A decorative border with a repeating floral and scrollwork pattern in a reddish-brown color, framing the entire page.

Rulebook

Here be Dragons Into the Unknown

The words "Hic Sunt Dracones" or "Here be Dragons" were written on one of the oldest known terrestrial globes, the Hunt-Lenox Globe. It was a warning to seafarers, a warning of mysterious creatures looming around the edges of the world. In this strategy-adventure fantasy game, you will explore a newly discovered land and face never-before-seen monsters.

You will step into the shoes of a brave explorer inspired by early cartographers of the real world. As you explore an ever-expanding map you will find out that in the world of Here be Dragons, the dragons and monsters really do exist.

Come with us now into the world of Here be Dragons, and discover what dangers lurk beyond the edge of the map.

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What's in the box?



56 event cards

20 dice



The Devourer card and meeple



55 monster cards

The Kraken cards and meeple



80 hexagons



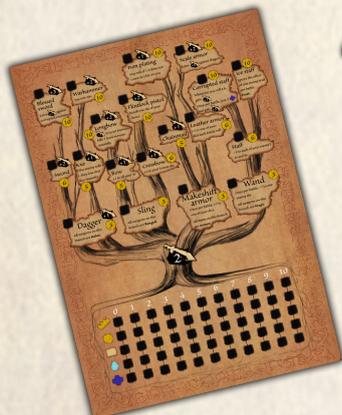
Amman Dash card and meeple



The Golden Dragon card and meeple



6 player boards



24 settlement tokens



6 character figures



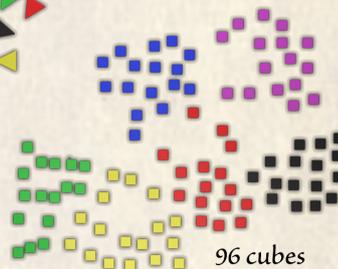
6 travel markers



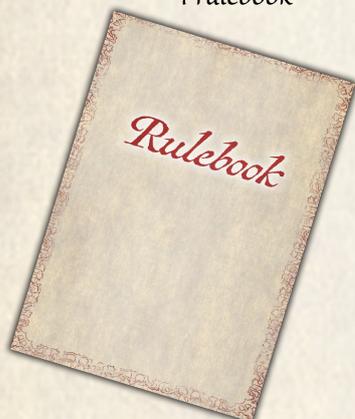
15 monster tokens



96 cubes



1 rulebook



3 player aids



1 exploration bag



The goal of the game

Here be Dragons is a competitive exploration game where players compete for victory points to become the ruler of an uncharted land. These points can be earned by:

- Upgrading your settlement by spending resources found throughout the world.
- Being the first to complete side quests.
- Defeating powerful monsters that roam the forests and mountains.
- Defeating your fellow players in single combat.
- Surviving and defeating the game boss in order not to lose to the game itself.

Playing the game

On your turn, move your character figure to the location of your travel marker possibly expanding the map. Then, draw an event card, gain income from your settlement and production tiles, and shed excess gold and resources. Then do as many interactions as you want (see the On your turn section on page 6). Finally, place your travel marker to indicate the direction you will move on your next turn.



Winning the game

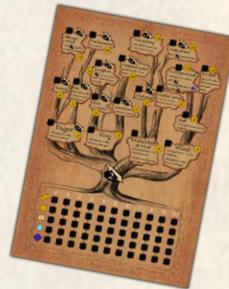
Before the game, agree on the number of victory points you'll need in order to win (we recommend 10 VP). The first player to reach that number of victory points wins the game!

Setup

1. Players should first agree on the number of victory points that will be needed to win. We recommend 10 VP. Also, decide if you want to play with one or more of the game bosses. If you play a solo game you must choose the Devourer or Amman Dash. Whether playing solo or multiplayer, we recommend only using the Devourer boss if this is your first game.
2. Separate the eight corrupted cards and the Kraken Idol from the event cards. If you play the game without using the Devourer or Kraken boss, simply shuffle all event cards together into the event deck and place it on one side of the play area. If you are using the Devourer or the Kraken in the game, see their special setups at the end of the rulebook.
3. Separate the three types of monster cards (1-2, 3-4 and 5+) into three separate decks and place them to one side of the play area. Make sure to have enough room for separate discard piles next to the decks as well. Whenever the last card is drawn from any monster deck, immediately recreate that deck by reshuffling its discard pile.

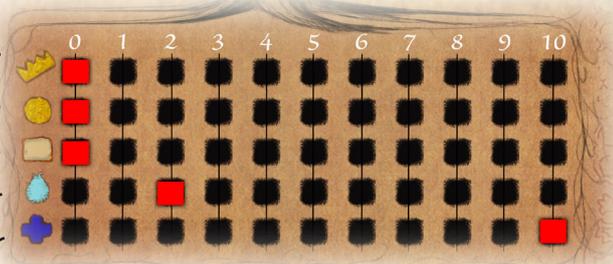
4. Each player receives the following components:

- 1 village, 1 town, 1 fort, and 1 citadel
- 16 player / district cubes
- 1 travel marker
- 1 character figure
- 1 player board
- 2 attack dice

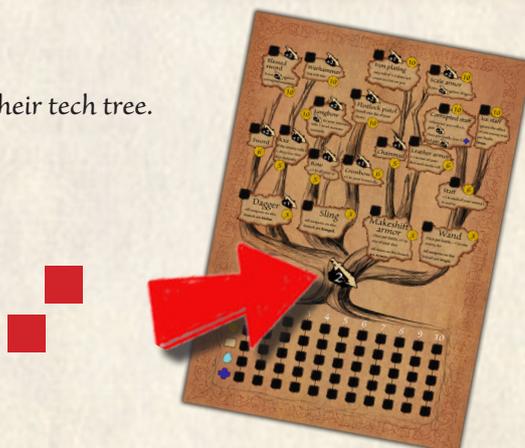


5. Each player sets their score tracker as follows:

- 0 victory points
- 0 gold
- 0 resources
- 2 influence points
- 10 health points



6. Each player places two cubes at the root of their tech tree.



7. The players determine who starts the game by deciding who of the players is the greediest dragon or by simply rolling a die against one another. The player with the highest result goes first and is regarded the first player.

8. Place the starting tile in the middle of the play area and place each character figure on the starting tile. Put the remaining terrain tiles in the exploration bag and place it to one side of the play area. During the game, the players will draw tiles from this bag to expand the map (see page 8 of the Movement and terrain tiles section).

