DAWN of ULOS

— A ROLL PLAYER TALE —

Rulebook

Overview

For untold eons, the mortal races lived in their separate planes, unaware of each other and ignorant of the many worlds beyond their own.

Now the time has come. Azema the Benevolent, highest god of Dragons, forges the planes together with the rainbow flames of her breath. A new world is born: Ulos, the plane of unity. She hopes sentient beings from across the planarverse will one day live here in harmony.

As she toils, Azema opens rifts to other planes, drawing upon their elemental essence. Armies flood through these rifts to fight over the newly formed lands.

These battles have drawn the attention of other gods. Curious to know which mortals will triumph, they gather over Ulos and place wagers on their favorites, assisting some as they expand their territory and hindering others.

As one of these gods, you join the game. You must hasten to expand your holdings in Ulos, for when Azema has finished with her work, she will surely put an end to these petty wars. Can you prove yourself to be the most savvy deity in the planarverse?

Objective

Dawn of Ulos is a competitive game set in the world of Ulos. The players represent gods from all across the planarverse, using their power to shape the landscape and manipulate the factions of mortals who inhabit it.

The gods invest in their favorites, alter the growing territories to suit their fancy, and pit the mortal armies against each other, all in a bid to gain the favor of Azema, the creator of Ulos.

At the end of the game, the god who has the most favor with Azema wins!

Components
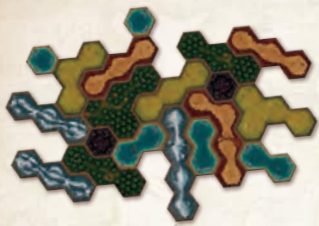
6 Map Sections

1 Power Board

48 Development Tiles

1 Start Player Marker

18 Rift Tiles

10 Camp Markers
(1 per faction)

10 Strength Markers
(1 per faction)

160 Faction Cards
(16 per faction)

5 Player Mats

5 Reference Cards

77 Favor Tokens
(37x 1, 26x 5, 10x 25, 4x 100)

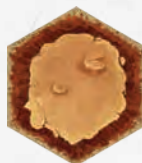12 Pillage Tokens

1 Ulrir Mat
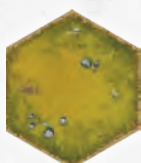(solo mode)

5 Element Cards
(solo mode)

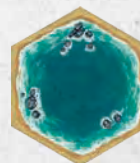70 Lantern Cards
(solo mode)

TERRAIN TYPES

Desert

Field

Forest

Mountain

Wasteland

Water

Game Setup

1. Game Map
Place the six interlocking **map sections** in a 2×3 grid in the center of the table to assemble the map.

Note: *Each map section can be placed in any of the six possible positions within the grid, allowing for a variety of map configurations.*

2. Power Board
Place the **power board** next to the assembled map.

3. Rift Tiles
Shuffle the **rift tiles**. Place one random rift tile in each wasteland space on the map, face down. Return any remaining rift tiles to the game box. Place the **reference cards** so that all players have access.

4. Player Mats
Each player selects a **player mat** and places it in front of themselves. This mat shows which god they represent, and also serves as a player aid.

5. Development Tiles
Shuffle the **development tiles**. Create a supply near the map, face down. Each player draws three tiles from the supply. Players may look at their own tiles but should conceal them from other players.

6. Favor Tokens
Create a supply of **favor tokens** near the map. Each player takes a total of 25 favor from the supply.

7. Factions
Select five **factions** to include in this game. Do not include more than two factions with conflict abilities (Elves, Flayers, Ogres).

Note: *When playing for the first time, it is recommended to select the five basic factions: Goblins, Orcs, Ratfolk, Satyr, and Sheki.*

Find and prepare the components for the five selected factions as described below. Return all components for unused factions to the game box.

- **Faction Cards:** Create five face-up stacks of faction cards, with one stack per faction, to form a supply beside the map.

