essentially, you will be forced to work for the other player if you cannot pay them the fee by the specified time.

Again, calling priority to stop others from crafting is an action needed mostly in very competitive games and is not generally used in friendlier gameplay with lighter competition.

4. MARKET ITEMS

The Market is made up of two types of cards, tools and potion items. Tools alter player movement and card drawing rules. Potion Items boost a player's Speed, Power, or Defense. All Market items have a one-time use limit.

Grouped with Market items in the following image are Storage Trunks. Storage Trunks have no set use and are used in two very different ways in the Five Introductory Chapters. They have varying backs which allow them to be hidden in the Road and Land decks. Because they have such varied uses, they are not shown on the gameplay layout.

MARKET TOOLS



POTION ITEMS



STORAGE TRUNKS



Potion Items have a very straight forward use in the standard chapters. Each increases a stat (Speed, Power, or Defense) by 1. This is all the Potion Items do in the standard version of the Five Introductory Chapters. However, built into the Potion Item cards are the mechanics to activate or maintain player equipment's boosted stats. Check out the Trivatch Forums to see how different people make use of equipment boosts and enhancers.

Market Tools enhance the way players move and draw.

- **The Grappling Hook** allows players to move to an adjacent tile at **any** time. This can be in the middle of battle, while someone else is battling, just before the moving phase, whenever. Like all Market Tools and Potion Items, it has a one-time use. In more creative game board tile layouts, players may use Grappling Hooks to cross gaps between tiles.
- **The Teropong Stone** lets a player look at the top three cards of a deck and return the three cards in any order they wish. This deck must be in the player's current location or a deck from an adjacent location. Teropong Stones can be used at any time during or outside of a player's turn.
- **The Camouflage Tarp** lets players draw and discard up to nine times during their drawing phase. This allows players to pick where the true start of their drawing phase will begin in a deck (up to the tenth card down).

Once they draw a card they like, they announce the end of their use of the Camouflage Tarp. In essence,

they are throwing off their cloak of invisibility and beginning their battle. Once announcing this, they may not discard and draw again even if they only drew and discarded once. If players draw and discard nine times, they must start their draw phase with the tenth card.

Once players finish using Camouflage Tarp, they may continue their drawing phase as normal, drawing up to five cards if they wish.

Hiding under a Camouflage Tarp takes up a player's moving phase. Therefore, players cannot move during their moving phase into a location and then use Camouflage Tarp. However, at the start of the player's turn, if the player uses a Grappling Hook to enter the land the player wants to use Camouflage Tarp in, this player will still have the moving phase to use the Camouflage Tarp.

Market Management. There are a range of ways to organize the Market. The more the items are combined into piles, the more space players will have in the play area. However, generally it is best to at least keep the tools and potions separated. When space allows, the market can be set up with six piles of cards, each individual item being its own pile.

The market also needs a spot for players to pile stuff they've traded into the Market. Everything gathered or crafted in Rakasa has value and can be traded to the Market or with other players.

Players may trade with the Market anything anyone else has previously sold to this pile. This pile resets (all items return to their originating decks) whenever any Road deck is depleted and the Roads are shuffled and restored.

5. BOOST TOKENS

Boost Tokens boost the speed, power, or defense of their target. The tokens come with white or gold borders and a uniform sapphire back for random drawing.

In the standard Five Introductory Chapters, the white boarder boost tokens are worth one and the gold boarder tokens are worth three. However, as with all components in Rakasa, players are encouraged to adjust values to fit their skill levels and the desired gameplay feel.

	Speed	Power	Defense
Low			
High			

6. FEAR TOKENS

Fear tokens are red with an oposubakasa skull on the face of the token and a ruby on the back. There is no purpose for these tokens in the Introductory Chapters. However, one common use is to mark Fear on players or creatures.

Fear causes forced fleeing by any who encounters one carrying a Fear Token. In other words, if a player has a Fear Token, all creatures he or she draws will attempt to run. Players may only draw five cards, even if all five escape.

Fear placed on a creature forces players to run regardless if they could normally succeed at escaping. To battle a creature with a Fear Token, a player must become its equal by also acquiring a Fear Token.

How and why these tokens would be placed is up to you. One idea is in Chapter 2 to give the Oposubakasa a Fear Token. Players acquire theirs through pulling off great feats, like drawing and killing a group of five monsters.