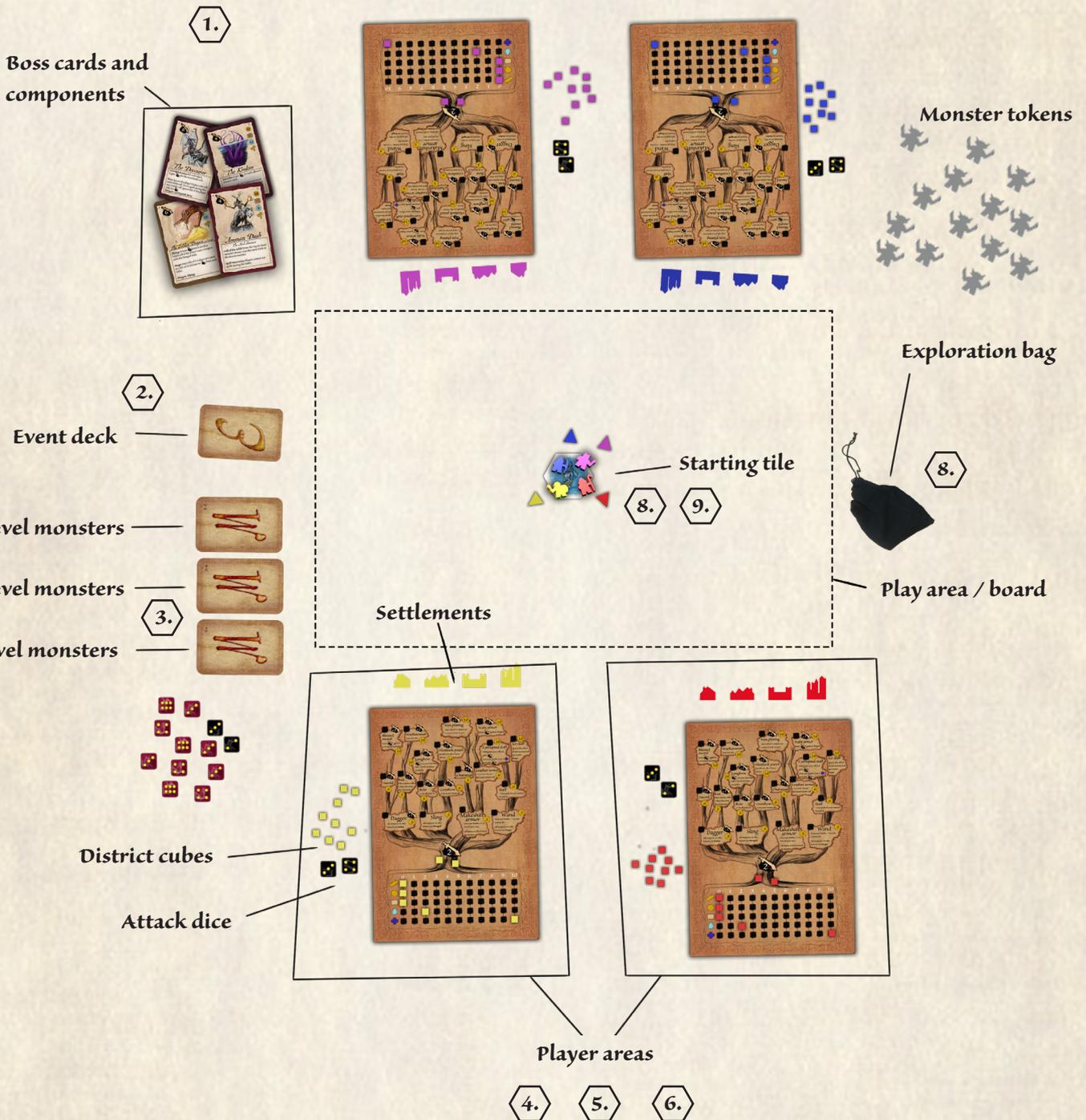
9. Before the first round starts, each player decides which direction to travel by placing their travel marker adjacent to the starting tile, along the flat sides, starting with the first player and going clockwise. Note that players can choose the same terrain tile. Once all players have placed their travel markers, the game can begin.



Starting tile



SETUP



On your turn

1. Move to your travel marker

Move your character figure to the location of your travel marker, paying tolls, drawing terrain tiles, and taking one-time rewards for explored production tiles as necessary. Make sure to keep the water rule in mind (see page 8 of the Movement and terrain tiles section and page 14 of the Settlements section).

- If you move your character figure to a tile containing one or more monster tokens, you must immediately battle them before doing anything else. This is the case if you draw a dungeon tile for example (see page 9 of the Movement and terrain tiles section and page 18 of the Monster token section).
- If you start your turn on a corrupted tile, lose 1 health point immediately.
- If you did not move from a sanctuary or settlement, regain 3 health points.



One-time reward

If you draw a tile with a resource or influence symbol, take a one-time bonus according to the number on the symbol.

2. Event card and income

Draw an event card and resolve it. (See the Event Cards section on page 11). Gain gold, resources, and influence points from the settlements and production tiles you own, awarding any excess gold and resources to the player with the fewest victory points. (See the Production tiles section on page 12 and the Settlements section on page 13).

Monster symbol



3. Interact

Take as many of the following actions as you can and would like. Some actions have costs, and/or can be made only once per turn. All actions are optional. If you like, you can skip this phase.

- If your current tile has a monster symbol, you may choose to search for monsters. (See the Searching for monsters section on page 16).
- If your current tile is a plain tile with no monster tokens, district cubes, or settlements on it, you may choose to build a village there (note that a player can only own one settlement). You may upgrade your settlement and take over surrounding territory by placing district cubes on terrain tiles. This can be done from anywhere on the map and each placed district cube will cost you 2 resources (see the Production tiles section on page 12 and the Settlements section on page 13).
- You can play item cards from your hand. (See the Event cards section on page 11).
- If you have enough gold, you can advance on your tech tree (see the Tech tree section on page 10).
- If your current tile has another player's character figure on it, you can spend 2 influence points to battle them (see the Player battles section on page 19).
- If you have 10 influence points, you can trade them for 1 victory point.

Resource symbol

4. Place your travel marker

Place your travel marker on a reachable tile or unexplored area. This is where you intend to arrive at the start of your next turn (see the Movement and terrain tiles section on page 7). If you are currently standing on a sanctuary or settlement, you can choose not to place your travel marker. By doing so, you will not move your character figure at the start of your next turn, but you will regain 3 health points.



Movement and terrain tiles

At the end of a player's turn they may choose to place their travel marker which will be resolved during the start of their next turn. To do so, the player places their travel marker on a reachable terrain tile from where they currently stand. The player may choose to travel to a previously explored terrain tile (a tile already placed on the play area) or move to an unexplored area (an area with no terrain tile connected to the long side of an explored tile).

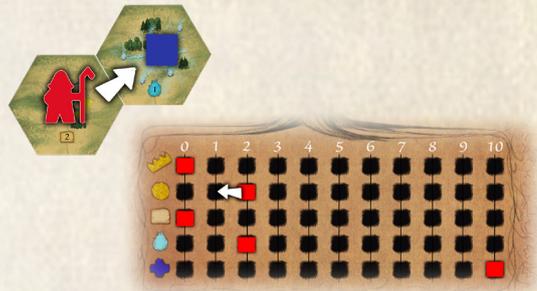


If a player has placed their travel marker, they will begin their next turn by moving their character figure to their travel marker. The travel marker is then removed from the play area until it is placed again at the end of the turn.

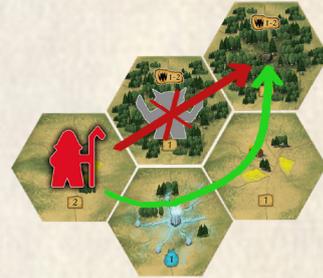
There are a few special ways and restrictions on how a player can move their character figure:

MOVEMENT AND TERRAIN TILES

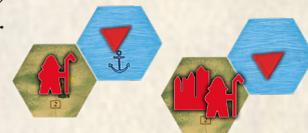
Moving your character figure to or through a tile containing another player's district cube will require you to pay 1 gold point to the owner of the cube. If you do not have 1 gold point, you cannot move to or through that tile (see page 14 of the Settlements section).



You cannot move your character figure through a tile containing a monster token. Instead, you will be forced to stop and engage a monster in battle (see the Monster token section on page 18).



You cannot move from a land tile (any terrain tile that is not a water tile) to a water tile except when moving from a water tile containing a harbor symbol or from/through settlements placed adjacent to the water tile. You can enter a land tile from any water tile. This will be explained in detail further down this section.