- **Camp Markers:** Place the camp markers for all five selected factions next to their corresponding faction card stacks.

- **Strength Markers:** Place the strength markers for all five selected factions in the "lost" space of the power track, legendary side (with the crown icon) face down.
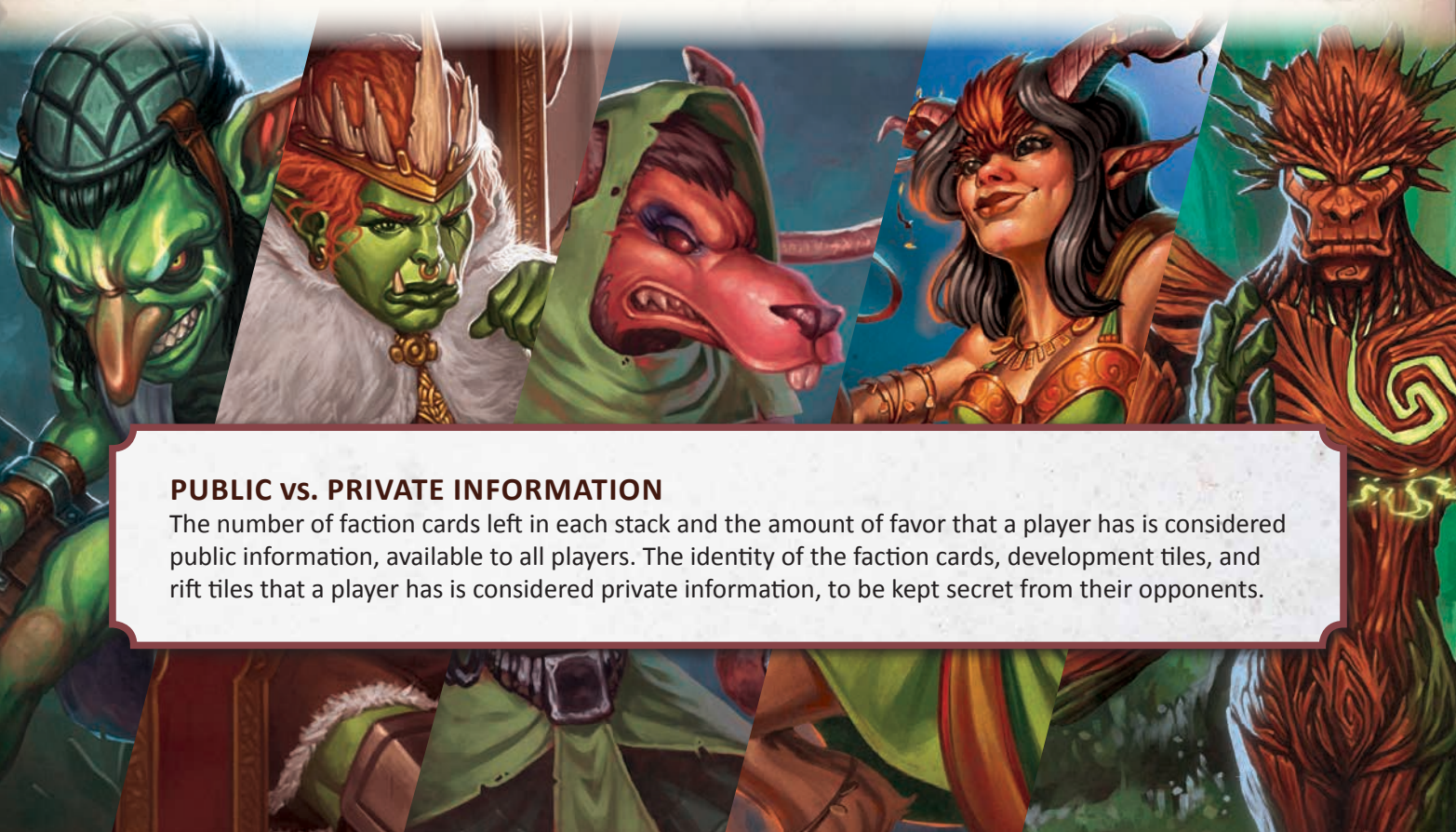
Note: *If the Orcs are in play, find the pillage tokens and place them near the stack of Orc faction cards.*

