

SPIRE'S END[®]

HILDEGARD



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FAVRO

SURVIVAL GUIDE: V1.3



TIDES OF AUTUMN

Through horror and happenstance, it came to me. I tried my damndest for this not to be. But fate will have its way with whomever, and whenever. Woefully, I can confirm that the whenever is now, and the whomever is me. I found it wrapped in a muddy cloth in my study—a place steeped so thick in wards and dark magic that an ant couldn't find a way in for split honey. But there it was, and it wasn't alone.

Something hid under the desk where it lay, a veiled being that smelled of soil and wood rot. I phased forward and flicked the mirage away with a deft incantation. Revealed to me was a lumpy, small man, whose bulbous nose invaded the already exaggerated features of his calloused face.

He spoke in the common tongue, his voice a hollow echo infused with melancholy, each word falling in measured tones like the tick of a metronome. The rhythm of his speech was haunting, drawing me deeper into the gravity of his revelations as he laid bare the knowledge he possessed—what he had brought, why he had come, and what needed to be done.

He told me this object came from an unknown place beyond the scope of the known world and was highly sought after by beings that best not possess it. After a brief séance with my spiritual consultants of the eternal plains, I was able to corroborate his story.

I dare not recount anything further, for the details surrounding this object are paramount. This record has been committed to parchment to document the object's unsettling entrance and its hasty departure. Ensuring its safe passage will require unconventional means—something unexpected to guarantee its success. May the autumn winds guide this to safety.

[THIS ACCOUNT HAS BEEN TRANSCRIBED INTO THE PRIVATE RECORDS OF THE SEER'S RESIDENCY AT GRAY OAKS.]

Your Adventure Begins...

at the top of the Story Deck. You move through the game like a book. But in this case, it's a stack of cards. Flip them over, make exciting and often difficult choices, then let the story unfold. The cards are in numerical order. Reveal 1 of the 3 starting cards and off you go!

Tip: I suggest keeping the Chapter Decks separate, and playing the game a chapter at a time. This way it's easier to manage (and set up for the next playthrough) and won't become too unwieldy.

NAVIGATION

There are some important key words to know before your journey begins.

REVEAL: Instructs you to advance to the next indicated card number.

PULL: Instructs you to draw a card out of sequence without advancing from the current Story Card. Once you are finished with the pulled card, return to the previous Story Card. From that point, continue on from the navigation prompts at the bottom.

Please Note: There can be more than one of a card number. For example, on the first Story Card, you will be instructed to 'Reveal 1 of the 3 Starting Cards.'

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Be Warned! Once your journey begins, do not reveal or shuffle any cards without specific instructions to do so. Such insight into alternate realities can drive one mad.

COMPONENTS

Story Cards x 408 • Shot Dice x 8 • Wild Shot Dice x 4

Marker Cubes: Gold x 15, Red x 15, Black x 15

Marker Discs: Gold x 3

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SETUP

Simply place the Story Deck in front of you with enough space to reveal and discard cards. Have the Dice and Marker Cubes close by. That's it!

Please Note: There is an additional step when starting a 2 Player Game. This is detailed on page 10.

ITEMS

Once the story begins you will receive a **Character Card** and **Item Cards**. Item Cards have the item name and icon in a colored tab at the bottom. Item Cards can be placed under your Character Card to keep your play area organized.



Items are categorized by color, depending on what chapter they come from, or by item type.

ITEM CLASSIFICATION

There are 3 types of Item Cards: **Story Items**, **Fishing Items** and **Effect Items**.

STORY ITEMS: Objects, Conversations and Actions that can alter the course of the narrative.

FISHING ITEMS: Add additional Wild Shot Dice to play.

EFFECT ITEMS: Add additional abilities that only the player carrying them can use.

TARGETS/ENCOUNTERS

When you can't solve problems with your natural charm, the subtle force of a slingshot can do the trick.

To do this, you will need to make **BULLSEYES** by rolling **SHOT DICE** and **WILD SHOT DICE**.



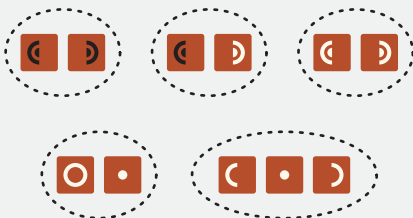
SHOT DICE

SHOT DICE have sides on them that create Bullseyes. Each Target has an Accuracy statistic which determines how many Shot Dice you will roll to create Bullseyes.