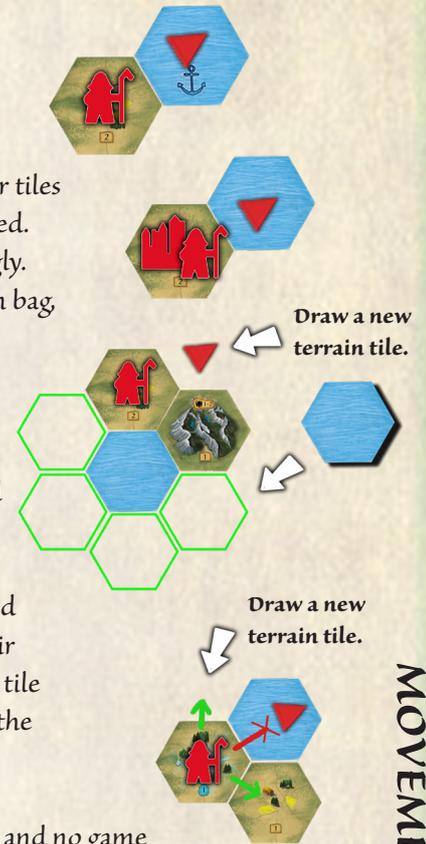
- You can place your travel marker on an adjacent tile from where your character figure is currently located except if you use water tiles or plain tiles to move further.

If your character figure is standing on a plain tile that is connected to up to two other plain tiles in a row, you can place your travel marker further away than normal. Place your travel marker on any of the two connected plain tiles or on the terrain tile/unexplored space beyond the second connected plain tile. In other words, you can travel up to three terrain tiles this way. The same move can be done when starting on a water tile connected to up to two other water tiles.



The water rule

This rule is used to make sure water tiles are connected to one another and to determine what happens if a player is forced to place a water tile on their travel marker but cannot access it. A player can only enter a water tile from a harbor. Harbors can be found on water tiles containing the harbor symbol (an anchor) and must be adjacent to a land tile to be accessed. Settlements built adjacent to a water tile also count as a harbor and can be used accordingly. When a player travels into an unexplored area and draws a water tile from the exploration bag, they must place this water tile next to a previously explored water tile (if possible). The player who drew the new water tile is the one who decides where on the map to place it. The player then continues to draw terrain tiles until they can enter the new area. Note that, if the drawn tile is a water tile with a harbor symbol, or if the player is moving from another water tile, the player must enter the new water tile as normal, and disregard the water rule. If it is not possible to place a water tile adjacent to a previously explored water tile, the player is forced to place it at their travel marker as if it would be a land tile (even if the player cannot enter it). If a player for any reason cannot enter a newly explored water tile, they remove their travel marker from the water tile and immediately move their character figure to a terrain tile or unexplored area that is adjacent to both the new water tile and the tile they came from/through. In other words, they move their character figure to the left or right of the new water tile. Draw a new terrain tile if necessary.



In Here be Dragons, the players will randomly create a new map during each playthrough, and no game will be the same as the last. Tiles are randomly drawn from the exploration bag when players move to unexplored areas (the rotation of the placed tiles does not matter). If the exploration bag is out of terrain tiles, the map cannot be further expanded meaning that players can no longer move to unexplored areas. The game contains six different types of terrain tiles. All tiles except water tiles are considered land tiles. These are the tiles that can be found in the core game:

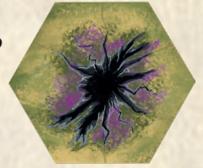
- **Plain tiles** – Can be used to build settlements. Can contain a farm, a sanctuary or a watchtower. (Note that a player can have a settlement on the same tile as a farm or sanctuary and gain income from both the settlement and the symbol on the tile). Players can move through connected plain tiles if they start their travel on a plain tile connected to one or two other plain tiles in a row. This way, the player can move up to three tiles from their current tile. If a plain tile with a watchtower is placed, all the adjacent unexplored areas are revealed (draw them one by one from the exploration bag). If a water tile is drawn this way, the tile is placed adjacent to the watchtower (it does not have to be placed adjacent to another water tile). If a watchtower is placed from an effect (such as from another watchtower or a spell) and has no character figure on it, ignore placing any new terrain tiles on the spaces around it. Only do so once a player's character figure has entered the watchtower. Any tile placed from the effect of a watchtower is regarded as explored by the player who triggered it for the purpose of finding resources and completing quests. Sanctuaries are safe havens as well as revival places for dead players (see the What happens when you die? Section on page 19). Players can choose to stay in a sanctuary to rest and regain 3 health points at the start of their next turn. This is done by not placing your travel marker (skipping your next move) when your character figure is standing on a sanctuary tile.



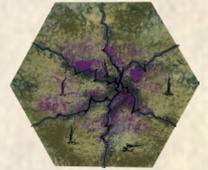
- **Forest tiles** – Can contain sawmills. Can be searched to find monsters.
- **Mountain tiles** – Can contain mines. Can be searched to find monsters.
- **Water tiles** – Can contain harbors. Must always be connected to other water tiles (if possible and with the exception of harbors and if a watchtower is drawn). Players can move through connected water tiles if they start their travel on a water tile connected to one or two other water tiles in a row. This way, the player can move up to three tiles from their current tile. The starting tile counts as a regular water tile.



Dungeon tile – When a dungeon tile is placed, place three monster tokens on it. When entering a dungeon tile, the player must immediately fight a level 1-2, 3-4, and 5+ monster in that given order. Monster cards are drawn one by one and resolved in three separate battles. If the player defeats the monsters, no more monster tokens are placed on the tile. If the player is defeated, all three monster tokens are placed back on the tile and players entering the dungeon afterwards will have to repeat the process but with new monsters. For example, if a player has defeated the first two monsters (1-2 and 3-4) but loses the battle against the 5+ monster, the player flees from the tile (see the Monster battles section on page 16) and places two monster tokens back on the dungeon.



Corrupted tiles – Each terrain tile contains a corrupted side (the back of the tile). The corruption symbolizes a destroyed area and does not contain any symbols. Settlements, monster tokens, or district cubes cannot be placed on corrupted tiles, but players can move on them (with a penalty). When a player starts their turn (before moving) while their character figure stands on a corrupted tile, they lose 1 health point. Corruption will only be encountered later in the game and more information about it can be found in the Bosses section. The only components that can exist on corrupted tiles (except player character figures) are the Devourer boss figure and the Golden Dragon boss figure. Other bosses will be considered defeated if their terrain tiles are corrupted.



Symbols on terrain tiles

Certain terrain tiles can contain symbols. These symbols represent traits that can be exploited from the area. The symbols that can be found on terrain tiles are:

- **Harbor symbols** – Players can access water tiles through these areas.
- **Monster symbols** – Players can search these areas and fight monsters with the corresponding strength shown next to the symbol (more about that in the Monster battles section on page 16).
- **Resource**  **and Influence**  **symbols** – The player who draws this terrain tile immediately gains the number of resources or influence shown by the symbol. Players can occupy these areas to gain resource or influence income during their turn (see the Production tiles section on page 12).
- **Starting symbol** – The game contains one water tile with the starting symbol. This is the starting tile which is always the first terrain tile placed in the game.



What happens when you get stuck?

If a player for some reason is not able to move away from the tile they are currently standing on or consider themselves stuck, a special rule will be used. If the player cannot do anything about their situation after receiving income and taking an event card, they can choose to start over as if they were killed (see the What happens when you die? section on page 19). However, doing so will remove your settlement and any district cubes from play. You will also lose all your gold and resources and downgrade one branch (of your choice) on your tech tree. At the start of your next turn, you will place your character figure on an explored terrain tile of your choice. Your settlement can be rebuilt for free and at the same size level as it was when you removed it. However, you will need to pay resources to place new district cubes. Note that this is an exceedingly rare occasion, and you should consider every other option before deciding to use this one.

