

SPIRE'S END[®]

RANGITAKI



*A Game by Gregory Favro & Christian Thomas
Illustrations by Diego Frías & Charlie Potter*

FAVRO

SURVIVAL GUIDE: *Alpha*

This is a work in progress and will actively change throughout development. This is for personal reference only and may not be reproduced, revised or distributed without the permission of Favro Ventures LLC.



The Age of Bedlam

Amidst a vast expanse of ocean, there were three islands, Makana, Puakea, and Ruki, isolated within an encircling atoll. Each of these islands was governed by a family. Together, they formed an interdependent alliance, relying on one another for resources, trade, travel, and the forging of familial bonds. However, this harmony teetered precariously, its foundation weakened by the islands' isolation from the outside world and their reliance on each other.

This alliance was eventually broken by events on the largest and most unforgiving island of the trio, Puakea. A sequence of volcanic eruptions, spewing forth sulfuric gases and scorching hot springs, poisoned the lands. Rendered incapable of cultivation and besieged by formidable predators, the people of Puakea found themselves forced to seek sanctuary on the remaining two isles.

Makana opened its arms to receive the dispossessed. Ruki, however, did not. What followed was a time of feudal strife, as the families clashed in a bitter war for dominance. During this time, the three Seers, each from one of the three respective families, exhausted their knowledge of dark magic to overpower one another.

Ravenna, the Seer of Ruki Isle, stumbled upon a haunting revelation that could pass on a macabre gift reserved solely for the Seers — the Dark Sight, an unparalleled force that allowed one to commune with the dead and wield their ethereal energies. She could bestow a fragment of this power upon anyone she chose.

Yet, this frail and unrefined manifestation of the Dark Sight carried a heavy cost — the sole method of transmitting and maintaining this ability was through the consumption of human flesh. Consuming the living was the gateway to the dead. This practice poisoned the minds of the people of Ruki Isle, sending them into an abyss of madness.

LET'S BEGIN!

Your adventure starts on Card 1, Chapter 1. You move through the game like a book, but instead of pages, the narrative is told through a stack of cards. Flip them over, make exciting and often challenging choices, and let the story unfold.

The story cards are in numerical order.

Tip: Keeping the Chapter Decks separate and playing the game one chapter at a time is recommended. There are a lot of cards, and it's easier to manage.

Encounter Scenario: If you're not ready to delve into a bunch of rules just yet, you can get a general idea of how encounters play out by checking out the encounter scenario on pages 15-16.

NAVIGATION

Before your journey begins, familiarize yourself with these important keywords.

REVEAL: Advance to the following indicated card number.

PULL: Draw a card out of sequence without advancing from the current Story Card. Once you have finished with the pulled card, return to the previous Story Card and continue from the navigation prompts. Pulling a card is the only instance where you might backtrack during the game; at any other time, you will always move forward.

DISCARD: Remove a card from the game entirely. This card will not be used again.

Be Warned! Once you have begun, do not look at any cards you have not been instructed to see. Exploring alternate timelines can contaminate the mind. You may slip into a numb, vacant state of consciousness, never to return.

COMPONENTS

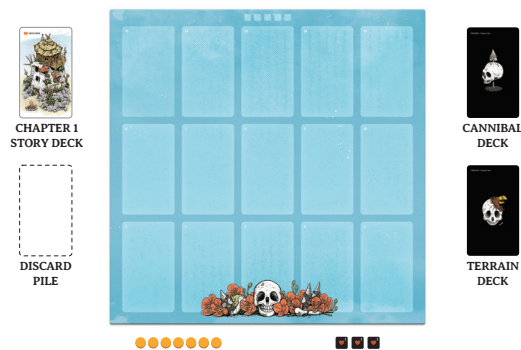
Story Cards x 300 • 6 Sided Dice x 6 • 20 Sided Dice x 3
12 Sided Die x 1 • Discs x 40 (Orange/Blue/Black/Gold)
Marker Cubes x 15 (Orange) • Gameboard x 1

SETUP

For setup, gather the following items: Chapter 1 Story Deck, Gameboard, 3 Health Dice, 1 D12, 3 D20's, and 7 Action Point Discs (Gold).

Next, remove all the unnumbered cards at the bottom of the Chapter 1 Story Deck and keep them in separate stacks. For Chapter 1, this includes the Enemy Deck, Terrain Deck, and some Severed Head Cards. **Remember to remove all unnumbered cards at the start of each Chapter.**

Finally, place the 7 Action Point Discs and 3 Health Dice below the Gameboard.



You will be asked to Reveal Cards 83, 84, & 85, on the first Story Card. Cards 84 and 85 will keep track of various points, events, and items. Card 83 is the Rangitaki Character Card for use on the playfield (see page 7).

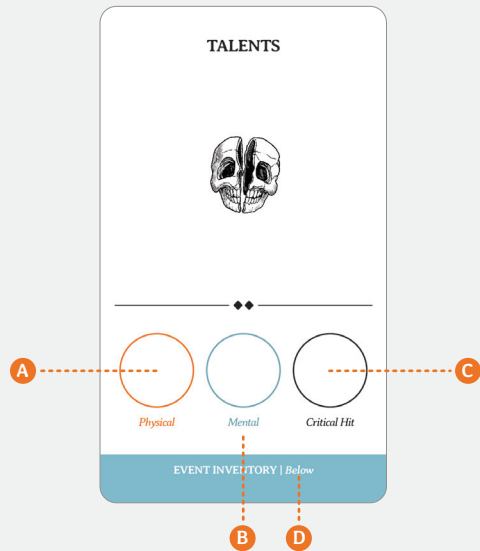


TALENT POINTS

Rangitaki's ability to handle *Mental*, *Physical*, and *Critical* aspects of the game is measured by her Talent Points. These points are utilized to modify dice roll results during Challenges and Critical Hit Rolls.

When you are rewarded with a *Talent Point*, you will add an Action Point Disc to the appropriate spot (*Physical*, *Mental*, or *Critical Hit*) on the *Talents Card*.