SHOT DICE SIDES



SHOT DICE COMBINATIONS FOR BULLSEYES



WILD SHOT DICE

WILD SHOT DICE may affect your shots with positive or negative effects. One Wild Shot Dice is selected and rolled at the end of each Set. The Black Wild Shot Dice is available at the start of the game (as indicated by the black square on the bottom of the *Slingshot Item Card #89*).

Wild Shots and Sets are detailed on page 4.

TARGET CARD ANATOMY



- A BULLSEYE LIMIT:** The number of Bullseyes you must achieve to defeat this Target.
- B ACCURACY:** The number of Shot Dice you can roll per Set.
- C SETS:** How many times you can roll your Shot and Wild Shot Dice on this Target.
- D REWARD:** This is awarded for defeating a Target.
In this example you would earn 1 Gold. There are 2 types of rewards: Gold and Feats of Marksmanship. Both rewards are currency that you can use at various times during the game. Please Note: There isn't always a reward on a Target Card.
- E BONUS CHALLENGE:** Achievements that can be accomplished for additional rewards.
Bonus Challenges are detailed on page 9.
- F BONUS REWARD:** This is a reward for completing the Bonus Challenge.
In this example, if you got 2 Bullseyes, you would also get 1 ★ Feat of Marksmanship.
- G BULLSEYE PARTS AVAILABLE:** These are the Shot Dice sides you can use to create Bullseyes on this particular Target.
- H RESULT PROMPTS:** Depending on whether you succeeded or failed, proceed to the card number associated with that result.

SHOOTING TARGETS

When a **TARGET CARD** is revealed, these are the steps to get Bullseyes.

- 1 Check the Statistics**
Bullseye Number, Accuracy, Sets, Bullseye Parts Available, Rewards and Bonus Challenges.
- 2 Roll Shot Dice, and Finesse the Shot Dice (if needed)**
Finesse is covered in the next section.
- 3 Roll 1 Wild Shot Dice**
Wild Shots are detailed in the section to your right.
- 4 Tally Bullseye Results**
- 5 Repeat steps 2, 3, and 4 as many times as there are Sets**

Once all of the Sets are complete, follow the prompts at the bottom of the Target or Story Card depending on your success or failure.

FINESSE THE SHOT

Let's say you are on Step 2 and have just rolled your Shot Dice.

In most cases rolling the Shot Dice won't be enough to get a Bullseye. You may need to **FINESSE THE SHOT**.

When you roll the Shot Dice, you're required to keep only 1 of your results. As long as you lock in at least 1 Dice result, you may re-roll the remaining Shot Dice.

Each roll of the Shot Dice thereafter follows the same rule — at least one result must be kept. The rest can be re-rolled until you are out of Shot Dice to Finesse.

Please Note: You are not required to Finesse. This is an option for you to use when you need it.

WILD SHOTS

You've rolled your Shot Dice, and Finessed the Shot. Things are looking good.

Now it's time for Step 3. You must roll 1 Wild Shot Dice.

You can have up to 4 Wild Shot Dice to choose from, depending on which ones you discover. Once the Wild Shot has been rolled, and any resulting Wild Shot Side Effects have been applied, the Set is complete.

Please Note: Wild Shot Dice cannot be re-rolled (unless stated otherwise).

WILD SHOT DICE



BLACK
Wild Shot Dice — Tier 1



GRAY
Wild Shot Dice — Tier 2



GOLD
Wild Shot Dice — Tier 3



BLUE
Wild Shot Dice — Tier 4

WILD SHOT SIDE EFFECTS



BULLSEYE
Gain 1 Bullseye



INSTINCT
Change 1 Shot Dice roll to any result you choose



WHOOPSIE
Remove 1 Shot Dice result of your choice



MISS
No effect occurs



RICOCHET
Reroll 1 Shot Dice of your choice

Be Aware: The Whoopsie Effect Icon is Red because it must occur. The other 3 effects are optional.

TARGET CARD PLAYTHROUGH



STREET MERCHANT DETAILS

Let's play through a Target Card so you can fully understand the game flow.




You need 2 Bullseyes to defeat the Street Merchant.



The Accuracy is 3, so you can roll 3 Shot Dice (and always 1 Wild Shot Dice) for 2 Sets.


There are 3 parts that can be used for Bullseyes, as indicated on the Target Card.




SCENARIO #1

You roll your 3 Shot Dice. The results are:   .




You're able to make 1 Bullseye with  . Bravo! To finish this Set you need to roll 1 Wild Shot Dice. We will use the Black Wild Shot Dice for this scenario.