Tech tree

Your overall strength in battle is indicated on your tech tree. Players use 2 cubes to upgrade their equipment. You start with both cubes just above the roots of the tech tree on the attack die symbol. The number on the symbol represents how many attack dice you can use in battle, and all players start with two. Later on, players will add more dice to their dice pool as they advance. Upgrading will also unlock traits that can be used during battle rolls. When upgrading, the player adds the stated number of attack dice (if any) to their original dice pool of two. The player can only use the extra dice and traits of their two current weapons or armor. The traits can be used in any order that the player wishes during battle.

Attack dice symbol



During the interact phase, players can advance on the skill branches by using gold (indicated by the number in the gold symbol). The cubes must follow one branch each of the player's choice. The player must start at the first level where everything costs 3 gold points to then work his/her way up. For example, if a player has a weapon and a piece of armor, the attack dice are combined. If a player wants to switch branches to use another weapon they must start from the beginning of that branch.

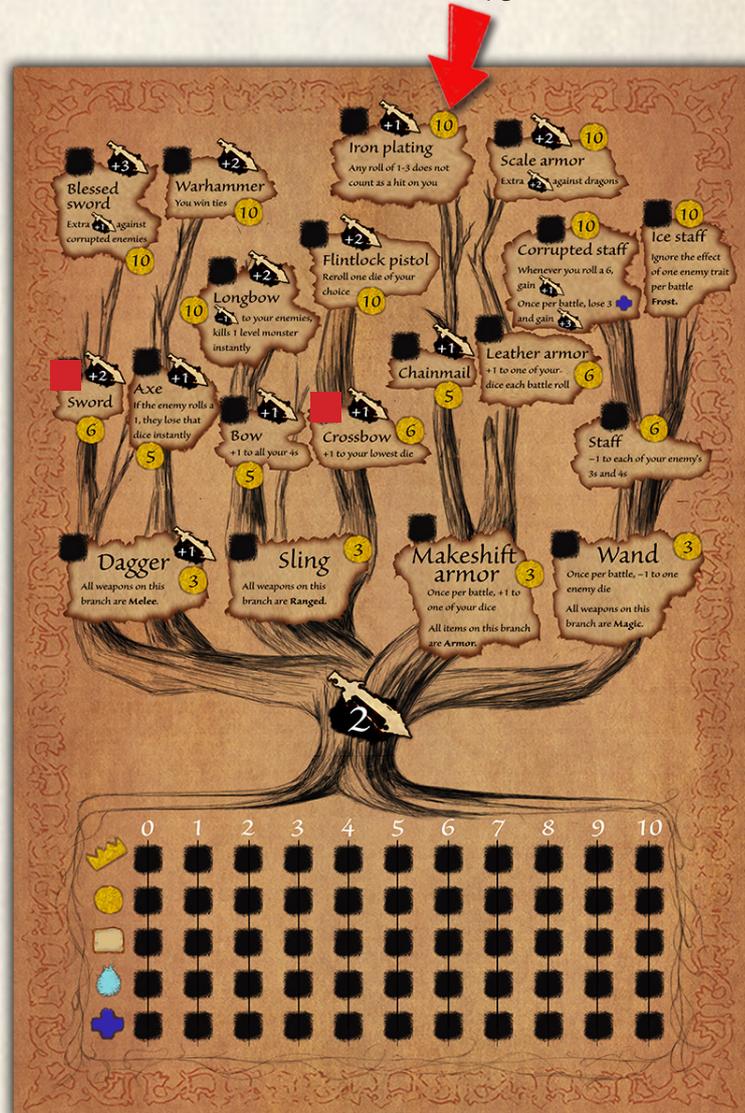
In this example the player has 5 attack dice.



Two Original attack dice
+ Three extra from a Sword
and a Crossbow.



Upgrade cost



TECH TREE

Event cards

When a player starts their turn (after the move to your travel marker phase) they must take an event card face-up (eye symbol) or face-down (bag symbol) as indicated on the card from the event card deck. Event cards with an eye symbol are placed for all players to see and are discarded once the effects stated on the card are resolved, while cards with a bag symbol are regarded as items. The player who drew an item card takes it to their hand without showing the other players. Event cards usually only affect the current player but can also affect all players. If the last card is drawn from the event deck, reshuffle the discards into a new event deck.

EVENT CARDS

- Quests** – When a quest is drawn from the event card deck, it is placed on the side of the play area for all players to see. The quest is now active. This quest can be completed by any player who succeeds with the task stated on the quest card. When a quest is completed, the player who completed it first receives the reward described on the right side of the card. The quest is then discarded face-down in the event card discard pile.



- Choices** – Some events let the player choose the outcome of the card. The player then chooses one of the outcomes, resolves the outcome and discards the card face-down in the event card discard pile.



- Items** – Can be used against monsters, other players, or for the benefit of the player. A player can have a maximum of 5 item cards in their hand. If a player gets more than 5 cards they must discard the excess. A player cannot use a similar item card twice during the same battle.



Production tiles

Some terrain tiles can produce resources and influence points for players. These tiles are indicated with resource symbols on the side of the terrain tile. Besides receiving a one-time reward when exploring the tiles (equal to the number of resources or influence stated on the terrain tile), a player can occupy a production tile that is not occupied by another player. To do so, the player pays 2 resources and places a district cube on the terrain tile as long as it is connected to the player's settlement. A player controlling a production tile gains the number of resources that are indicated on the terrain tile during the event card and income phase. The production tiles in Here be Dragons are:

One-time reward

If you draw a tile with a resource or influence symbol, take a one-time bonus according to the number on the symbol.

- **Farms** – Can be found on plain tiles.
- **Sawmills** – Can be found on forest tiles.
- **Mines** – Can be found on mountain tiles.
- **Sanctuaries** – Can be found on plain tiles.

Placing a district cube costs 2 resources. ■



Farm



Sawmill



Mine



Sanctuary

It is possible for players to build a settlement on a plain tile and still receive income from the resource symbol on that tile and the settlement. If a monster token is placed on an occupied production tile, the production will stop and the district cube will return to the player.

Gold  **Resources**  **Influence points** 

During the game, players will gather gold, resources, and influence points to aid them in their adventures. Gold is the main currency in the world of Here be Dragons and is mainly used to upgrade weapons or gear. Settlements produce some amount of gold for players depending on the size of the settlement. Resources are used to place district cubes. Players can get a steady supply of resources by occupying production tiles. If a player's gold or resource score is at the maximum during the income phase, the player with the fewest victory points gets the excess. If more players have the same number of victory points, the excess is divided equally rounded down. For example, if there are two players sharing 7 resources, there will be 3 resources each.

Influence points symbolize a player's popularity among the people. Influence points can also be lost through making morally bad decisions (like attacking other players). If a player attacks another player they lose 2 influence points. A player may choose to convert 10 influence points to 1 victory point.