GEM BACKS

You will notice there are two different gem backs on tokens. These were included as an option for treasure hunting or other collection game types. Players can find and unlock chests to roll to see what gems they collect. There are two colors, red rubies and blue sapphires.

There are less rubies, so players might want to value these higher than the sapphires.

Players could do anything with gems from giving them a dorv value to using them to power the boosts on your equipment.

7. DRAGON CARDS AND TOKENS

Dragons have two types of boosts to their stats, Full Body and Elemental.

FULL BODY BOOST

Dragons are huge. They're formed using three cards. Each card represents a body part (or section) of the dragon. Because dragons are so massive, players have to choose which part of a dragon they will be attacking. It is impossible for a hunter to take on a full dragon. Players must cut dragons down, piece by piece.



Each body part of a dragon's body provides a boost to the entire body. For example, with Full Body boost, the head of a dragon provides 5 added power to the feet and tail. The feet provide 5 added speed to the head and tail. And the tail provides 5 added defense to the head and feet. Because the parts boost each other in this way, removing certain parts, weaken a dragon in different ways. If a player wants to slow a dragon down, cut off

its feet. And yes, like chickens, dragons can race around even with their heads cut off. All parts must be defeated for a dragon to be completely defeated.

ELEMENTAL BOOST

Along with the raw stat boost, parts of a dragon also provide an elemental boost. For example, the Forest dragon's head provides 10 added power against a player with any defensive equipment from the Desert, 5 added power against a player with any defensive equipment from the Mountain, and 2 added power against a player with any defensive equipment from the Ocean.

Defensive equipment is anything except the player's weapon. Remember also, the Desert and Mountain are included in this card because built into this game is the planned expansion. There are already dragons designed for the Desert and Mountain with similar boosts against the Forest and Ocean.

The Forest dragon's feet provide 12 added speed while the dragon is in the Forest, 5 added speed while in the Ocean, and 2 added speed while in the Mountain.

The last elemental boost type comes from the tail. The Forest dragon's tail provides 10 added defense against Forest weapons, 5 added defense against Ocean weapons, and 2 added defense against Mountain weapons.

TOTALING BOOSTS

Because boost tokens and group monster stats have been mentioned before, they won't be used in the totaling examples below. Simply add the speed, power, and defense from these sources to the total stats of the part of the dragon you're attacking. The following examples are just to show how to determine a part's total stats with the dragon's Full Body and Elemental Boosts.

In this example, a very fast player has entered a battle with Segara, the Ocean Dragon. Because the player's

specialty is speed, the player is thinking maybe by crippling the dragon's speed, the player will be able to dominate the beast. To cripple the dragon's speed, the player will want to take out its feet first.

Here's what the player is up against fighting the feet.



Total stats one at a time starting at the top.

1. The Segara Feet have a base speed of 12. The feet's Full Body Boost are the stats it gives other parts and doesn't boost itself. In this example, the dragon is in the Ocean. So when it comes to Elemental Boosts, it will get 10 added speed. With this 10 added speed, the Segara Feet have a total **speed of 22**.
2. Next we total power. The Segara Feet have a base power of 5. They will pick up 5 from the Full Body Boost of the head for a total **power of 10**. The player is in full Ocean equipment, so this dragon's head will not provide an Elemental Boost of power. If the player was using just one piece of Forest defensive equipment, the dragon head would have provided an additional 2 power.
3. Last we look at the defense. Segara Feet have a base defense of 5. They will pick up 5 defense from the tail's Full Body Boost. Because the player is attacking with an Ocean weapon, the tail will also provide the Elemental Boost of defense against Ocean weapons, which is an added 12 points. This brings the defense of the Segara Feet up to a **total defense of 22**.

The dragon, without boost tokens and a support creature (second creature combining stats), has a total speed of 22, a total power of 10, and a total defense of 22.

With the player's extreme speed, the player will hit first and hard enough to destroy the feet and successfully slow down the dragon. Now the head and tail will have neither of the speed boosts the feet were providing.

CONTINUED BATTLE

After defeating a part of a dragon, players may choose to go on to battle another part of the dragon. This does not count as a new battle though. That means player weapon skills do not reset. If the player used a weapon skill to fight the previous dragon part, the player cannot use a weapon skill again against the dragon on this turn.