TALENTS CARD & EVENT INVENTORY



A| PHYSICAL POINTS DISC SPACE: To keep track of your Physical Points, stack **ORANGE** Discs here.

Your Physical Points will increase your chance of success in Physical Challenges.

B| MENTAL POINTS DISC SPACE: To keep track of your Mental Points, stack **BLUE** Discs here.

Your Mental Points will increase your chance of success in Mental Challenges.

C| CRITICAL HIT POINTS DISC SPACE: To keep track of your Critical Hit Points, stack **BLACK** Discs here.

Your Critical Hit Points will increase your chance of success on Critical Hits on your Attacks during encounters.

D| EVENT INVENTORY: Story Cards often trigger Events that play a role later. You can identify Event Cards by the light blue tab at the bottom of a card, which bears the event name.

When instructed, place these Events under the Talents Card with the Event Tab showing underneath to keep organized.

PHYSICAL & MENTAL CHALLENGES

Whenever you are faced with a **Challenge**, it will be indicated by a hexagon with a number inside of it. Challenges can appear anywhere in the game, such as on Story Cards, Enemy Cards, or Terrain Cards. The number inside the hexagon represents the Challenge Level. They are color-coded according to the Challenge type: **Physical (Orange)**, **Mental (Blue)**. You have three 20-sided Dice: The **Orange** and **Blue**, are to be used with the associated Challenge colors.



Roll 1D20. If the result is equal to or higher than the Challenge Level, you have succeeded on that Challenge. See example below of a Physical Challenge.

PHYSICAL CHALLENGE 10
Succeed - Reveal Card 100, Fail - Reveal Card 101

Critical Hit Points and Critical Hit rolls will be covered in detail in the encounters section on page 8.

INFLUENCE WITH TALENT POINTS

INFLUENCE: Anytime you modify a roll result with Talent Points or Action Points.

If you have any Talent Points of the same type as the current challenge you face, you can use them to **Influence** the roll result. By adding these Talent Points to your roll, you can increase your chance of succeeding.

Challenge Points can be used to Influence any rolls in the game with the associated Challenge Type.

Example: If you roll a 9 for the Physical Challenge (see example above) and you have a Physical Point of 1, you would add 1 to your result of 9. Now you have the 10 needed to be successful on this challenge.

Since you succeeded on this Challenge, you would Reveal Card 100. Had you failed, you would reveal Card 101.

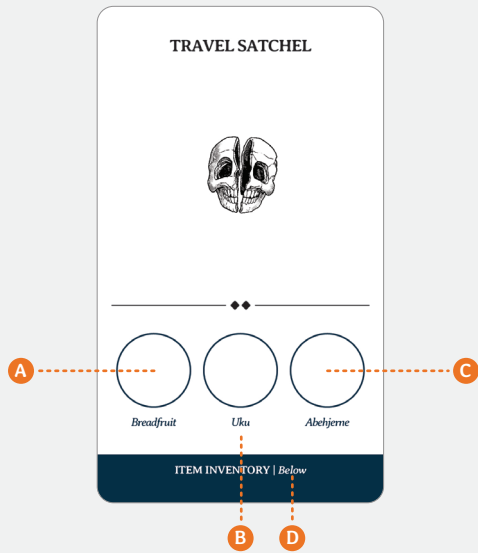
Please Note: Your Talent Points are NOT spent or lost when you apply them to roll results. They are permanent as long as you have them. Try and uncover ways to gain more Talent Points to better modify Challenge Rolls.

Also Note: Sometimes, a Challenge may only have a 'success' or 'fail' result specified. If the other result is not listed, it means that nothing happens for that particular result.

THE RULE OF ONE & INFLUENCE

Anytime you roll a 1 it CANNOT be Influenced. A 1 is considered a miss, or fail, in all cases.

TRAVEL SACHEL CARD & ITEM INVENTORY



On the Travel Satchel Card, you can acquire and track three common items: *Breadfruit*, *Uku*, and *Abehjerne*. These items can be consumed at any time during the game to heal.

Breadfruit: *Heals 1 Wound* • **Uku:** *Gain 1 Action Point*
Abehjerne: *Heals 3 Wounds*

A| BREADFRUIT DISC SPACE: To keep track of Breadfruit, stack Black Discs here.

B| UKU DISC SPACE: To keep track of Uku, stack Black Discs here.

C| ABEHJERNE DISC SPACE: To keep track of Abehjerne, stack Black Discs here.

D| ITEM INVENTORY: Additional Items can be uncovered during the game. You can identify Item Cards by the dark blue tab at the bottom of a card, which bears the item name.

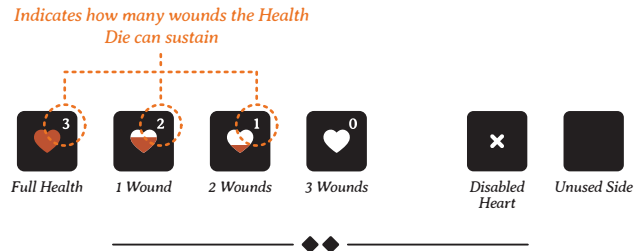
When instructed, place these Items under the Travel Satchel Card with the Item Tab showing underneath to keep organized.

HEALTH DICE

Managing Rangitaki's health is crucial for your game's progression. At the start, Rangitaki can sustain up to 8 wounds. If you are wounded a 9th time the game is over.

You have 3 Health Dice to keep track of wounds. Each Health die counts 3 wounds before you move on to the next one.

HEALTH DICE SIDES



HEALTH DICE SETUP

At the start of the game, the dice should look like this, indicating full health.



HEALTH DICE EXAMPLES

If Rangitaki is wounded, you will subtract the wounds on the Health Die furthest to the right until that Die is empty, then continue to the one on its left. Once all the Health Dice are at 0, the game is over.

Here are examples of how the first 3 wounds should look.



DISABLED HEALTH DICE: Under certain conditions, Rangitaki may lose the ability to use one or more Health Dice. If this happens, put the X side up to indicate this, until this condition goes away.