You roll the Black Wild Shot Dice. The result is: , a Whoopsie.


This means one of your Shot Dice results must be removed from play. Luckily, you have a roll that isn't useful for making a Bullseye, and can be tossed out.

You remove: .

This completes Set 1. Your Bullseye total is 1. It's time for Set 2.

You roll your 3 Shot Dice. The results are:   .

You made another Bullseye with  . Great job! Let's roll the Black Wild Shot Dice and go for the Bonus Challenge!

You roll the Black Wild Shot Dice. The result is: , an additional Bullseye!

The Street Merchant is having a bad day. This brings your total up to 3 Bullseyes!

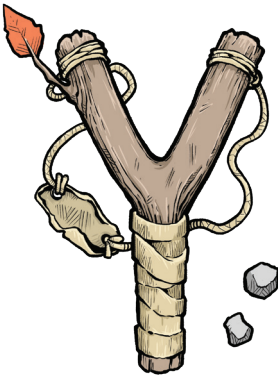
His Bullseye Limit of 2 has been met and you have successfully defeated the Street Merchant. This Target Card encounter is over. You would now proceed to Card 26.

Please Note: With that third Bullseye, you have also accomplished the Bonus Challenge, and earned 1 ★ Feat of Marksmanship! Keep track of this by placing a Marker Cube on the Feats of Marksmanship Counter located near the bottom of Hildegard's Character Card.

Feats of Marksmanship are detailed on page 9.

Suggestion: Use the Red Marker Cubes to count Bullseyes. Use Black to count Sets.

This example is a best-case scenario. Most Targets will require some FINESSE. On the next page, we will look at another scenario that doesn't play out as smoothly.



TARGET CARD

PLAYTHROUGH



CARD PEDDLER DETAILS

Now, let's take a look at the Card Peddler.

You need 1 Bullseye to defeat the Card Peddler.

The Accuracy is 3, so you can roll 3 Shot Dice (and always 1 Wild Shot Dice) for 1 Set.

There are only 3 parts that can be used for Bullseyes, as indicated on the Target Card.




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SCENARIO #2

You roll your 3 Shot Dice. The results are:   

Ouch! With only 1 Set, this isn't a great start. It's time to **FINESSE THE SHOT**.




You lock in the roll you can potentially use: 



You re-roll the other 2 Shot Dice. The results are:  

Neither of these are going to help you. You need to Finesse the Shot again. Before you do, 1 of these rolls must be locked in. In this case it does not matter which. You choose: 

Currently, the locked-in rolls are:   . You have 1 last roll to make this right.

You re-roll 1 Shot Dice. The result is: 

Your final locked results are:   

You have 1 Bullseye with   . It's time to complete the Set with the Wild Shot roll.

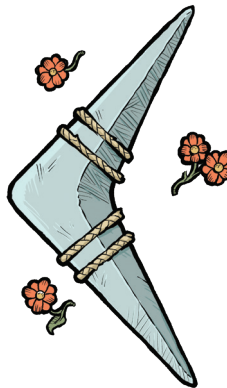
You roll the Black Wild Shot Dice. The result is:  , a Miss.

Unaffected by the Wild Shot roll, you end up with 1 Bullseye.

His Bullseye Limit of 1 has been met and you have successfully defeated the Card Peddler. This Target Card encounter is over. You would now proceed to Card 27.

Suggestion: Use the Red Marker Cubes to count Bullseyes. Use Black to count Sets.

Please Note: As luck would have it, your results ended up matching the Bonus Challenge combination! You're awarded 1 Gold. Happy ending!



FACE-OFFS

Unfortunately, Hildegard won't always be able to shoot Targets safely from a distance. Sometimes they fight back!

When this occurs Hildegard's **HIT METER CARD** will be revealed, along with an **ENEMY CARD** (or cards). You approach these Enemy Cards the same way as Target Cards, with a few exceptions.

There are **NO SET LIMITS**, and **BLOCKING** is now in play.

Please Note: Blocking is detailed on page 8.

Hildegard (and Hallveig in 2 Player Games) always attack first unless stated otherwise.

Important: In 2 Player Games, Hildegard's Hit Meter is used to represent both Players.

HILDEGARD'S TURN FLOW:

- 1 Roll and Finesse Shot Dice
- 2 Roll 1 Wild Shot Dice
- 3 Decide how to use results (Blocks, Bullseyes, etc.)

Once Hildegard's Set is complete, you roll for the enemy.