If a player chooses not to continue battling the dragon, the player may end his or her turn and attempt to battle the dragon again on the following turn.

DRAGON MOVEMENT

Each turn a player rolls a dice to see if and in which direction the dragons are moving. A dice is rolled for each dragon (blue for Ocean and green for Forest) and dragon tokens are used to track the dragon locations.

On a 1, dragons move towards their respective lands. On a 2, the Ocean dragon moves towards the Forest, and the Forest dragon moves towards the Ocean. On a 3, dragons don't move. On a 4 or higher, dragons move towards the Village. If a dragon is already in its targeted location, it does not move.

Dragons move in the most direct path towards their targets. If multiple paths are equally direct, players will roll a dice to determine which of the paths is used.

If either dragon reaches the Village and stays in the Village one whole round, the Village is destroyed and the players lose.

8. RAKMIN TILES & DICE

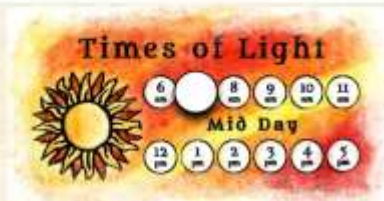
Epic RPGs have mini games. Rakmin is a pub game played in the world of Rakasa. In the game *Legends of Rakasa*, Rakmin is used to perform actions from picking a lock, to locating someone lost in the Forest.

Rakmin is played using Rakmin tiles and dice. The presence of dice also opens the opportunity for good old classic roles to see if different actions are successful or not. For specifics on Rakmin rules, check out the **Rakmin Instructions** section of the rulebook.

9. TIME TRACKER

24 hours can be tracked on the Day Tracker. When 5pm or 5am passes, the tracker is flipped over. All events in the Introductory Chapters of Rakasa use the Time Tracker.

Daylight Side of Tracker



Moonlight Side of Tracker



In general, one round of completed turns progresses time one hour. Among the many tokens in Rakasa, you will notice one that appears to be different from the rest. This is the token for tracking time. Move this token each round to mark the hour.

10. CHAPTER CARDS

Legends of Rakasa: Fordra is where our story begins. Players are introduced to the world of Rakasa through the eyes of hunters in the village of Fordra. Five

Introductory Chapters get players started on their adventures in Rakasa.



Chapter Title

The Chief

Message from the Chief

Chapter Story Guide: This section of the card lays the chapter setting, tells a little story, and introduces players to the current goals in the chapter.

Chapter Mechanics Guide: This section of the card briefly touches on the key mechanics of the chapter. Finer details can be found in this instruction manual if players forget how certain mechanics work.

These chapters are explained in more detail in this instruction manual and have 5 reference cards to help with game play. With a basic understanding of the chapters, and these reference cards in hand, players should rarely have to return to the instruction manual while playing those first five chapters.



Chapter Story Guide 2: This chapter has two parts to it. The second Story Guide continues the story after completing the first task and introduces the next goal.

Success/Fail Sections: Each chapter has two standard outcomes, "Success" or "Fail." The results of each chapter effect the game play of the subsequent chapters.

Game Player Variance: All chapters can be played in the following modes: solo, cooperative, competitive, and friendly competitive. This text box provides some suggested alterations for each game mode.

RAKMIN MINI GAME



Rakmin is a pub game played in the world of Rakasa. In the game, *Legends of Rakasa*, Rakmin is used to determine the success of different actions from picking a lock to finding someone lost in the Ocean. It's a simple puzzle game with a focus on creative addition and subtraction, sequencing, and beating the odds.

Rakmin tiles are colorful. The Five Introductory Chapters will not use the colors on the Rakmin tiles. This feature is included for future custom game types where color would play a role in solving a puzzle.



Let's begin by looking at the most basic of Rakmin puzzles, a two tile and pre-set target puzzle.



Start the mini game by flipping over the two Rakmin tiles (all other tiles are left in draw piles nearby). Choose your starting tile. After picking your starting tile, roll the Valve Dice (not the one used to track your target).



Place the rolled Valve Dice on the center of the starting tile. Your goal is now to total this roll number (3) with one of the sides of the starting tile (-1, 0, +2, +3) and a side of the other tile (-1, +1, -2, +2) to equal the pre-set Target Number of 1.

There are a couple ways to solve this one. Below is one example.