Disabled Heart

Hot Tip: Always have the numbers in the top right for dice orientation. This makes counting easy by flipping the dice directly right and left.

ACTION POINTS

& SPENDING THEM ON STORY CARDS

You have four main ways to interact in the game:

- *Navigational and Story Choices*
- *Challenges*
- *Inventory Items and Events*
- *Actions Points*

Action Points are the only currency spent in the game, so managing them carefully is essential. Unlike Talent Points, you must spend Action Points to perform all your actions inside and outside of encounters.

On Story Cards you can spend Action Points to **Heal**, **Influence** rolls, and perform **Bonus Activities**.

Here are the key points to remember about Action Points.

- *You start the game with 7 Action Points.*
- *Action Points will reset to 7 after encounter rounds and when an encounter ends.*
- *Action Points are NOT reset at the start of any encounters, what you have is what you got for your first turn.*
- *As you progress through the game your Action Point reset number will increase from 7.*
- *There is no limit to the amount of Action Points you can acquire between encounters.*

Remember: *Use the Gold Discs to keep track of how many Action Points you have at any given time in the lower left side of the gameboard.*



HEALING

If your health is low at any time, and you have available Action Points, you can spend them to Heal. The healing occurs the moment you spend the Action Points to do so.

Each Action Point you spend heals 1 Wound.

INFLUENCE WITH ACTION POINTS

If the odds are against you on a Challenge or Critical Hit due to a lack of Talent Points, you can influence your chances of success by spending Action Points. For every Action Point spent, you can temporarily increase your roll result on any **Physical Challenge**, **Mental Challenge**, **Critical Hit**, or **Roll Chart**.

Unless specified, any roll made in the game can be influenced by Action Points if you so choose.

For Example: If the challenge you are facing has a Physical Level of 20, and you currently have no Physical Challenge Points, you would need to roll a 20 for success. Those are not good odds.

PHYSICAL CHALLENGE 20

Succeed - Reveal Card 200, Fail - Reveal Card 201

To increase your odds, you may want to spend Action Points. Let's spend 5 Action Points. This will give you plus 5 on your roll result. Now you need to roll a 15 or higher to succeed. Remember, this only applies to the current Challenge or Critical Hit. The Action Points are expended, and your Talent Points will return to whatever they were prior.

PERFECT ROLL BONUS

Anytime you roll a 20, it's referred to as a 'Perfect Roll.' When this happens, you immediately gain 1 Action Point. Don't forget to claim your bonus!

Please Note: Perfect Rolls cannot be achieved by influencing the roll!

THE RULE OF ONE & ACTION POINTS


Anytime you roll a 1 you CANNOT use Action Points to Influence that roll. A 1 is considered a miss, or fail, in all cases.

ENCOUNTERS

You will encounter a range of situations that will transition you from the Story Deck onto the Playfield.

The Story Cards will provide instructions on these encounters, including: **Duration**, **Character Placement**, **Terrain Placement**, and any **Special Rules** (see below).

Nalu and the Ruki



Playfield:
Placement diagram

Black: Potential Enemy starting space.

X: Nothing can start in these spaces.

Duration: How many rounds the encounter will last.

Duration: 3 Rounds

CHARACTER PLACEMENT

Place Rangitaki on space 3. Reveal Card 12 and place it on space 8. Pull 2 Enemy Cards. Roll 1D12 for placement. Enemies cannot start on spaces 2 and 4.

When an enemy is defeated, return it to the Enemy Deck unless specifically told to Discard it from play.

TERRAIN

Pull 1 Terrain Card. Roll 1D12 for placement.

SPECIAL RULES

If you have the 'Precious Time Lost - Event,' Lose 1 Action Point on Round 1 and Discard Card 8.

If you survive 3 rounds, Reveal Card 14

CHARACTER PLACEMENT

Depending upon the situation, characters and terrain can be placed on the playfield in three ways: on a specific numbered space, through a die roll, or your choice.

If you are instructed to roll 1D12 for a character or terrain starting location, roll the 12-sided die and put the character on the number rolled.

If that space is already occupied, place it on the nearest applicable open space to that number. If there is more than one such space, you can choose the placement.

Is there something different about this 12-sided dice?

Yes! You may notice that numbers 2-4 are missing on this die! You will not place random enemies or terrain on these spaces. Space 3 is usually Rangitaki's starting space.

PLAYFIELD SETUP

The Playfield consists of 5 columns and 3 rows. 15 spaces total.



Let's look at Card 11 in the Story Deck, which gives us the instructions for the first encounter (shown to the left).

In the **Playfield Placement Diagram**, Space 3, highlights where you place the Rangitaki Character Card (indicated by the R in blue).

Space 8, in orange, indicates where your primary adversary - Card 12, is placed. Both are shown above in their appropriate spaces.

Next, you are instructed to Pull 2 Cards from the Enemy Deck and roll 1d12 for placement. The results will be the spaces these Cards are placed on the playfield.

Enemy Cards Placement Example: I roll the 1D12 and get a result of 8. Since there is already a character on space 8, I must place the Card on any unoccupied, adjacent space. I choose space 7.

Then I roll 1D12 again for my second Enemy Card. I get a result of 15, so I place the Card on space 15.

Please Note: Spaces 2, 3, and 4 are not on the 1D12 Dice. Unless instructed otherwise, these spots are not available as placement options for enemies or terrain.

ENCOUNTERS

ROUNDS, TURNS, & ACTIONS

ROUNDS

An encounter occurs in a set amount of *Rounds* which consists of: *Turns, Actions, Upkeep, and Reset.*

ROUND: A complete cycle of the player & enemy's turns.

TURNS

At the beginning of an encounter, you will always take your turn first, and it consists of a single phase in which you spend Action Points to do Actions.

TURN: Each time you spend Action Points to execute Actions, or each time an Enemy completes their Actions.

You can use as many Action Points as you want for various actions, as long as you have enough points for each Action. Your Turn ends either when you run out of points or choose to stop making actions. Here are the key points to remember on your Turn.