Settlements

An important part of securing new lands is to keep the people safe and happy. During the game, players will build and upgrade their settlements in order to gain victory points, influence points, and gold as well as having a safe haven to return to. To build a village, a player must stand on a plain tile that is not occupied by another settlement, district cube, or monster token. Simply place your village on your current tile and take the one-time reward stated to the right. Each time you have placed enough district cubes to upgrade your settlement, you will receive a bigger one-time reward. District cubes can be placed and settlements can be upgraded to the next level even if the player's character figure is located elsewhere on the board. Players can do this during the interact phase. A player can only have one settlement, and a tile can only contain one district cube at time. This means that two players cannot occupy the same tile at the same time. Settlements have four sizes:

		Income each round:	One-time reward:
◦	Village – Can be built on a plain tile. Costs no resources to build. Produces 1 gold point income to the player who owns it. When built, the owning player gains 1 influence point as a one-time reward.	 1 gold point	1 influence point 1 victory point
◦	Town – Can be upgraded from a village with 3 connected district cubes. Produces 1 gold point income to the player who owns it. When built, the owning player gains 2 influence points and 1 victory point as a one-time reward.	 1 gold point	2 influence points 1 victory point
◦	Fort – Can be upgraded from a town with 6 connected district cubes. Produces 2 gold points income to the player who owns it. When built, the owning player gains 2 influence points and 2 victory points as a one-time reward.	 2 gold points	2 influence points 2 victory points
◦	Citadel – Can be upgraded from a fort with 9 connected district cubes. Produces 2 gold points income to the player who owns it. When built, the owning player gains 2 influence points and 2 victory points as a one-time reward.	 2 gold points	2 influence points 2 victory points

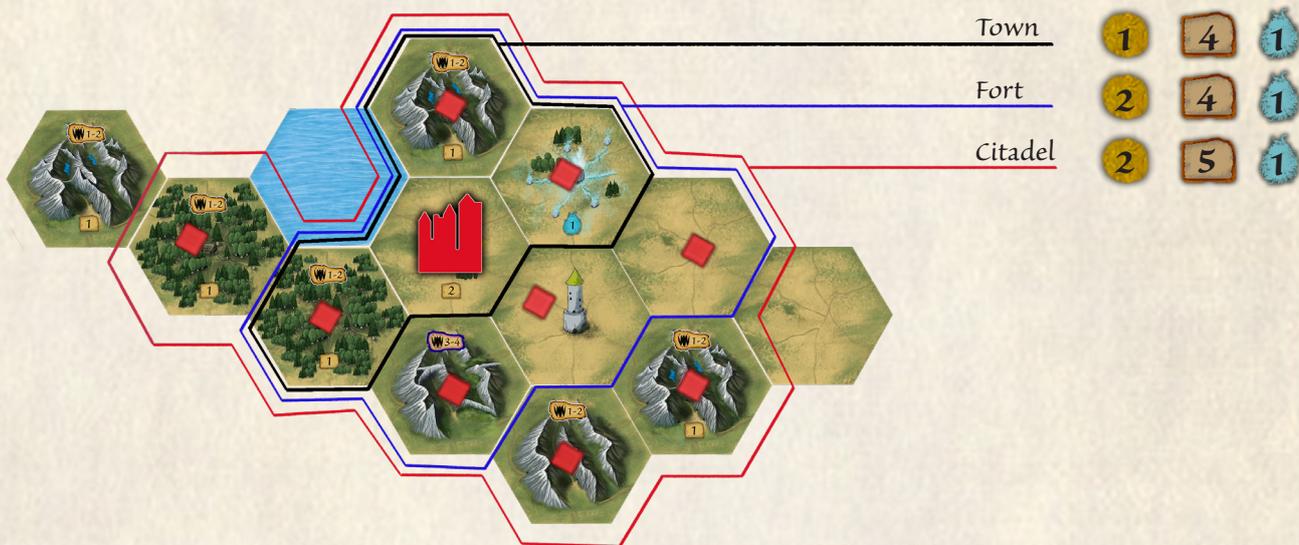
SETTLEMENTS

Any settlement built adjacent to a water tile functions as a harbor, and thus gives players access to water tiles. Players can choose to stay in a settlement to rest and regain 3 health points at the start of their next turn. This is done by not placing your travel marker (skipping your next move) when your character figure is standing on a tile with a settlement. Note that you can also use other players' settlements for these benefits as well.

When building a settlement, place your village token on a plain tile and claim your reward. To upgrade a settlement, the player must place 3 district cubes adjacent to the settlement or another district cube of your color. Every 3rd district cube that is placed will upgrade the settlement 1 size level. Placing a district cube costs 2 resources. Players may also choose to move a district cube to another tile for the cost of 2 resources. Placing a district cube on water, on a tile already containing a district cube / settlement, or on a tile containing a monster token is not possible. If a monster token is placed on a tile with a district cube, the cube is returned to the player and must be placed again for 2 resources. District cubes must be placed adjacent to another terrain tile with a district cube or settlement of the player's color. They must also be connected to the player's settlement in order to produce income.

A settlement can be destroyed, for example, by using the manipulate water spell or by being corrupted by the Devourer. However, any placed district cubes will remain on the board. In these cases, the settlement can be rebuilt in another location on the board as long as it is on a plain tile. Rebuilding a settlement is free of cost and is rebuilt at the same level as when it was destroyed. Remember that a district cube must be connected to the settlement or connected to the settlement through other district cubes belonging to the player to generate income.

This image shows an example of a player's settlement and the amount of income the player gets from having a town (black), fort (blue), or a citadel (red). A village grows to a town once three district cubes have been placed. Likewise, a fort requires 6 district cubes and a citadel 9 cubes. The cubes must be connected to one another and the network must be connected to the settlement. A settlement will never downgrade.



When you enter a tile occupied by a fellow player's district cube, from a neighboring tile without that player's cube, you must pay a toll at the border. Lose 1 gold point; then the player whose district you have just entered gains 1 gold point. If you have no gold to lose, then you cannot enter the tile. If the player whose district you have just entered already has 10 gold points, then they must give away the excess (see the Gold, Resources and Influence points section on page 12). Note that you do not have to pay the toll again when moving in another player's area (between tiles with that player's district cubes). However, you must pay the toll again if you leave the other player's area and want to re-enter it.

A player can then use the other player's settlement to rest and access water tiles. Settlements of all kinds (as well as sanctuaries) serve as safe havens in a dangerous world. Monster tokens can never be placed on a sanctuary or settlement. Battling other players is not allowed at any sanctuary or settlement. If a player is killed (see the What happens when you die? section on page 19), they will be revived in the nearest settlement (if that is another player's settlement, the revived player does not pay the toll).

Battles and when they happen

In Here be Dragons, players will face monsters as well as other players in battles. Each time a player faces an opponent it is considered one battle. A battle is determined by dice rolls between players (called battle rolls) where the victor is the one who rolls the highest dice. These dice are called attack dice and a player always begins the game with 2 of these.

Attack dice symbol



Other than that, item cards have unique traits to turn the tide of the battle. A player can use item cards before and after battle rolls except after the final battle roll when one of the combatants has lost their final attack die and the battle is over. For example, a player cannot use a fireball to kill the opponent once the player has lost all of their attack dice. However, some items, like the magic shield, are used when a player reaches 0 attack dice and can therefore be played after the final battle roll. Each battle roll is resolved through comparing each player's attack dice rolls from the highest to the lowest. A player loses an attack die if the roll is lower than the opponent's roll. This is called a hit. The player who loses all of their attack dice first loses the entire battle.

Some item cards let other players affect a battle even if they are not directly participating. For example, a player who is not participating in the current battle can use a fireball to kill a monster or even a player who is currently in combat with one other. Item cards used this way can be used from anywhere on the map as long as they are used between battle rolls. If any of the opponents are defeated by an item card used from an outside player, the surviving opponent is considered the victor.

Here is an example of a basic Here be Dragons battle between the red player, using 3 attack dice and the black player, using 5 attack dice:

1. During the first battle roll, red rolls a 6, a 5 and a 4 while black rolls a 6, another 6, a 3, a 2 and a 1. This results in a tie between the 6s, which means they will both be used in the next battle roll. Black's other 6 beats red's 5 resulting in a hit where red loses one attack die for the rest of the battle. Lastly, red rolls a 4 beating black's 3, which is also removed. Black's lowest dice (2 and 1) cannot be compared against red in this battle roll and are therefore used again in the next battle roll.

BATTLES



2. During the next battle roll, red rolls a 4 and a 3 with their remaining attack dice, while black rolls a 5, a 2, a 1 and a 1. After calculating the results, both players lose 1 attack die each.



3. During the third battle roll, red rolls a 2, while black rolls a 4, a 4 and a 1. Red loses their last attack die and is defeated.