In the above example we are combining 3, -1, and -1 to make 1. This works because 3 minus 1, minus 1, equals 1.

Let's take a look at another roll.



This one is impossible. No matter how you combine a side from each tile, you won't be able to turn 5 into 1. The closest you can get is 5 minus 1, minus 2, which will equal 2. Therefore, both 5 and 6 are both impossible rolls.

In this situation, you have two options.

1. Reroll the Value Dice (not the target dice).
2. Swap any number of tiles that haven't been played for new tiles. The new tiles must be drawn face down. Place old tiles in a discard pile. Shuffle discarded tiles when draw piles empty.

For **beginner gaming**, you may use one or both options at the beginning of your turn. For **standard gaming**, you may use only one of the options at the beginning of your turn. And for **advanced gaming**, when needed, you may use one or both options in place of your turn.

Now that you have the basics, let's look at the first Rakmin challenge in the Introductory Chapters. In the first chapter of the Introductory Chapters, you will be picking a lock. This Rakmin puzzle uses 4 Rakmin Tiles, one Value Dice for rolling, and a dice for tracking the Target Number, which starts on the number 1. As done

previously, flip over all tiles and pick a starting tile. Once this tile is selected, roll to see what Valve Dice number you have to work with.

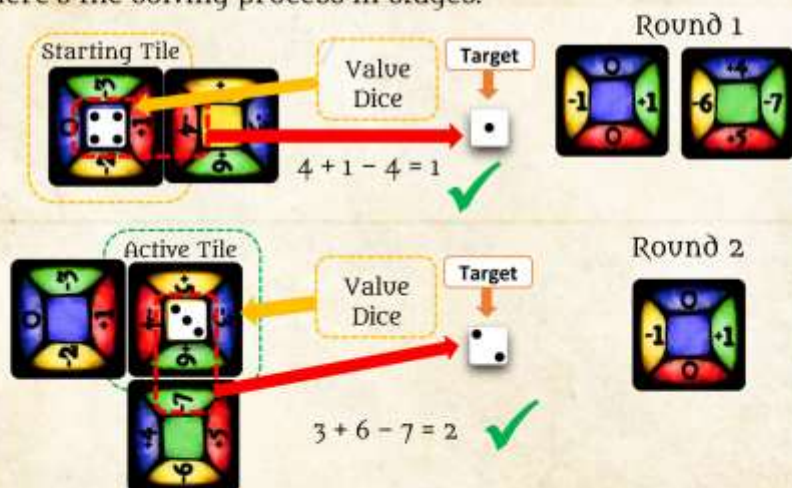


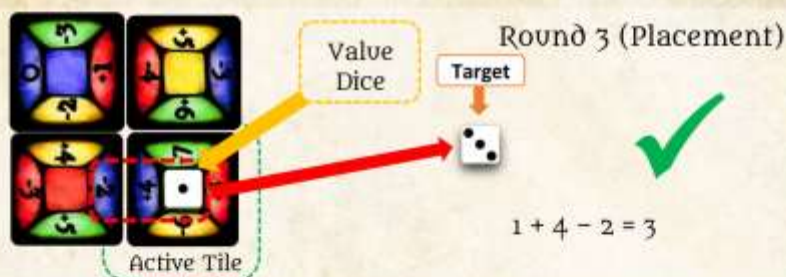
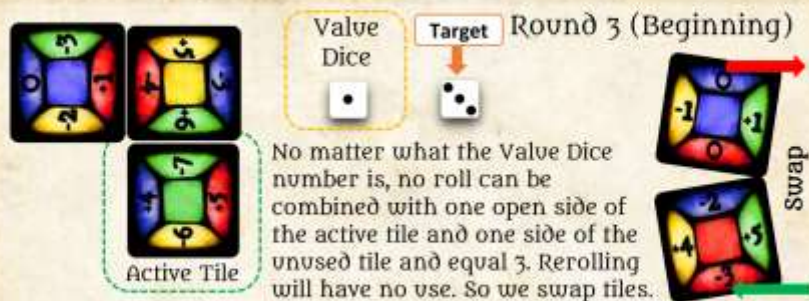
Remember, the goal is to combine the Valve Dice, a side from the starting tile/active tile, and one other tile side to create the Target Number.