- *Your Turn is always the first to occur.*
- *You have the flexibility to decide how many Action Points you spend during your Turn.*
- *After each round, Action Points reset to 7, or whatever your current Action Point threshold is.*
- *After an encounter ends, Action Points reset to 7, or whatever your current Action Point threshold is.*
- *Any unused Action Points during your Turn do not carry over to the next Turn.*
- *There are ways to earn additional Action Points during your Turn, which can extend your Turn. This is called a Turn Chain.*

TURN CHAINS

Defeating Enemies and succeeding on challenges during encounters can earn you bonus Action Points. If these are awarded during your turn, they are immediately available to spend, and you can use them to gain even more bonus points, chaining your turn with more Actions.

***Be Aware:** Your turn is over once a Turn Chain is broken. Any additional Action Points you have or are awarded can only be used to Influence Rolls during the remainder of that round. For example, you could defeat an enemy with Poison at the end of a round, awarding you Action Points. These points cannot be used.*

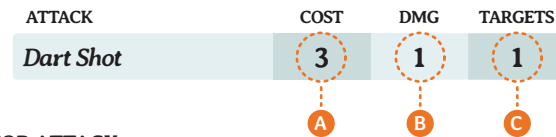
ACTIONS

There are 4 basic types of Actions: *Attacks, Augments, Skills, and Movement.*

ATTACK ACTIONS

Rangitaki's primary weapon is a Blow Gun, which enables both close and ranged attacks. Shortly after the game begins you will pull 1 of 2 *Encounter Action Cards* with your available Actions.

On either card, your standard attack is the *Dart Shot*. Below is a look at how the attack information is organized.



A| COST FOR ATTACK

The amount of Action Points the attack costs.

For instance, Dart Shot costs 3 Action Points..

B| DAMAGE FROM ATTACK

The number of wounds this attack will do.

In the case of Dart Shot, it inflicts 1 wound.

C| NUMBER OF TARGETS FROM ATTACK

Indicates the number of targets that can be wounded by this attack.

Dart Shot hits 1 target.

CRITICAL HITS & MISSES

A Dart Shot will inflict 1 wound on a Target. However, Rangitaki also has a chance for a Critical Hit on that Dart Shot. When a Critical Hit occurs on any attack, that attack inflicts 1 additional wound on a Target. Each character, friend or foe, has specific *CRIT/MISS* numbers associated with them (as shown below).



Every time an attack is made by Rangitaki or the enemy, roll a 1D20. If the result is equal to or higher than the character's Crit number (20 in the example above), it's considered a Critical Hit, resulting in 1 additional wound.

On the other hand, if the result is equal to or lower than the character's Miss number (5 in the example above), the attack is considered a Miss, and there will be no wounds inflicted.

ENCOUNTERS

AUGMENT ACTIONS

ENCOUNTER ACTIONS

+1 Physical Point


ATTACK	COST	DMG	TARGETS
Dart Shot	3	1	1

AUGMENT	COST	DMG	CRIT BONUS
Poison*	2	1**	1

SKILLS	COST	EFFECT
Lob*	1	Dart Shot over a Target to Hit another
Dodge	2	Dodges 1 Wound, per 2 points spent
Heal	1	Heal 1 Wound, per point spent
Influence	1	Add/Subtract 1, per point, any Crit/Miss

MOVEMENT	COST	EFFECT
Step	1	Move 1 Space per point spent

*Must be combined with a Dart Attack. **Poison DMG at end of Round.



ACTION INVENTORY | Below

AUGMENT	COST	DMG	COST	CRIT BONUS
Pierce Dart*	2	1*	2	2

Damages 2 adjacent enemies in a column, in the line of attack.
*Must be combined with a Dart Attack. Dart Attack with Pierce does a total of 1 wound per target.

Pierce Dart

New Actions can be discovered, similar to Events and Item Cards. When you come across new Actions, you can place them under the Encounter Action Card with the details bar and yellow tab positioned below the Action Inventory Tab.

When used wisely, Augments are a great way to gain an advantage during encounters. Augments are added to Dart Attacks for additional effects. Depending on which Action Card you receive, your first Augment will be either *Paralysis* or *Poison*.

PARALYSIS AUGMENT: Your chosen Target can't attack or move for 1 Round.

AUGMENT	COST	DMG	CRIT BONUS
<i>Paralysis*</i>	2	0	1
	A	B	C

POISON AUGMENT: Adds 1 wound to a Target at the end of the current round.

AUGMENT	COST	DMG	CRIT BONUS
<i>Poison*</i>	2	1**	1
	A	B	C

A| COST FOR AUGMENT

The number of Action Points the augment costs to add it to a Dart Shot.
Paralysis & Poison both cost 2 Action Points.

B| DAMAGE FROM AUGMENT

The number of wounds this attack will do.

Paralysis does not wound a target.

Poison adds 1 additional wound to a target at the end of the current round.

Example: To add Poison to a Dart Shot, you would first need to spend 3 Action Points for a Dart Shot. Then, add an additional 2 Action Points for the Poison Augment, a total of 5. Your chosen Target would immediately take 1 wound from the Dart Shot, and then another wound at the end of the Round due to the Poison Augment.

C| CRITICAL HIT BONUS

When an augment displays a positive or negative number, it indicates that this augment modifies the Dart Shot's Critical Hit.

Example: When you add Poison to a Dart Shot, you gain a small bonus to your chance for a Critical Hit. The "1" means you add 1 to your Crit/Miss roll result.

If you were to get a Critical Hit with a Poison Dart shot, this would be the wound total.

- 1 Wound from the Dart Shot
- 1 Wound from successful Critical Hit Bonus
- 1 Wound from Poison (End of the Round)

Total: 3 Wounds

Poison Warning: While Poison boosts Crit chance and adds a final wound, any Action Points earned from a poison-induced defeat are lost because it's the end of the round. You can't spend them on the current round, nor can you keep them for the next round. Action Points always reset.