Searching for monsters



When a player stands on a forest or mountain tile, they may choose to search the area; this can only be done once per turn during the interact phase. To search an area, the player rolls a die and the outcome can be as follows:

- If the player rolls 1-2, they find nothing, and the turn continues.
- If the player rolls 3-6, they find a monster (strength according to the monster symbol on the tile) and may choose to fight or flee.



Monster battles

Monsters come in many forms and with special traits to aid them in battle. When a player searches a terrain tile, they may encounter a monster. The strength of the monsters in the area is shown on the side of the terrain tile and is categorized into three strength levels:

- 1-2 – These are the weakest monsters that give the smallest reward.
- 3-4 – These are relatively strong monsters that give a medium reward.
- 5+ – These are the strongest monsters that really pose a challenge to players. They give a high reward if defeated, including a victory point.

A monster battle is resolved in four steps:

1. The player finds a monster. This is when a player has searched an area and rolled a 3-6 or when the player enters a tile with a monster token.
2. The player draws the top monster card from the corresponding deck according to the monster's strength. The card is placed for all players to see, and after reading the monster's strength and traits the player may choose to flee. They roll a die to determine if the escape was a success. More about that in the example below.
3. The player chooses another player, or themselves, to roll attack dice for the monster. A battle is over once one opponent is out of attack dice and all relevant traits have been resolved.
4. The player takes damage according to the monster's original attack dice if they are defeated. They also place a monster token on the current terrain tile and immediately move their character figure to an adjacent explored area. The monster card is then discarded in the corresponding discard pile. If the player wins the battle, they take the reward stated on the top right side of the monster card and discard the monster card in the corresponding discard pile.

You can read about the basics of battles in the previous section. The following is a step-by-step example of how traits can change the outcome of each battle roll.

Here follows a step-by-step guide to fights between players and monsters:

1. When a player has searched a terrain tile and rolled a 3-6, they must draw a monster card from atop the monster card deck corresponding to the monster's strength level, and shown on the terrain tile. If the monster seems too overwhelming for the player, they may choose to flee but only before the first battle roll. To do so, the player rolls a die to determine whether they succeed in the escape.
 - If the player rolls 1-3, they fail to escape and must battle the monster.
 - If the player rolls 4-6, they have successfully fled the battle and discard the monster card face-down onto the corresponding monster card discard pile.

The player then flees to an adjacent explored terrain tile by immediately placing their character figure there. They then place a monster token on the terrain tile from which they fled. If the only option is to flee to a water tile, the player ignores the rule for harbors (more about that on page 8 of the Movement and terrain tiles section) and enters the water tile. A player cannot flee to an unexplored tile. A player never loses health points when they flee.

If the player battles the monster, they choose another player to act as the monster. The chosen player will roll attack dice and use the monster's traits in this battle. The chosen player is now regarded as the monster and not as their own character. If you are playing in solo mode, you roll for both the monster and your character. Note that some monster traits allow the player controlling the monster, to choose to use them or not. Such traits should always be used to their opponent's disadvantage.

1 attack die



- 2. In this example, the player has not yet upgraded any branch on their tech tree or gained any item cards and can therefore only use their original 2 attack dice in battle. The monster in this case only uses 1 attack die (indicated by the strength level in the top left corner on the monster card).

Before and after battle rolls, the player may choose to use item cards if the card does not say otherwise. In this case, the player does not have this opportunity.

- o The player and the monster roll their attack dice simultaneously against one another. After the battle roll, the players calculate the outcome. In this case the monster rolled a 4, while the player rolled a 3 and a 2. The dice are compared between the players starting with the highest rolled dice followed by the next highest dice and so on.



- o The monster's 4 beats the player's 3, and thus the monster hits the player and wins this battle roll. The player loses 1 attack die for the rest of the battle because of the hit. The player's 2 could not be compared against a die and is still used in the next battle roll because it had no effect during the current battle roll.



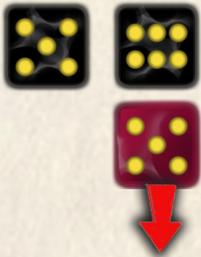
- This monster also has a trait that lets it get 1 extra attack die for each hit, and thus the monster can use 2 attack dice during the next battle roll while the player only has 1 attack die left.

3. Since the player has no item cards to use, it is time for the next battle roll. The monster rolled a 3 and a 5, while the player rolled a 5.

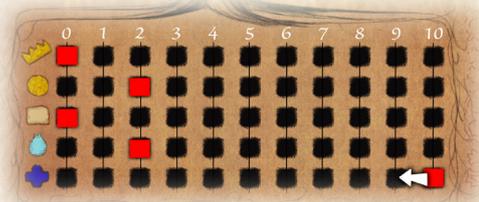


- Since it's a tie (5 against 5) this would normally result in none of the fighters losing any dice, but the monster has another trait up its sleeve.

- The monster chooses to use a trait that lets it reroll 1 die that thus not count as a hit. The monster rerolls its 3 and in this case rolls a 6 instead (during the same battle roll); thus, beating the player.



4. The player has no attack dice left and therefore loses the battle. The player is now forced to flee, place a monster token and suffer a loss of health points equal to the monster's original strength level. In this case, the monster's strength level is 1 and the player loses 1 health point. The monster card is then discarded, and the game continues.



Monster tokens

When a player enters a terrain tile containing a monster token, they must fight a monster immediately after the move to their travel marker phase by drawing a monster card from the corresponding monster card deck. If the monster is defeated, the monster token is discarded. After the battle, the player may still choose to search the area (see the Searching for monsters section on page 16). Monster tokens are stackable (max 3). This means that if a player fails to defeat a monster on a terrain tile that contains a monster token, the player must place a second monster token there. If a player enters a terrain tile containing more than one monster token, the player will have to defeat all of them. Players will regain their original attack dice between these battles, spell effects will wear off, and usable once only traits will be refreshed (this is also the case when entering a dungeon tile). In other words, battling the next monster token will be considered a new battle but the player must battle immediately again if there are still monster tokens or boss figures remaining on the same terrain tile. Monster tokens can only be placed on terrain tiles that have a monster symbol and never on a tile containing a character figure. Note that players cannot move through tiles with one or more monster tokens. They must stop and engage in battle immediately when entering the tile.



Player battles

If a player gets too strong and is closing in on the final victory point, other players may decide to strike. Players can only attack another player that has a higher number of victory points than the attacking player. Both player figures must be standing on the same terrain tile (even if one player has placed their travel marker). However, settlements are regarded as safe havens where players cannot battle.

Attacking another player is regarded as a morally bad action meaning that the attacking player loses 2 influence points before the battle. If the attacking player cannot afford to lose 2 influence points, they cannot attack other players.

Battles between players work the same way as monster battles (see the Battles and when they happen section on page 15). Before the first battle roll, any player may choose to flee (see the Monster battles section on page 16).

BATTLES

If a player defeats another player in battle, they steal 1 Victory point from the defeated player. Also, the defeated player loses health points equal to the original amount of attack dice the winning player has. The defeated player is also forced to flee to an adjacent explored terrain tile just like in other battles. Players can use item cards in any order as long as they are used between battle rolls.

What happens when you die?

If a player reaches 0 health points, they are killed. If a player is killed in solo mode, the game is over and the player has lost. In a multiplayer game, the killed player places their travel marker on the closest settlement or sanctuary from the tile where they were killed. If there is more than one option on where to place the travel marker, the player may choose between them. If there are no sanctuaries or settlements on the board, the killed player cannot be revived and will have to skip their turn until they can be. Once the first settlement or sanctuary has been placed, the killed player is revived there on their turn. A player who is killed removes their character figure from the board/play area, discards all of their item cards on hand, and loses all their gold and resources. The player also chooses one branch on their tech tree and downgrades it one step.