8. Start Player
Determine who woke up the earliest today. Give the **start player marker** to that player.

PUBLIC vs. PRIVATE INFORMATION
The number of faction cards left in each stack and the amount of favor that a player has is considered public information, available to all players. The identity of the faction cards, development tiles, and rift tiles that a player has is considered private information, to be kept secret from their opponents.

PLAYER SETUP

- 1 Player Mat
- 3 Development Tiles
- 25 Favor

Component Diagrams

FACTION CARD

1. **Faction Icon**

2. **Foundation Terrain Icons**
   Terrain types that the faction prefers.

3. **Faction Name**

4. **Ability Type**
   - 📄 = **Action Ability**
   - ⚔ = **Conflict Ability**

5. **Ability Name**

6. **Ability Description**

Goblin
LURE

For every 2 Goblin 🎲, a chosen opponent must reveal 1 random card. Gain the spoils value of the strongest faction revealed.

POWER BOARD

1. Power Track	4. Territory Value	
2. Lost Space	5. Strength Value	
3. Legendary Space	6. Spoils Value	

POWER BOARD SUMMARY

- The power board tracks the status of all five factions. A faction's power can increase when it takes territory from another faction in a conflict, or when its territory is expanded with new tiles. A faction's power decreases when it cedes territory to another faction in a conflict.

- A faction's position on the **power track** is determined by the foundation terrains within the faction's territory and is tracked by the position of their strength marker. This position shows the faction's strength value and spoils value.

- When a faction card is bought, the player spends favor equal to the faction's **strength value**. When a faction card is returned to the supply, the player gains favor equal to the faction's **spoils value**.

- When a strength marker reaches the **legendary space**, it is flipped to its legendary side.

How to Play

Dawn of Ulos is played over a series of turns, beginning with the start player and proceeding clockwise around the table. On a player's turn, they carry out these three steps in order:

1. PLACE A TILE *(mandatory)*
2. TAKE AN ACTION *(optional)*
  - **Buy Cards**
  - **Use an Ability**
3. DRAW A TILE *(mandatory)*

1. PLACE A TILE

The player chooses one of their development tiles and places it onto the map.

During each player's first turn, if possible, they must place a tile adjacent to a rift tile and positioned in such a way that a camp is established.

The following **restrictions** apply to the placement of tiles:

- Development tiles cannot overhang the map's edges and cannot be placed on top of rift tiles or other development tiles.

- The terrain types on both halves of a development tile **must match** the terrain types that they cover on the spaces beneath the tile.

  Exception: Wasteland terrain, revealed after a rift tile is collected, can be covered by any terrain type.

- Development tiles cannot be placed so that they cover water terrain.

Within these restrictions, development tiles can be placed anywhere. Players are not required to place tiles adjacent to existing tiles on the map.

Placing a tile will often trigger various **events:** establishing a camp (p. 8), adjusting faction power (p. 8), collecting a rift tile (p. 9), or initiating a conflict (p. 9).

If the player is unable to place a tile within these restrictions, skip this step.

KEY CONCEPTS

- **Territory:** A contiguous group of one or more adjacent development tiles and/or rift tiles.

- **Occupied Territory:** A territory with a faction's camp marker in it.

- **Unoccupied Territory:** A territory without a faction's camp marker in it.

- **Active Faction:** A faction whose camp marker is present on the map.

- **Lost Faction:** A faction whose camp marker is not present on the map.

PLACEMENT EXAMPLES

EVENTS

Through the use of various actions and abilities, one or more events may be triggered. There are four unique events that can occur: **Establish a Camp**, **Adjust Faction Power**, **Collect a Rift Tile**, and **Initiate a Conflict**. See the following sections for how to resolve these events.