ENCOUNTERS

SKILL & MOVEMENT ACTIONS

ENCOUNTER ACTIONS

+1 Physical Point


ATTACK	COST	DMG	TARGETS
Dart Shot	3	1	1

AUGMENT	COST	DMG	CRIT BONUS
Poison*	2	1**	1

SKILLS	COST	EFFECT
Lob*	1	Dart Shot over a Target to Hit another
Dodge	2	Dodges 1 Wound, per 2 points spent
Heal	1	Heal 1 Wound, per point spent
Influence	1	Add/Subtract 1, per point, any Crit/Miss

MOVEMENT	COST	EFFECT
Step	1	Move 1 Space per point spent

*Must be combined with a Dart Attack. **Poison DMG at end of Round.



ACTION INVENTORY | Below

MOVEMENT

STEP MOVEMENT: Use the Action to move from one space to another.

For each Action Point spent, you can move 1 space. For more information on playfield movement, refer to the *Playfield Rules Section* on page 14.

SKILLS

LOB SKILL: Use the Lob Skill to shoot a Dart Shot over one Target to hit another Target. For more information on using the Lob Skill, refer to the *Playfield Rules Section* on page 14.

SKILLS	COST	EFFECT
Lob*	1	Dart Shot over an object to Hit another

DODGE SKILL: Use the Dodge Skill to reduce the wounds inflicted to Rangitaki. Every 2 Action Points you spend will negate 1 wound.

Important: Dodge is a preemptive skill, and can only be used during your turn to anticipate wounds or an enemy attack.

SKILLS	COST	EFFECT
Dodge	2	Dodges 1 Wound, per 2 points spent

HEAL SKILL: Works the same way it does outside of an encounter. Each Action Point you spend heals 1 Wound.

Important: During encounters you can only heal during your turn.

SKILLS	COST	EFFECT
Heal	1	Heal 1 Wound, per point spent

INFLUENCE SKILL: During an encounter, you can use Action Points to temporarily affect any Critical Hit rolls or Challenges. This skill is listed under Skills because it allows you to influence not only your own Critical Hits but also those of your enemies.

SKILLS	COST	EFFECT
Influence	1	Add/Subtract 1, per point, on Crit Chance

Important: The Influence skill is unique in that it doesn't have to be used during your turn. It can be done at any time. If an enemy rolls a Critical Hit, you can use your Action Points to subtract from their roll and prevent the Critical Hit. This means you don't have to predict in advance whether they will roll enough for a Critical Hit. You can decide to use the Influence skill after the roll has been made.

ENCOUNTERS

UPKEEP, TRAITS, & RESET

UPKEEP

UPKEEP: involves managing any applicable *Trait Effects* on characters at the end of a Round.

To understand Upkeep, you will need to learn the basics of *Traits*.

TRAITS

Often, *Traits* are in play that can be triggered at the end of a Round. Therefore, a Round isn't considered complete until any *Upkeep* related to *Traits* has been taken care of.

TRAITS: Are unique abilities that characters possess, which can significantly impact gameplay and other characters on the playfield. Some *Traits* can be beneficial, while others may act as hindrances. Certain *Traits* will be exclusive to enemies, while you may uncover others to use against them!

TRAIT EFFECTS: *Trait Effects* refer to the unique effects that a *Trait* has on a character.

Please Note: There is no limit to the number of Effects from Traits a character can have at any given time.

Listed to the right are *Traits* with their behaviors and functions. Keep in mind that other less common, more mysterious, *Traits* may be discovered along the way!

RESET

As stated in previous sections, you will reset your Action Points after completing a round and at the end of an encounter.

Initially, you begin the game with 7 Action Points, but this amount may change as you progress through the game.

TRAITS & EFFECTS

BODY BOMB: Has a volatile body chemistry and will explode upon its defeat.
Effect: 1 Wound to all adjacent characters.

BOLSTER: Attacks become more lethal each round.
Effect: Attacks inflict an additional wound each round. To clarify, if an attack initially deals 1 wound, it will increase to 2 wounds in round 2, then 3 wounds in round 3, and so on, with the number of wounds accumulating with each successive round.

COWARDLY: Does not want to fight.
Effect: Retreats after 1 round and is removed from the playfield.

DRAIN: Has the ability to absorb the energy of enemies.
Effect: At the start of a Round, if Rangitaki is adjacent to a character with the Drain Trait, she will lose 1 Action Point.

ELECTROCUTE: Has the ability to attack with electricity.
Effect: If Rangitaki is attacked with Electrocute, she loses 1 Action Point at the start of the next Round.

Drain and Electrocute are Traits exclusive to enemies since they directly affect Action Points, which are specific to Rangitaki.

FREEZE: Has the ability to stop an attack.
Effect: If attacked with Freeze, target cannot attack on their following Turn, but they can still move. Freeze only lasts 1 turn.

RECRUIT: Has the ability to call for reinforcements.
Effect: If a character with the Recruit Trait is wounded but not defeated, at the start of the next round, a new enemy will be randomly added to the playfield. The placement dice will determine the space where this new character starts. Recruit only takes effect if there is another round left to be played.

TENUOUS: Cannot handle pain.
Effect: If a character with the Tenuous Trait is wounded but not defeated, that character will retreat after the current round concludes.

POISON: Can poison an enemy on attack.
Effect: If attacked with Poison, the target takes 1 additional wound at the end of the current round. Poison does not carry over to the next Round.

RAGE: Attacks become more lethal when wounded.
Effect: If a character with Rage is wounded but not defeated, their next attack inflicts an additional 1 wound. This additional damage can increase by 1 each time they are wounded again.

SQUISHY: Is prone to injury.
Effect: If a character with Squishy is wounded by an adjacent character, they will suffer 1 additional wound. Squishy carries over to all future rounds.

STUN: Has the ability to immobilize an enemy.
Effect: If attacked with Stun, the target cannot move on their following Turn, but they can still attack. Stun only lasts 1 turn.

UNWAVERED: Is fearless, and will remain in place.
Effect: Character with the Unwavered Trait will not move from their current space unless specified through situation instructions.