When choosing a connecting tile, players can choose from any of the unused tiles. Once the Target Number of 1 is reached, the Target Number in this puzzle changes to 2. Once 2 is met, it changes to 3. Once 3 is met, the puzzle is completed, and in the case of picking a lock, the lock is successfully picked. Each time a target is met, the Valve Dice is rolled and set on the tile placed this turn.

If a solution can't be made, in addition to the options above, players can undo completed sections of their puzzle. Though this puts them back a stage (or more) in the completion of their puzzle, it can open options lost by placing difficult tiles in hard to connect spots.

Here's the solving process in stages:





Having reached our final Target Number in this puzzle, it is considered complete and in the case of the picking the lock, the locked would be successfully unlocked.

With more tiles in play, it's easier to see the possible use of reversing a move, swapping out tiles, or rerolling the Value Dice when in a jam.

Notice also how the number of usable sides of the active tile may decrease depending on where it is placed. Also remember, once tiles are connected, they cannot be rotated unless the puzzle is reversed back to the point where the tile desired to be rotated is picked back up.

Some Rakmin puzzles will not have set Targets Numbers like the above examples. In puzzles with random Target Numbers, players roll for a new Target Number and roll their Value Dice immediately after reaching a target. In Chapter 1, players don't roll for Target Numbers because the target is given in a series of numbers (1, 2, 3).

CHAPTER 1: PROVING WORTH



he 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.





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 oposubakasa. Players may substitute an oposubakasa 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.

CHAPTER 2: CHIEF'S REQUEST



ssence, or Life Magic as some call it, causes the rapid evolution of the creatures creeping in the Forest, swimming in the Ocean, and crawling on the Roads. The Dragon Hunt is one effort to stop this assault and overrun of nature on Fordra, to push back the forces trying to take over this land. The day may come when the Chief's Hunting Party can't fight back this power surging across Rakasa. As for tonight though, the Chief is sending his hunting party out to uncover and destroy another mutation overrunning the land.

Hunters will have from the hours of 9pm to 6am to track down and kill a nocturnal mutating oposubakasa that grows faster, more powerful, and stronger every hour as it consumes other weaker oposubakasa. If it isn't hunted and stopped tonight, this rabid oposubakasa may put in motion an evolutionary change that will affect the entire oposubakasa species.

But first, congratulations to the newest members of the Chief's Hunting Party! New members will have need of special hunting preparations. Ready yourselves for the midnight hunt!

CHAPTER GAMEPLAY

Players begin the chapter with nothing but the spoils they collected to qualify for the Chief's Hunting Party in Chapter 1.

Place equipment banks, including the Road Equipment in the Market.



The equipment banks are temporarily in the Market and any piece is available for purchasing.

Players use their spoils from the Chapter 1 to buy and/or upgrade their starting equipment. Anything not used is lost. Remove all but one Oposubakasa from the game. Place the one Oposubakasa in the playing area with six stacks of three random boost tokens.

Once all players have used their spoils, remove the equipment banks from the Market and set them aside. Remove unpurchased and any upgraded brown themed one star gear from the game.

Shuffle the roads with all remaining creatures and the purple one star equipment set. All brown one star equipment is removed from the game upon upgrading. Purple equipment is sent to the Road discard pile upon upgrading.

TRACKING THE MONSTER

Every team starts with one Rakmin Tile. Every player rolls a dice. Everyone that rolled a 1 or 2 adds one tile face down to their team's puzzle. Everyone that rolled a 3 or 4 adds two tiles face down to their team's puzzle. Everyone that rolled a 5 or 6 adds 3 tiles to their team's puzzle. A team can consist of one or more players.

Roll for Target Numbers each time a target is reached. Once all tiles are used, your team has found the Oposubakasa and can fight it. Players must be in the Road to work the puzzle and it takes their turn.

6pm to 9pm. Players hunt and upgrade, preparing for battle.

At 9pm. Players are now allowed to begin tracking the Rabid Oposubakasa by solving their Rakmin puzzle.

10pm till 3am. Oposubakasa collects a boost stack each hour.

6am All player lose if the Oposubakasa isn't killed.

An hour passes each round of turns.