At the start of the killed player's next turn, they will be revived at the location of their travel marker by placing their character figure on that terrain tile. If they are revived in another player's settlement or on a tile with another player's district cube, the revived player does not have to pay a toll. The revived player regains 10 health points. They are now considered alive again and can resume the game.

Bosses

BOSSSES

In the Here be Dragons core game, players will face several bosses. Bosses are extremely powerful enemies to all players and can end the game if not defeated. If players choose to use a boss in their game, follow the instructions that come with that specific boss. Players can choose how many bosses they want to use for the game and several of them can be used at the same time. Note that the more bosses that are added to the game, the more difficult it will become. In the core game, playing solo requires the Devourer or Amman Dash the Mad Shaman to be included.

Solo mode

Required bosses:
The Devourer and/or Amman
Dash the Mad Shaman.

Optional bosses:
The Kraken and/or The Golden
Dragon of Greed.

Multiplayer

No required bosses.
All are optional.

Solo mode

It is possible to play Here be Dragons alone against the growing corruption of the Devourer or the monster infestation created from Amman Dash the Mad Shaman. No travel marker is used in solo mode. Using the Devourer, the goal is to reach 10 victory points before the eight corrupted cards have been drawn OR to defeat the Devourer in battle. The rules for playing with the Devourer can be found later in the rulebook. Using Amman Dash, the goal is to reach 10 victory points before 15 monster tokens are in play OR to defeat Amman Dash in battle. The rules for playing with Amman Dash the Mad shaman can be found later in the rulebook.

Players can also choose to add more bosses to solo mode besides these two to increase the difficulty greatly. It is also possible to combine Amman Dash and the Devourer in the same game. In such case, both of the bosses need to be defeated in order to win the game and the player will lose in two different ways.

The Devourer

“Suddenly the sky went dark, like thousands of crows covering the sun. I swear that the mouth of hell opened itself in the sky above me. I could not move or look away, as if my feet were frozen into the grass beneath me. Before I could gather the strength to act, I saw it. Its wings, if you could call them that, came out of the dark abyss together with countless horrific creatures. This is the void itself I tell you and its here to devour us all.”

-Unknown

The Devourer is a strong enemy that changes the map during the game. If a player is killed by the Devourer, they do not revive as normally expected (see the What happens when you die? section on page 19). Instead, they lose everything but their victory points and their 2 original attack dice. This player is now regarded as corrupted and serves the Devourer.

A player who is killed by the Devourer will be revived adjacent to the Devourer boss figure with 10 health points and 2 extra attack dice (4 in total). The corrupted player does not lose health points from standing on corrupted tiles, instead they will regain 1 health point each time they end their turn standing on a corrupted tile. If they are killed, they skip a turn and will be revived adjacent to the Devourer boss figure. A corrupted player can move up to three corrupted tiles if they start on a corrupted tile. Otherwise the player moves as normal.

Corrupted players cannot do anything (search, move to unexplored areas, rest, gain gold, resources or influence points, draw or use event cards, or build settlements). They can enter settlements (without paying a toll fee) and can fight other players in settlements and sanctuaries.



A corrupted player's only goal is to steal victory points by defeating other players and monsters (through monster tokens) in battle (they do not lose influence points for attacking players). The corrupted player only steals one victory point if it defeats another player. They can even attack players with lower victory points than themselves. If a uncorrupted player is killed by a corrupted one, they also become corrupted as if they were killed by the Devourer and follow the same rules as mentioned above. If a corrupted player gets 10 victory points they still win (in the sense that their master, the Devourer wins along with its mindless slaves). If the Devourer is defeated when one or more players are corrupted, those players are out of the game.



Bag symbol



Eye symbol

The following guide is used to apply The Devourer to a game of Here be Dragons:

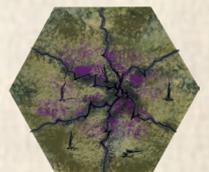
1. During the game setup phase (see the Setup section on page 4), place the Devourer boss figure on the side of the play area together with the boss card, which is placed face-down (all the battle information should be face-down).
2. Before creating the event deck during the setup phase, separate the event cards with an eye symbol (choices and quests) and the event cards with a bag symbol (item cards). Use the guide to the right to see how many item cards to use for this game, depending on the number of players, and then shuffle them. Place the number of item cards that is indicated on the table and put the rest of them back in the game box. Now shuffle the item cards together with the choices and quests to create the event deck. After the event deck has been created, split it into two separate decks of roughly the same size and shuffle the eight corrupted cards into one of them. Place that deck underneath the deck that does not contain any corrupted cards. Now the Devourer is ready to be awakened (triggered) which will eventually happen during the game.

Number of item cards depending of amount of players.

- 1p = 16 item cards
- 2p = 19 item cards
- 3p = 21 item cards
- 4p = 25 item cards
- 5p = 30 item cards
- 6p = 37 item cards

This is how the Devourer boss functions:

1. If a player draws a corrupted card from the event card deck, this card will be placed face-up on the boss card instead of being discarded. When three corrupted cards have been placed on the boss card, the Devourer will awaken. The player who draws a corrupted card loses 1 health point.
2. When the Devourer awakens, flip the boss card face-up to reveal its strength level and traits. Then turn the starting tile to corrupt it and place the Devourer boss figure on the starting tile. When three corruption cards have been drawn, shuffle all the event cards (remaining cards in the deck and the discards) and continue as normal.
3. From now on, each time a corrupted card is drawn from the event card deck, all terrain tiles adjacent to corrupted tiles will also become corrupted by turning the terrain tiles. Everything atop of corrupted tiles is removed except character figures. Characters standing on a corrupted tile lose one health point (see page 9 of the Movement and terrain tiles section).
4. Once a total of eight corrupted cards have been drawn, the players have one more round to defeat the Devourer in battle. If the players fail to do so, the game is over, and the Devourer wins.
5. If the Devourer boss figure has been defeated, ignore the effects of any remaining corrupted cards that are drawn and remove them from the game. Also, flip all of the corrupted tiles over to their normal state.



Amman Dash the Mad Shaman

The Mad Shaman is one of the bosses that can be fought in solo mode (as well as with more players). He uses the beasts of the land to drive settlers from his realm. Each round, players will roll a die and add new monster tokens to the map.

The following guide is used to apply Amman Dash the Mad Shaman to a game of Here be Dragons:

1. During the game setup phase (see the Setup section on page 4), place the Amman Dash figure on the side of the play area together with the boss card, which is placed face-down (all the battle information should be face-down).
2. Follow the instructions on the boss card to see when and how Amman Dash the Mad Shaman will be triggered.

This is how the Amman Dash the Mad Shaman boss functions:

1. If a player successfully flees or is defeated by a monster on a mountain or forest tile, Amman Dash will awaken.
2. When Amman Dash awakens, flip the boss card face-up to reveal its strength level and traits. Then, place the Amman Dash boss figure on the tile that the player fled from, or was defeated on, along with a monster token as usual.
3. From now on, each time a player flees or is defeated by a monster on a mountain or forest tile, move the Amman Dash boss figure there in addition to adding a monster token. The player who fled or was defeated also rolls a die. On a 1-2, place one monster token on all explored tiles with monster symbols showing 1-2. On a 3-4, place one monster token on all explored tiles with monster symbols showing 3-4. On a 5-6, place one monster token on all explored tiles with monster symbols showing 5+.
4. The Amman Dash boss figure is regarded as a separate component and players must battle all of the monster tokens on the tile before battling Amman Dash. Attack dice, spell effects, and traits will be reset between these battles (see the Monster token section on page 18).
5. Once a total of 15 monster tokens have been placed, the players have one more round to defeat Amman Dash or one of the monster tokens. If the players fail to do so, the game is over, and Amman Dash wins.