ENCOUNTERS

ENEMY CARD ANATOMY

Here is a look at an enemy card (to the right), highlighting the iconography and information types.

A| WOUND LIMIT

The number of wounds needed to defeat an enemy.

B| RANGE ICON/WOUND AMOUNT

This icon indicates the type of attack an enemy can do. The number below each icon is the amount of wounds that attack inflicts.

CLOSE RANGE
Adjacent



CLOSE RANGE
Surrounding



LONG RANGE



LONG RANGE
With Lob



COLLISION
Surrounding



Close Range-Adjacent: Enemies can attack the 4 adjacent spaces.

Close Range-Surrounding: Enemies can attack the 8 surrounding spaces.

Long Range: Enemies can attack characters anywhere in their Line of Sight.

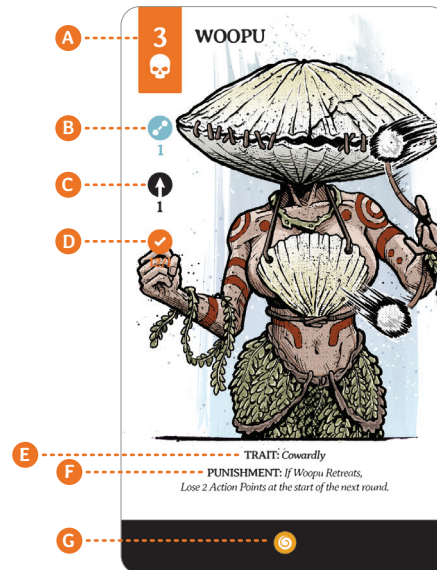
Long Range + LOB: Enemies can attack characters anywhere along the Line of Attack and will use Lob whenever necessary.

Collision: This is a passive attack that triggers only when an enemy or object collides with another character or object. When this collision occurs, it will inflict the indicated damage on the object that initiated the collision as well as any other objects in close proximity to the point of impact.

Please Note: Enemies are limited to one attack per turn unless stated otherwise.

C| MOVEMENT AMOUNT

The number of spaces an enemy can move.



D| CRIT/MISS

The Critical Hit and Miss numbers for this character's attacks.

As stated in the **Critical Hits & Misses** section, page 8.

If the result is equal to or higher than the character's Crit number (15 in the example to the right), it's considered a Critical Hit, resulting in 1 additional wound.

If the result is equal to or lower than the character's Miss number (1 in the example above), the attack is considered a Miss, and there will be no wounds inflicted by Woopu.

E| TRAITS

If an enemy has a Trait, it will be listed here.

F| INSTANCES

Situational rules, actions, or conditions that can occur under specific circumstances. Examples of these are: **Rewards, Punishments, Challenges, and Special Movements**

For Example: on the Woopu enemy card above, if Woopu retreats, Rangitaki will lose 2 Action Points at the start of the next round.

G| ACTION POINT REWARDS

The number of Action Points rewarded for defeating this enemy.

For Example: on the Woopu enemy card above, for defeating Woopu, you would get 1 Action Point.

Remember: The amount of Action Points you receive for defeating an enemy is critical when deciding your Actions. The Point earned from defeating Woopu can immediately be used toward an additional Action.

ENCOUNTERS

TERRAIN CARD ANATOMY



A| IMPASSABLE/LOS/LOB: This informs you if characters have a *Line of Sight* or can *Lob* over or through this Terrain. All Terrain is *Impassable*. Characters must move around them, not over them.

B| MENTAL CHALLENGE: If you meet the requirements (in this case Rangitaki would need to be adjacent) you can roll for the Mental Challenge.

Please Note: Terrain Cards do not have Turns.

ENEMY TURNS & BEHAVIOR

After you finish your turn, each Enemy on the playfield takes its own turn. Their turn order is decided by the numbered space they are in, starting from the lowest number and proceeding to the highest. During an enemy's turn, you will act on their behalf.

An enemy's turn is divided into two steps: Move, then Attack. Any other Traits or Instances that do not affect their movement or attack will occur after these two actions are completed.

Here are the fundamental rules for an Enemy's Turn.

- An enemy can always move and attack on the same turn.
- An enemy can move once, and attack once per turn unless specified otherwise.
- An enemy will only opt to move if they cannot attack Rangitaki from the space they are currently in.
- An enemy move is not based on any other enemy moves. They work independently.
- If an enemy can only attack at close range, they will move toward Rangitaki in the least amount of open spaces available until they are adjacent to her.
- If an enemy cannot attack or reach Rangitaki, their turn is over.
- An enemy does not spend/use Action Points.

ENEMY TURN EXAMPLE

Place Bahooka on space 12, Nalu on space 8, and Rangitaki on space 3. We will assume that it is the enemy's turn. Nalu is first because his playfield number is lower than Bahooka's. Nalu has a close-range attack, he is adjacent to Rangitaki, so he attacks and automatically inflicts 2 wounds. You roll for his Critical Hit. The result is a 12, so Nalu, did not get a Critical Hit, nor Miss on the Attack. Your Health Dice should be adjusted to indicate the 2 wounds.

Nalu will not move from his current space because he can still attack on the next round. Nalu's turn is about over, but he has a Trait you need to keep track of called *Bolster*, which means his attacks increase each round. Drop a disc on Nalu as a counter to keep track of Bolster. Now, Nalu's turn is over.

Next, it's Bahooka's turn. Since he has a long-range attack and does not currently have a Line of Attack, he must move into one if he can. Bahooka can move 1 space, so he moves forward into space 7. Now, he is in a Line of Attack and will immediately shoot at Rangitaki, Roll 1D20 for his Critical Hit. The result is 19. Since the result exceeded his Critical Hit number of 18, Bahooka has made a Critical Hit, and inflicts 2 wounds.

50/50 RULE

If an enemy has two open spaces equidistant from Rangitaki, and it's uncertain which one they would move into, roll a 1D20.

- If the result is *ODD*, move that character up or down towards Rangitaki.
- If the result is *EVEN*, move that character left or right towards Rangitaki.