ENEMY TURN FLOW:

- 1 Roll

If any of the results match the lowest numbered empty Hit Square on Hildegard's Hit Meter, she has been Hit, and that square is filled with a Marker Cube.

- 2 Finesse Shot Dice

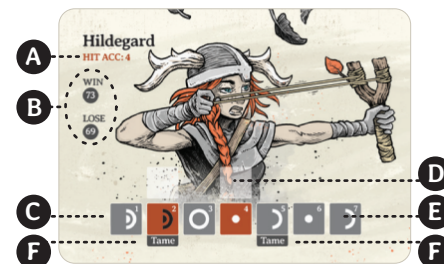
Any roll results that can't fill, or potentially fill, a Hit Square this Set must be Finessed until they can, or until the enemy runs out of rolls to Finesse.

If any of the Finessed results match the lowest numbered empty Hit Square on Hildegard's Hit Meter, that is a Hit, and that square is filled with a Marker Cube.

Be Aware: Enemies **DO NOT** roll Wild Shot Dice.

A Face-Off ends when you defeat the enemy by reaching its Bullseye limit (like a Target Card) or when the enemy defeats you by filling in Hildegard's Hit Meter.

HILDEGARD: HIT METER CARD



- A HIT ACC (ACCURACY):** The number of Shot Dice Hildegard rolls per Set.
In this example, Hildegard will roll 4 Shot Dice.
- B CARD NAVIGATION PROMPTS:** This indicates the next card to proceed to once the Face-Off ends, depending on whether you Win or Lose.
- C HILDEGARD'S HIT METER:** The meter fills from left to right as the enemy hits you. If all the **HIT SQUARES** on the meter are filled, Hildegard loses.
In this example, the enemy has 7 squares to fill.
- D BLOCK SPACE:** This is where you place a Block (Marker Cube) for the square directly below it (you place the Block above so you don't obstruct the Bullseye Part you will need to see).
- E UNBLOCKABLE SQUARE:** Gray squares cannot be Blocked.
- F STATUS EFFECT TAB:** When the square with a Status Effect Tab is Hit, the Status Effect listed is triggered on Hildegard's next Set.
Please Note: This Status Effect will affect both players in a 2 Player Game. Status Effects are detailed on page 9. Status Effect Tabs are not triggered when a square is Blocked.

ENEMY FACE-OFF CARD



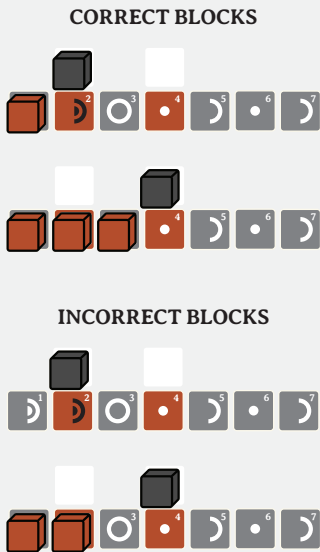
- A BULLSEYE LIMIT:** The number of Bullseyes you need to defeat this target.
In this example, the Crows need to be hit with 7 Bullseyes.
- B HIT ACC:** The number of Shot Dice the Crows roll per Set.
In this example, the Crows will roll 3 Shot Dice.
- C REWARD:** The reward achieved for defeating the enemy.
In this example, you would earn 1 Feat of Marksmanship.
- D BULLSEYE PARTS AVAILABLE:** These are the parts that can be used to create Bullseyes.

BLOCKING

BLOCKING is a great way to defend yourself during a Face-Off. After Hildegard's Shot Dice are locked, if any of your results match a Bullseye part on an eligible *Color Hit Square* you may use that Shot Dice to *Block*.

BLOCK RULES

You cannot Block Gray Hit Squares. You cannot Block a Color Hit Square unless the previous square is filled with either a Hit or a Block.



Once you have committed to using a Shot Dice to Block, place a Marker Cube above the appropriate Hit Square on the Hit Meter. That square is now Blocked from 1 Hit.

On the enemy's next Set, they will need to roll that Hit Square's Bullseye part to remove that Block. After that, they can Hit that square normally with the appropriate roll. If the enemy fails to roll the Bullseye part needed to remove the Block on their next Set, it stays in place until they do.

In some cases, you will be able to place more than one Block on a Hit Meter (when Color Hit Squares are placed together). In these instances, Blocks are only removed by Hits in descending numerical order.

Suggestion: Use the Red Marker Cubes for Hits and Black Marker Cubes for Blocks.