The Golden Dragon of Greed

The Golden Dragon of Greed is an optional boss for the core game. It does not have any conditions that will defeat the players but will still become a common threat throughout the game. It seeks riches and will never be satisfied. It will force players to give it their gold and nest on production tiles while permanently destroying them.

The following guide is used to apply the Golden Dragon of Greed to a game of Here be Dragons:

1. During the game setup phase (see the Setup section on page 4), place the Golden Dragon figure on the side of the play area together with the boss card, which is placed face-down (all the battle information should be face-down).
2. Follow the instructions on the boss card to see when and how the Golden Dragon of Greed will be triggered.



This is how the Golden Dragon of Greed boss functions:

1. The Golden Dragon of Greed will awaken once five production tiles have been explored. The player who explored the last of the five production tiles instantly moves their character figure from the tile (if standing on it) to an adjacent explored terrain tile. The tile that you moved from is then flipped to its corrupted side and the Golden Dragon boss figure is placed there. Note that this boss can stand on corrupted tiles.
2. Once the Golden Dragon has been awakened, flip the boss card face-up to reveal its strength level and traits.
3. From now on, each time a player has reached 5 gold points (counted from 1 to 5), the Golden Dragon figure will fly to that player (place the figure on the same tile). Note that the Golden Dragon will only trigger if a player had a lesser amount of gold before reaching the 5 point limit. For example, if the player had 10 gold points and goes down to 5, the Golden Dragon of Greed does not trigger.
4. The affected player will now have two choices. Firstly, bribe the Golden Dragon by giving it 5 gold points and place its figure on an explored tile of the players choice with a resource symbol on it. That tile is then flipped (corrupted) in addition to placing the Golden Dragon figure on the tile. If there are no explored production tiles, the player choses an already corrupted tile to place the Golden Dragon figure on.

The second choice is to keep the gold and battle the dragon. If the player manages to flee or is defeated, the Golden Dragon figure is moved to the closest explored tile with a resource symbol and that tile is corrupted. If there is no tile with a resource symbol, the Golden Dragon figure is placed on the closest corrupted tile of the affected players choice.



The Kraken

The following guide is used to apply the Kraken to a game of Here be Dragons:

1. During the Game setup phase (see the Setup section on page 4), place the Kraken figure on the side of the play area together with the boss card, which is placed face-down (all the battle information should be face-down).
2. After the event deck has been created, split it into two separate decks of roughly the same size and shuffle the Kraken Idol event card into one of them. Place that deck on top of the deck that does not contain the Kraken Idol event card. Now the Kraken is ready to be awakened (triggered), which will eventually happen during the game. If the Kraken Idol event card is drawn during the first round of the game, shuffle it back into the top half of the event deck without placing the Kraken boss figure.



This is how the Kraken boss functions:

1. The Kraken will awaken once a player has drawn the Kraken Idol from the event card deck. The player who drew the card places the Kraken boss figure on an explored water tile of their choice and changes any adjacent explored terrain tiles (except corrupted tiles) into water tiles. The player chooses if any of the adjacent water tiles should contain harbor symbols or not. Place the Kraken tentacle tokens on each of the adjacent water tiles.
2. Once the Kraken has been awakened, flip the boss card face-up to reveal its strength level and traits.
3. Shuffle the Kraken Idol event card into the top half of the event card deck. The next player who draws the Kraken Idol must replace the Kraken boss figure to another explored water tile and replace adjacent terrain tiles with water tiles like before. They must also place Kraken tentacle tokens (even if the last ones had been defeated). If the Kraken Idol event card is the only card left in the event deck, reshuffle the event deck and place the Kraken Idol event card in the top half of the event deck.
4. If the Kraken boss figure is defeated, ignore the effects of the Kraken Idol event card the next time it is drawn. Remove it from the game.



Monster trait explanation

Monsters, item cards, and equipment on the tech tree have traits and keywords on them. The effects of traits can be found directly in the text, while keywords such as frost and ranged do not give any specific bonuses. If a keyword can be used in battle they are described as weaknesses on monster cards. For example, the ranged keyword does not state any bonuses on the tech tree but monsters with the flying trait explains that they have a weakness to the ranged keyword. Below you can find a more detailed explanation for all of the traits that can be found in the core game.

MONSTER TRAIT EXPLANATION

- **Burrow** – Once any other battle-changing effects have been resolved, the highest rolled dice of both combatants are switched with one another.
- **Call of the wild** – Before the first battle roll, the player acting as the monster draws the top card from the 5+ monster card deck. Amman Dash gains one of the traits that are stated on the drawn monster card for this battle only. The player battling Amman Dash chooses the trait.
- **Charge** – Before the first battle roll, the player acting as the monster rolls one die. If the result is 1 - 3, the battle continues as normal. If the result is 4 - 6, the player loses one attack die instantly. Spells can be used before this trait is resolved.
- **Corrupted aura** – Each 6 rolled by the monster during a battle roll causes the monster to gain one more attack die for the next battle roll.
- **Enraged** – If the monster starts a battle roll with an attack dice total of one die in its dice pool, it immediately receives 2 more attack dice. This trait can be used only once per battle. The player acting as the monster chooses when to use it.
- **Evasive** – Before the first battle roll, the player acting as the monster rolls one die. If the result is 1 - 3, the battle continues as normal. If the result is 4 - 6, the monster flees and the battle ends immediately.
- **Fast** – Once any other battle-changing effects have been resolved (for example, other traits), the monster chooses one of its rolled attack dice that did not result in a hit on the player and rerolls it. This can be done once per battle roll.
- **Fear** – Once any other battle-changing effects have been resolved (for example, other traits), the player's highest rolled die is set aside. It will not be counted in this battle roll but is rolled again in the next battle roll. If the player only has one attack die, this trait has no effect.
- **Fire** – If the player is defeated by a monster with this trait, the player chooses one branch on their tech tree to downgrade by one step. Note that the tech tree can never be downgraded below the original two attack dice at the roots of the tree.
- **Flying** – If a player has the ranged trait when battling a monster with the flying trait, the monster loses one attack die before the first battle roll.

- **Huge** – Rolls of 1 - 3 never cause hits against this monster. Other traits can be used to modify the dice before this trait.
- **Plague** – If the player is defeated, the player must remove one of their district cubes from the board. The district cube is returned to the affected player's district cube pool.
- **Plating** – Once the monster has lost all of the attack dice in its dice pool, the monster receives one extra attack dice instead of being defeated. This trait is used for the monster once per battle.
- **Poison** – The player gets -1 to their highest rolled attack die after each battle roll. For example, one rolled 6 would be changed to a 5.
- **Spectral** – A monster with this trait can only be fought if the player has the magic trait or if they use a spell before the first battle roll. Otherwise, the player must attempt to flee or be defeated instantly.
- **Spell immunity** – Players cannot use spells in a battle with a monster with spell immunity.
- **Stealth** – Before the first battle roll, the monster rolls one die. If the result is 1-5, the battle continues as normal. If the result is 6, the player is defeated instantly.
- **Strong** – When attack dice rolls are compared after each battle roll, and dice rolls are tied between the monster and the player, the monsters tied dice are considered hits on the player. If the player has the same trait, ties are counted normally.
- **Swarmer** – When attack dice rolls are compared after each battle roll, and all hits have been concluded, the monster receives one attack die for each hit it made on the player. These attack dice are gained at the start of the next battle roll.
- **Tentacles** – The Kraken receives one extra attack die for every tentacle token that is adjacent to the Kraken boss figure on the board.
- **Terror** – Once any other battle-changing effects have been resolved, the player must attempt to flee if the monster rolls two sixes during the same battle roll.
- **Trapper** – The player cannot attempt to flee from a monster with this trait.

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