Whenever an enemy is compelled to choose between two equally likely actions, roll to determine the outcome by assigning Odd and Even to each option.

PLAYFIELD RULES

Rangitaki can move anytime during her turn. As mentioned previously, for each Action Point spent, she can move 1 space.

All characters follow these 3 basic rules of movement.

- They cannot move diagonally, only left, right, up, down.
- They cannot move directly over another object.
- They cannot occupy the same space as any other object.



RULES OF ATTACK

LONG-RANGE ATTACKS

Ranged weapons offer significant versatility when choosing a target. They can attack from short or long range.

With a ranged weapon, a character can shoot at any object or individual within their Line of Attack (LOA) - that is, any of the eight possible directions they have available for attacking a target. However, this is only possible when the character has an unobstructed view, known as Line of Sight (LOS), of the target.

LINE OF ATTACK (LOA): Any of the possible eight directions a character has available to attack a Target.

LINE OF SIGHT (LOS): A character's unobstructed vision of another object on their line of attack.

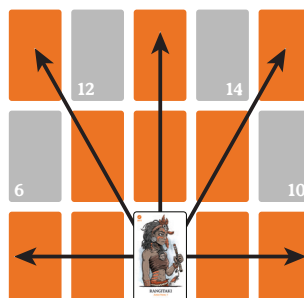
LOB ON LONG-RANGE ATTACKS

In situations where there is no direct Line of Sight to the target, it is still possible to hit them if they are within the character's Line of Attack. To accomplish this, the character must use the Lob Action in conjunction with their Dart Shot to wound a target that is obscured by another object.

SHORT-RANGE ATTACKS

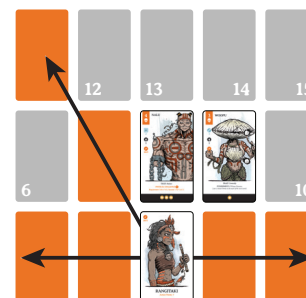
Certain enemies possess only short-ranged attacks. These attacks can only harm characters in close proximity, either adjacent or surrounding them, as depicted on the right.

LINE OF ATTACK



EXAMPLE A

LINE OF SIGHT



EXAMPLE B

LONG-RANGE: LINE OF ATTACK / LINE OF SIGHT

Above, in Example A, you can see that all the orange spaces fall within the *Line of Attack*, making them potential targets. Starting from the initial position, there are only four spaces that cannot be targeted (spaces 6, 10, 12, and 14).

Above, in Example B, there are two viable targets situated in front of you, but your Line of Sight is now obstructed, and you can no longer target something in spaces 13 and 15 as well as spaces 6, 10, 12, and 14. To hit a target in those particular spots, you would need to use the Lob action.

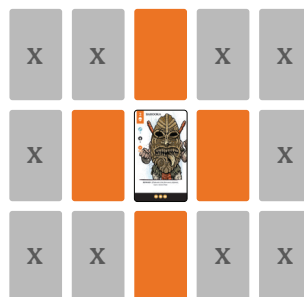
SHORT-RANGE: ADJACENT / SURROUNDING

Below, Example C, illustrates the 4 spaces (orange) a character with a *short-range: adjacent attack* can hit.

Below, Example D, illustrates the 8 spaces (orange) a character with a *short-range: surrounding attack* can hit.



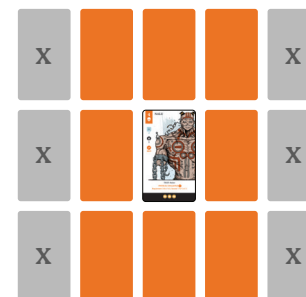
SHORT-RANGE: ADJACENT



EXAMPLE C



SHORT-RANGE: SURROUNDING



EXAMPLE D

SCENARIO

ENCOUNTER: ROUND ONE



Let's walk through a simple scenario of the first round of an encounter. Arrange the following cards in these positions and follow along.

- **Rangitaki:** Space 3
- **Nalu:** Space 8
- **Bahooka:** Space 11
- **Woopu:** Space 13

Make sure you have your 7 Action Discs and Challenge Dice.

Please Note: Nalu, Bahooka, and Woopu are part of the Chapter 1 Enemy Deck, while the Rangitaki Character Card is Story Card 83.

YOUR TURN

It's your turn since Rangitaki always goes first. In this scenario, let's assume you have all 7 Action Points. Be aware, this is not always a guarantee. You can spend, lose, or gain Actions before you get to an encounter.

First, you assess the positions of your enemies and determine whom you can attack. You notice that both Nalu and Bahooka are within your line of attack and line of sight, making them possible targets without having to move. However, Woopu is located behind Nalu and is out of your line of sight, so reaching her would require you to either spend Action Points to move or use the Lob action.

You decide to begin your turn by targeting Bahooka with a Dart Shot. He poses a significant threat with his 3-wound attack, so you want to eliminate him quickly. You spend 3 Action, by removing them, to execute a Dart Shot on him.

The Dart Shot automatically inflicts 1 wound, but you need to roll to determine your Critical Hit chance. Roll 1D20 for this purpose. Your result is 19, and since your Critical Hit number is 20, you didn't get a critical hit. However, let's say you've earned 1 Critical Point, which you can add to your roll result, making it effectively 20.

In that case, with a roll result of 20, you achieve a Critical Hit! You inflict an additional wound, dealing a total of 2 wounds to Bahooka. As Bahooka can only withstand 2 wounds, he's been defeated. Return Bahooka to the Enemy Deck.

By defeating Bahooka, you are rewarded 3 Action Points. As luck would have it, Bahooka has an additional Bonus Reward listed. It states: *If Bahooka is the first enemy defeated, Gain 1 Action Point.*

Bahooka is indeed the first enemy defeated, so you gain that additional Action Point.

ACTION POINT REVIEW

Starting Points	7
Spent	3, Dart Shot
Awarded	4, Defeat + Bonus
Remaining	8

You're off to a great start. You have more Action Points now than when you started! So you continue your turn. Be sure to keep count of these with your Action Discs.