ESTABLISH A CAMP

When an **unoccupied** territory is created or expanded, due to the placement of a tile or the separation of a larger occupied territory during a conflict, examine the shape of the territory (including any rift tiles).

If the camp marker of a **lost faction** can fit in that territory, establish that faction's camp. Place the camp marker so that it covers spaces matching its shape.

- Camp markers can cover any combination of spaces on development tiles and rift tiles, ignoring underlying terrain types.

- If the camp markers of multiple lost factions can fit in the unoccupied territory, the active player chooses which one to place there.

When a camp is established, the active player **gains one card** of the matching faction from the supply at **no cost**. If the matching supply stack is empty, the active player gains nothing.

ADJUST FACTION POWER

After establishing a camp, expanding an occupied territory, or resolving a conflict, adjust the matching factions' positions on the power track as needed.

Each faction's power is determined by the presence of its **foundation terrains** in its territory. Count the number of **visible spaces** in the faction's territory that match its foundation terrains. This number is the faction's **territory value**. Move the faction's strength marker on the power track to the space matching its territory value.

Exception: The Frogkin faction calculates territory value differently. Frogkin territory value is equal to the number of visible water spaces adjacent to Frogkin territory.

- The three spaces covered by the camp marker are not included in the territory value.

- When a camp is established, if the faction's territory has no visible spaces matching its foundation terrains, move the faction's strength marker from the **lost space** to the 0 territory value space.

If a faction's strength marker reaches the **legendary space** on the power track, flip the marker over to its legendary side (i.e., with the crown icon).

- Once a faction's strength marker is flipped to its legendary side, it remains on the legendary side for the remainder of the game, even if that faction later loses strength.

- Cards from legendary factions are worth two extra favor during final scoring.
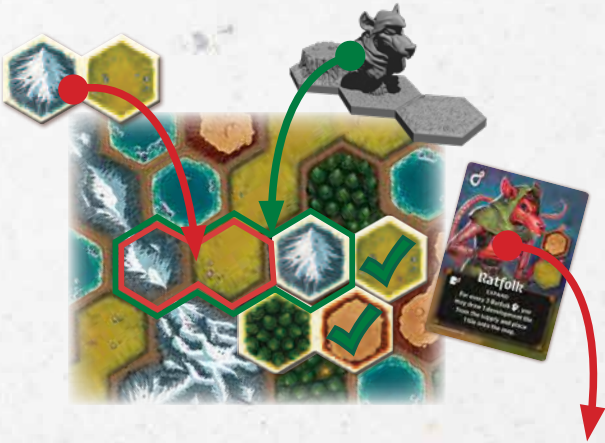
ESTABLISH A CAMP – EXAMPLE

Isaac places this mountain/field development tile over spaces with matching terrain on the map, expanding an unoccupied territory.

The camp marker of the **lost** Ratfolk faction will now fit in the territory, so Isaac places it there, covering three spaces (mountain/field/mountain).

Isaac gains one Ratfolk card from the supply.

ADJUST FACTION POWER – EXAMPLE

Now that the Ratfolk camp has been established, their position on the power track must be adjusted accordingly.

The two foundation terrains for the Ratfolk faction are desert and field. In the new territory, there is one desert and one field visible.

Isaac moves the Ratfolk strength marker from the lost space to the 2 territory value space on the power track.

COLLECT A RIFT TILE

The active player collects a rift tile when either:

1. The placement of a development tile connects an occupied territory to a **visible** rift tile.

2. A rift tile is **uncovered** when resolving a conflict after a camp marker is removed from the map.

Rift tiles cannot be collected while covered by camp markers.

Players may look at their own rift tiles, but should not reveal them to their opponents until played.

INITIATE A CONFLICT

When the placement of a development tile causes two or more **occupied** territories to connect, the tile is flipped face down and a conflict occurs (see p. 12).