SUPPORTING THE VILLAGE

As a member of the Chief's Hunting Party, you carry the responsibility of supporting the Village. At the end of each chapter, the Chief will collect all resources for the welfare of Fordra. Whatever equipment you craft will remain in your possession. All other tools, potion items, and spoils of battle will be collected. It is an honor to serve and care for those who aren't able to venture outside of the safety of the Village. (Return all collected cards to their respective decks)

Players with at least one ranged weapon are allowed to hold a small amount of ammo. They may keep cards of ammo equal to the star rank of their highest range weapon (2 or 3 Road cards based on highest ranged weapon rank of 2 or 3 stars).

THE END OF CHAPTER 2: THE CHIEF'S BLESSING

Success: The Chief's Blessing

Your team has proved reliable and the Chief favors those he can trust to do his bidding. In return for your loyalty and hard work, he gives you his blessing.

After clasping his hand on your shoulder, you feel a prickling of energy transfer into you. The Chief warns his blessing will be of no help against the Dragons and to make it count before that battle.

Your team may draw three boost tokens at random. Only a person holding a boost may use it. The boost tokens may be transferred among players. These three tokens are one-time use and return to the token pile if not used by Chapter 5.

Failure: Nature Wins

From this point on, oposubakassas all use their boosted alternative stats. Nature has made its move. But Fordra will raise and send out even mightier hunters! Fordra will not Fall!

CHAPTER 3: PREPARE FOR BATTLE



leep is a part of mortality. Even the mightiest of hunters need sleep—and some more than others. Thankfully, the Chief is sympathetic of the limitations of his hunters. All things permitting, he's given you the day off, a day of preparation. Rest, sleep in even, and take care of any personal preparations you need to before he calls again for his hunters.

CHAPTER GAMEPLAY

Prepare one set of brown one star equipment per player. Remove purple one star equipment from the game, replacing pieces owned by players with the same piece from the brown sets prepared. Shuffle remaining prepared brown pieces into the road.

WAKING UP

The faster players succeeded in the previous chapter, the earlier they returned to the Village, and the more rest they were able to get. For every 2 hours before 6am that players were in the Village, players receive 1 point towards waking up.

Chapter 3 begins with the time tracker token on 6am. Each round of turns progresses time by one hour.

Having hunted through the night, players will begin this new day asleep. On a player's turn, the player will roll a dice to wake up. On a roll of 6 a player wakes up. Players add



to their roll the wake up points earned from resting at the end of Chapter 2.

For example, if players finished Chapter 2 at 4am, they would have had 2 hours of sleep before 6am and 1 point towards waking up. Players would add this one point to their roll, making waking up on a roll of 5 or higher possible.

Each hour of sleep players get after 6am adds 1 point towards waking up. This means at 11am players will have a minimum of 5 points towards waking up and will wake up regardless of their dice roll.

A DAY OF PREPARATION

Players spend what time they have to upgrade their gear and prepare for the battles to come. With an increase in discarded one star equipment scattered across the Roads, players will have the opportunity to craft varying sets.

SUMMONED BY THE CHIEF

At 12pm, begin rolling a dice at the end of each round. On a roll of 6, the Chief summons his hunters for an urgent quest and your free day is cut short. Each hour that passes adds one point to your roll. This means at the end of the 5pm round of turns, your roll will have 5 points added towards it and, regardless of your roll amount, the chief will be summoning his hunters.

Chapter 1



PDF and FAQ

Chapter 2



PDF and FAQ

Chapter 3



PDF and FAQ

CHAPTER 4: RESCUE THE SCOUTS



Among the Chief's Hunting Party, few are trained and skilled enough to do the job of a scout. Most of their time is spent in the solitude stalking of any dragons near Fordra.

They are the Chief's constant eyes and ears in the wild.

Because of the nature of their jobs, they are required to remain out in the wild and report to messengers who provide supplies and relay information back to the Chief.

The Chief has received word that his scouts in both the Ocean and the Forest failed to meet with their messengers to resupply and report. No scout can last long without resupplying. Something is wrong.

Without the scouts, the Chief's Hunting Party will be blind to the dragons nearing Fordra. Find and heal the Scouts. Bring them home!

CHAPTER GAMEPLAY

LOCATING SCOUTS

A scout is found using a Rakmin puzzle in one of the lands. A team will have a puzzle to solve in the Ocean and one to solve in the Forest. If working individually against other individuals, you may only have and solve one puzzle at a time. In all other game types, you may have an active puzzle in both the Ocean and the Forest.