Next you decide to attack Nalu with a Dart Shot. He's big, he's tough, and he's right in front of you. Again, you spend 3 discs, then roll for your Critical Hit chance. Your result is a 6. No Critical Hit this time. You have inflicted 1 wound. You drop 1 orange marker cube on his card to indicate the wound inflicted. You have 5 Action Points remaining.

Having two targets and enough points for one more Dart Shot, you closely examine both enemies and discover that Woopu has the Retreat Trait, meaning she will leave the playfield after the current round. You consider letting her go, but there is a punishment listed if you do. It states: *If Woopu Retreats, Lose 2 Action Points at the start of the next round.*

SCENARIO

ENCOUNTER: ROUND ONE - CONTINUED



After your turn is complete, the playfield should look like the example above.

- *Bahooka and Woopu have been defeated and removed from the playfield.*
- *You have 1 Action Point remaining.*
- *One Orange Cube should be on Nalu indicating 1 wound (not shown due to the cube's small size)*
- *Rangitaki has moved over into space 1.*

Hot Tip: In the final round of any encounter, it's essential to prioritize healing any wounds Rangitaki has before the round concludes. This will prevent the need to use your fresh Action Points that are reset after the encounter is over. You will want to have these for whatever comes next!

Remember, Action Points do not carry over between rounds or after encounters end.

YOUR TURN - CONTINUED

You decide that you cannot allow Woopu to escape; she must be dealt with. To maximize your attack on Woopu, you aim to have a direct line of sight, avoiding the need to use Lob, which would consume an additional Action Point. Moreover, you must also ensure that you are out of range from Nalu's attack.

You decide to move 2 spaces to your left to achieve the desired position. You spend 2 Action Points and move Rangitaki to space 1 on the playfield.

Now, you proceed to attack Woopu using a Dart Shot, utilizing your last 3 Action Points.

Since you defeated Woopu already with 1 wound, you do not need to roll for a Critical Hit. You return Woopu to the Enemy Deck.

By defeating Woopu you are rewarded 1 Action Point. Since you have no intention of moving, you have no further actions to take at this time. You decided your turn is over, but you keep ahold of your 1 remaining Action Point until the end of the Round just in case you wish to Influence an enemy roll later on.

The example to your left shows how the playfield should look at this time.

ENEMY TURN

With Woopu defeated, Nalu becomes the only remaining enemy and proceeds with his turn. However, due to Nalu's short-range attack, he cannot directly attack you from his current space. Instead, he will automatically move to the closest available space nearest to you to be in range for an attack.

Nalu could move to space 7 or space 3. You move Nalu to space 7 because he has a short range attack that can hit all 8 surrounding spaces.

Since space 7 is the only one that could hit Rangitaki, that is where Nalu moves. Enemies will always choose the most advantageous position for themselves.

Nalu launches his attack! You roll 1D20, and the result is 17. Oh no! 17 is Nalu's Critical Hit number! You are wounded twice from his attack, and there's another wound from the Critical Hit, making a total of 3 wounds.

However, you have one option left that can change this outcome. You can spend your last remaining Action Point to Influence Nalu's Critical Hit chance roll and subtract 1 from it. You decide to do so. The roll now becomes a 16 instead of a 17, hence negating the Critical Hit. Your wounds are now 2.

With Nalu having moved and attacked, his turn is now over, but there is a small bit of Upkeep that needs to occur. Nalu has the Trait Bolster, which means he inflicts 1 additional wound on attacks each round. To keep track of this trait, place a Black Disc on him as a counter for the next round. This round is now over.

Reset your Action Points to 7 and get ready for the next round!

Please Note: When an encounter ends all cards are cleared from the playfield.

CHECKPOINTS

Your escape from the atoll will be perilous, and your progress depends on the choices you make. How you decide to use your Action Points is crucial! If you are torn limb from limb and eaten by cannibals, don't lose hope! You have the luxury to try again. Right those wrongs!

Restarting the game at Card 1 — Chapter 1 is encouraged. However, reaching the beginning of each subsequent chapter serves as a CHECKPOINT. Should you prefer to restart from chapters 2 or 3, make sure to adjust your character's assets accordingly. Remove any Items, Events, and Actions earned in the specific chapter you are restarting while retaining what you earned in previous chapters.

TWO-PLAYER OPTIONS

Although Rangitaki was designed as a single-player experience, I still encourage you to share your adventures with someone you trust to make sound and wise narrative decisions! In fact, it might be more fun to set sail with a foolhardy sort that laughs in the face of death.

Either way, half the fun is deliberating with an excitable friend about what crazy choice you should make next!

Have someone be your narrator or act as the enemy during encounters.

Now go spin some Martin Denny - Quiet Village, mix up a few Mai Tai's, and embark on a tropical adventure together.

ATTENTION OVER 21 PLAYERS!

The original Mai Tai is the preferred libation for this gaming experience.

The Original Mai Tai

- 2 Ounces of 17-year-old J. Wray Nephew Jamaican Rum*
- ½ Ounce Holland De Kuyper Orange Curaçao
- ½ Ounce French Garnier Orgeat
- ¼ Ounce Rock Candy Syrup
- Juice from one whole lime

**Procuring this Rum may prove difficult. Meyers Rum is an acceptable substitute, and used by the grand masters at Trader Vics.*





Team Rangitaki

Game Design, Art Direction, Graphic Design by **GREGORY FAVRO**

Written by **GREGORY FAVRO & CHRISTIAN THOMAS**

Illustrations by **DIEGO FRIAZ & CHARLIE POTTER**

Edited by **BRENDAN TRIPLETT**



Spire's End: Rangitaki is a work of complete fantasy created solely for entertainment purposes and is not intended to represent or depict any real culture, individuals, or persons.

©2024 Favro Ventures, LLC, All Rights Reserved • Spire's End® is a Trademark of Gregory J. Favro • Spiresend.com

This is a work in progress and will actively change throughout development. This is for personal reference only and may not be reproduced, revised or distributed without the permission of Favro Ventures LLC.