FACE-OFF SCENARIO

Please Note: The Face-Off cards used for this example are on page 7 (Cards 67 & 68).

HILDEGARD'S TURN

You roll your 4 Shot Dice. The results are:

Nice! You're able to make 1 Bullseye with . You keep the Bullseye and Finesse (re-roll) the other 2 Shot Dice.

The results are: . You have another Bullseye. That's 2. You roll your Wild Shot.

The result is: . You have yet another Bullseye. That brings your total to 3 Bullseyes. That ends your Set. Now you roll for the Crows.

THE CROWS' TURN

You roll 3 Shot Dice for the Crows. The results are:

The Crows have a Hit! You fill the first Hit Square on Hildegard's Hit Meter, since was rolled.

Because was rolled, the Crows are smart enough to keep it, since that part is in the 3rd Hit Square and the Crows have 3 Shot Dice to use.

You re-roll 1 Shot Dice for the Crows. The result is: . This isn't good for Hildegard. The Crows rolled what was needed for the first 3 Hit Squares on the Hit Meter. Place Marker Cubes on those squares.



Hildegard and the Crows will continue to take turns until either is defeated.

Please Note: When the enemy Finesses the Shot, they will ALWAYS keep a roll they could potentially use in that Set. Let's use the empty Hit Meter above for this example:

The Crows roll:

You can see that two of these results fit on Hit Squares 2 and 3 of Hildegard's Hit Meter, but Hit Square 1 would need to be filled first.

In this case the Crows must keep and re-roll 1 Shot Dice.

If is rolled, that would be 3 Hits, and all 3 spots would be filled on the Hit Meter. If not, there are no Hits, and the Crows' Set is over.

IMPORTANT: If there are multiple enemies, you DO NOT get a Set against each of them, although your rolls can be split up however you like.

FEATS OF MARKSMANSHIP

FEATS OF MARKSMANSHIP are rewarded on Targets, Face-Offs, and various activities during the game.

Feats of Marksmanship ★ can be spent like currency to overcome obstacles or provide aid to players during an encounter.

Please Note: There is a row of squares on Hildegard's Character Card for Marker Cubes to track your Feats.

To your right, you can review the 6 Status Effects (bars in gray) at your disposal to use anytime during your Set on a Target or Face-Off. You can hold up to 6 Feats at a time in either 1 or 2 Player Games.

Please Note: A Status Effects Card for quick reference is located at the very back of Chapter 4.



BONUS CHALLENGES

Target Cards will often have **BONUS CHALLENGES**. If a Bonus Challenge is available, it will be located on the top right of the card. These challenges involve getting a certain number of Bullseyes or rolling a specific combination. Below is an example of each.

Bullseye Challenge



Gain 1 Feat for rolling 6 Bullseyes

Combination Challenge



Gain 1 Gold for rolling the combination above

Bullseye Challenges can be achieved over the course of all Sets available on a Target Card.

Combination Challenges must occur within a single Set. The combination must represent the final results of that Set.

Please Note: You can only be rewarded once per Target Card regardless of how many times you roll the correct Bullseye combination in either 1 or 2 Player Games.

GOLD & MANAGEMENT

Gold Marker Cubes are used to keep track of Gold. If you gain more than 10 Gold, use the Gold Discs (3) to help keep count. A Disc represents 10 Gold.

POSITIVE STATUS EFFECTS

FEAT COST

HONE	Add 1 Shot Dice on next Set	★ x 1
WILD	May Reroll a Wild Shot on Set*	★ x 1
BULLSEYE	Add 1 Bullseye on a Target or Face-Off	★ x 2
RESET	Add 1 additional Set on Target	★ x 2
REDO	Retry a Target or Face-Off	★ x 3
BLOCK	Add 1 Block to Hit Meter**	★ x 1

*Please Note: Hone, Wild, and Bullseye may only be used once per Set in either 1 or 2 Player Games. *Only the second result is used. **Face-Offs Only, when applicable.*



NEGATIVE STATUS EFFECTS

FLUB	Minus 1 Shot Dice on next Set
TAME	No Wild Shot on next Set
GRAZE	No Finesse on next Set
HIT	Instant Hit on Face-Off (on Hildegard's Hit Meter)

Please Note: Unlisted Status Effects may be discovered during the game. Specific rules will be given at that time.



CHECKPOINTS

The open trail is a dangerous place. Your progression is based on your choices. What you choose matters! If fate deals you a bad hand and your game abruptly ends, don't give up! Try again with a clear mind and a fresh heart for adventure.