Players must first reach either the Ocean or the Forest to even setup their puzzles. Once one of the lands



are reached, a player will draw one Rakmin tile for each player in their team. Next the player will roll a dice for additional tiles. A roll of 1 or 2 adds 1 tile, 3 or 4 adds 2 tiles, and 5 or 6 adds 3 tiles.

Players will roll for Target Numbers until all team tiles are used.

Each turn players work the puzzle, they must first fight off creatures attacking them. Players will draw at least one card and fight the creature before working on their puzzle. As long as the player doesn't faint, they may work the puzzle after the battle.

Once a puzzle is completed, a scout is found.

Players will have from 6pm till dawn (6am) to find, heal, and bring home the scouts.

THE TRUNK

The items and tools required for tracking and healing a scout take up space. You will have to use a Storage Trunk.

Players will only be able to work on the Rakmin puzzles or heal the scouts if they are carrying a Storage Trunk. Players carrying a Storage Trunk cannot hold a weapon. However, players may bash creatures with their trunks with a Power of 6.

Players may swap their trunks for weapons, or weapons for trunks, in the Village. Trunks come with one Honey, Isopropanol, Mercury, and Teroppong Stone. These items can be refilled without cost by returning to the Village. During the rescuing of the scouts, Honey, Isopropanol, Mercury, and Teroppong Stones are rationed by the Chief and cannot be purchased.

While holding a trunk, players cannot use Grappling Hooks because of the trunks enormous size and weight. Players also can't use Camouflage Tarps because the tarps won't fit over players and their trunks.

When players lose in battle holding a trunk, they don't initially faint. Instead, players lose one of the four market items in their trunk. If players lose a battle without any Market items to spare, they faint and have to spend their following turn recovering.

HEALING

Once scouts are found, players must heal them before bringing them home. After completing a puzzle for locating a scout, stack the Rakmin tiles and set three dice next to them. These three dice represent the medicine that will have to be applied to the scout.

Players must be in the Ocean or Forest to heal the Ocean or Forest scout. After drawing and battling, players may attempt to heal a scout. This is done by rolling all three dice. Any 6s rolled represent medicine successfully applied. Place any successfully rolled dice on top of the Rakmin tile stack. The next time teammates attempt to heal, they will roll the remaining dice with the goal of rolling 6s. This is continued until each of the three dice have been successfully rolled at a 6.

Players may increase their odds of successfully healing by enhancing medicine with a potion item or by increasing application accuracy using a Teropong Stone. When using an item to increase the odds, **players must announce which items they are using before rolling.** Regardless of the resulting roll, items used are discarded.

When applying medicine with a potion item, players roll any remaining dice. After the dice settle, if one of the dice rolled is a 3 or higher, that one dice is set aside as successful. Any other dice must still have a value of 6 to be successful. **Only one potion item may be applied with medicine per heal attempt.**

Players may use a Teropong Stone before applying medicine to increase their odds as well. Teropong Stones drop the required roll of each dice by 1. Both a Teropong Stone and one potion item may be used in the same

attempt to heal. This would allow one dice to be successful on a roll of 2 or higher and any other dice successful on a 5 or higher.

Once a scout is healed, head directly back to the Village. Once the Village is reached, players may move the scout's Rakmin puzzle next to the Village to show the players have successfully brought the scout home.

THE END OF CHAPTER 4: DAWN OF THE HUNT

Success: Shared Secrets

The Village celebrates the return of their scouts. Having saved both scouts, their knowledge of the dragons is preserved. They share with the rest of the Chief's Hunting Party all they know about the dragons. The coming hunt of the dragons will be a greater success because you were able to bring these hunters home.

Failure: Complication

A scout (or two) was lost and with the scout, all of the knowledge of the dragon the scout was stalking. This is a sad morning in Fordra. The battle won't be easy with this severe of a disadvantage. But for the sake of Fordra, the dragon hunt must go on!

Game Content



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Rakmin



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Trivatch



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CHAPTER 5: THE TOURNAMENT



orns bellow deep roars, sounding the start of the Dragon Hunt. The Chief's Hunting Party takes off in a dash screaming "Mati Naga!!!"

Questions race through your mind, "How many days has it been since I joined the Chief's Hunting Party? Did my grandfather ever discover I broke into his trunk? What time is it now?" But none of this matters because the tournament has finally begun.