It's encouraged to restart the game at Card 1 — Chapter 1, but the beginning of each subsequent Chapter is considered a **CHECKPOINT**. If you'd rather restart in Chapters 2, 3 or 4, you'll need to adjust your character's assets. Remove any Gold, Feats of Marksmanship or Items earned in the chapter you are restarting, but keep what you'd earned in previous chapters.

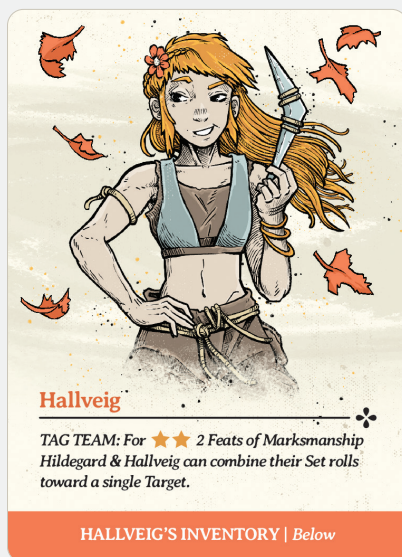
Tip: Make note of your Gold and Feats when you start a new Chapter if you plan on using it as a Checkpoint.

TWO PLAYERS

HILDEGARD & HALLVEIG

Hildegard has always dreamt of leaving the Gray Oaks, but she hadn't planned on her little sister tagging along.

If you would like to play through the game with an additional player, the second player will take on the role of Hallveig. She's an expert with a boomerang. Marksmanship runs in the family.



TWO PLAYER SET UP

The game is set up in the same way as a 1 Player Game, but with two additional steps.

1 Pull Cards 377 and 378.

These are Hallveig's Character and Weapon Cards.

2 Swap in the 2 Player Supplemental Cards.

Retrieve the 2 Player Supplemental Cards located at the bottom of the Chapter 4 Deck. They have yellow cardbacks and a boomerang illustration.

They swap out with Cards 67, 75, 117, 156 and 373.

TWO PLAYER OVERVIEW

TARGETS

When a **TARGET** is revealed, decide between you which player will handle it. The Target Card will be played exactly as it would be in a 1 Player Game.

FACE-OFFS

When a **FACE-OFF** begins, both players will have their own turn and Set to attack the enemy or enemies (with the exception of the Wild Shot, which is shared). Both players' Hit Accuracy is the same (as indicated on the top left of Hildegard's Hit Meter).

TWO PLAYER FACE-OFF RULES

Player 1 and Player 2's Sets cannot be combined to create Bullseyes.

Unless aided by the Tag Team Effect (See Hallveig's Character Card for details).

During a Face-Off, ONLY ONE Wild Shot Dice is rolled between 2 players.

It's customary to take turns rolling the Wild Shot Dice. Together, you must decide which Wild Shot Dice to use, and whose Set it will affect.

If both players are engaged with different Targets outside of a Face-Off (such as Fishing), each player will roll their own Wild Shot like they would in a 1 Player Game.

Wild Shot Dice, Feats and Gold are shared.

No additional rewards are given in a 2 Player Game.

Any Feats spent on Effects that alter a player's rolls affect both players.

For example, if you decide as a team to spend 1 Feat of Marksmanship on Hone, BOTH players will gain that Effect (in this case, +1 Shot Dice on the next Set).

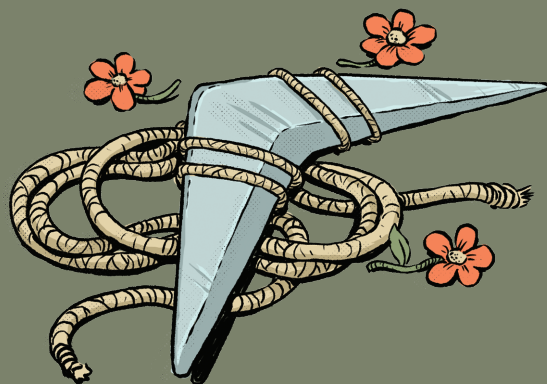
Effects triggered by the enemy affect both players!

Just like Positive Effects, Negative Effects that alter a player's rolls affect both players.

For example, if an enemy Hits a square of the Hit Meter that has a Status Effect Tab, such as Flub, both players get Flub (-1 Shot Dice on the next Set).

Some items uncovered may have individual Effects that can only be used by the player who carries the Item. These items will be color coded with a black tab and provide all the additional rules needed.

Now, it's time to begin!



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