Until now, you've been nothing more than a common member of the Chief's Hunting Party. To join, it only took squashing a few little Road creatures—they were practically tiny rodents, thinking back on it now. True hunters bring down dragons! They march through the gates of Fordra in glory proudly dragging behind them the limbs, the tails, and the heads of these the mightiest of beasts!

You now wonder how you could *ever* have seen yourself as anything but a mighty hunter. This is your day to fulfill your calling, to be a true Hunter of Fordra.

CHAPTER GAMEPLAY

BOOST TOKENS

Players who have boost tokens will turn them in now. Boost tokens are set in six piles, three tokens per pile. Put one pile of tokens next to each tile. If you are playing with only one Road and two Lands, place two piles in front of this one Road. If you are playing with two lands, place the sixth



pile next to the Village. If you are playing with one land and one road, you will end up with three extra piles you can take out of the game.

The dragons will be moving around the board. When they move into an area, they collect the boosts in that location. Standard game limits the boosts one Dragon can gather to 9. With 18 boosts, the two dragons can collect all available boosts.

Boosts collected by a dragon effect all parts of the dragon and stay with the dragon until they are defeated.

SUPPORTING CREATURES

Boost tokens aren't the only type of support dragons will receive. When battling a dragon, players will also draw a card. This creature is added into your battle with the dragon. The creature can be lured aside if the right lure is used.

DISCOVERY WITHOUT SCOUTS

Dragons from a land in which a scout was lost are in hiding. The dragon will still move as outlined above, but cannot be battled until they are discovered. These dragons will move towards but **will not enter the Village** on a roll of 4 or higher. The white ringed boost tokens on a dragon that was in hiding are worth 2 points of boost instead of 1.

To find a dragon that is in hiding, players will have to track it down using a basic Rakmin puzzle. When searching for a dragon, players move to where the dragon token is located and work on a Rakmin puzzle made up of four tiles. The initial Target Number and the following Target Numbers on the puzzle are rolled at random. Once the puzzle is completed, the dragon is found and can be battled.

END OF CHAPTER 5: HUNTERS OF FORDRA

SUCCESS: HONORED HUNTER OF FORDRA

Your destiny in Rakasa has begun to blossom and shine before the people of Fordra. Having brought back the spoils of a dragon, you've become one of the Chief's most elite and favored hunters among his hunting party. You will go on to create legends of your own in Rakasa that will be shared and enjoyed by all who hear of your tales.

As one of the Chief's closest and most trusted hunters, he warns you that the Dragon Hunt is becoming increasingly dangerous. A time will come when hunters will have to evolve themselves to survive, and perhaps in ways as extreme as the Rabid Oposubakasa. "As 'unnatural' as it may seem," he reminds you, "it is nature that forces this change upon us."

FAILURE: FORDRA'S REMAINS

The dragons have left your village in ruin. It'll will take everything every villager has to survive and rebuild. Though you couldn't stop the dragons, the Chief pronounces you a true Hunter of Rakasa, because you are the mightiest among the few that are left. Hunters of Fordra are accustom to picking up the parts after destruction and forging things anew. You will rebuild Fordra and be ready for the return of the dragons.

Chapter 4



PDF and FAQ

Chapter 5



PDF and FAQ

Trivatch Points



Exchange

PLAYER TURN REFERENCE

1st Travel: Move Phase – Players can move one tile per turn. Players can skip moving.

2nd Hunt: Draw Phase – If players end their move phase on a tile with a deck, they must draw at least one (and up to five) cards.

3rd Battle: Combat Phase – Players compare Speed, Power, and Defense with a creature or the combined stats of a group of creatures. Speed determines who hits first (ties go to the hunter). In order, determined by speed, players and monsters exchange hits equal to their power and deplete their opponents' defense until one or the other is defeated.

WEAPON SKILLS REFERENCE

Weapon Skills are put into effect at the start of battle. Only one may be used per battle.

Quick Shot – Discard one and only one card of bones. **Bones x Weapon Power = Quick Shot Attack.** This attack happens before speed is even compared. If Quick Shot does not kill the target, the battle begins with the target injured.

Berserk – Players' defense is dropped to 1 and their power is doubled. Because defense is dropped to 1, players cannot get hit without being defeated.

Guard – Players' speed is dropped to 0 and their defense is raised 10 or 20 with a 2 or 3 star weapon.