INITIATE A CONFLICT – EXAMPLE

Isaac places this forest/mountain tile on the map in a way that connects the territories of the Goblins and Ratfolk, thus initiating a conflict.

2. TAKE AN ACTION *(optional)*

The player may take one of two possible actions:
a) **buy cards** or b) **use an ability**.

A) BUY CARDS

The player may buy **up to three faction cards** of active factions from the supply and add them to their hand. For each card bought, they must spend favor equal to the **strength value** of that faction.

- The cards of active factions can be bought, in any combination of three cards (or fewer), but the cards of **lost factions** cannot be bought.

- The supply stacks are limited. If a stack is empty, then cards of that faction cannot be bought until faction cards are returned to the supply.

B) USE AN ABILITY

The player may use the action ability of **one card** from their hand. Each faction has a unique ability. Only action 📇 abilities can be used this way; conflict ⚔ abilities cannot, as they are only used during a conflict.

To use an ability, follow these steps:

1. Reveal the card of an active faction from hand.

2. Gain favor equal to the **spoils value** of the faction, as indicated by the power track.

3. Resolve the card's ability text.

4. Return the card to the supply.

If resolving the ability triggers one or more events, those events resolve after the ability has been fully resolved and the card is returned to the supply (unless indicated otherwise, i.e. the Sheki March ability).

Note: All five basic factions have action abilities. Some of the advanced factions have conflict abilities.

3. DRAW A TILE

The player draws one random development tile from the supply and adds it to their hand. They may look at the tile, but should not reveal it to their opponents.

If the supply of development tiles is empty, skip this step.
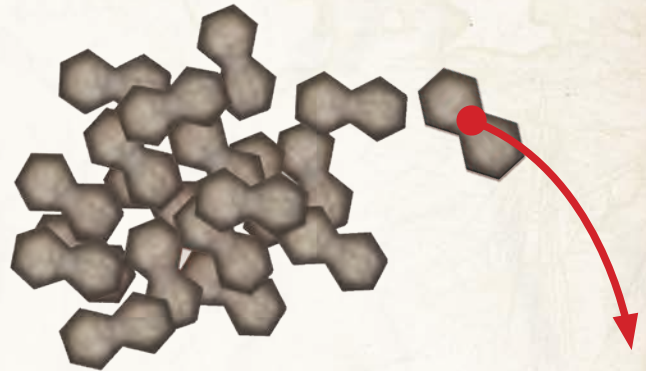
Using Rift Tiles ⤸

Rift tiles have unique effects. At any time on their turn, except during the resolution of a conflict, the active player may use a rift tile for its effect.

- Only one rift tile can be used per turn.

- Rift tiles are returned to the game box after use.

For a complete list of the rift tiles and descriptions of their unique effects, see the included reference cards or the back cover of this rulebook.

Satyr

SUMMON

For every 2 Satyr ⚔, you may gain 1 card of any lost faction from the supply at no cost.

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Game End ∽

The game end is triggered when one of the following conditions occurs:

- The **supply of development tiles** is depleted.
- The strength markers of **any two factions** are flipped to their legendary side.

Once the game end has been triggered, the game continues until all players have had an equal number of turns, then final scoring occurs. The player to the right of the player with the start player marker always takes the last turn of the game.
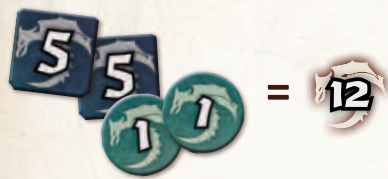
Final Scoring ∽

During final scoring, players calculate their favor:

1. **Favor tokens** collected during the game.
2. For each faction card, gain favor tokens equal to the faction's **strength value**.
3. For each faction card whose strength marker is flipped to its **legendary side**, gain two additional favor tokens.
4. For each **unused rift tile**, gain three favor tokens.

The player with the most favor is the winner! If tied, the tied player with the most unused rift tiles is the winner. If still tied, the tied players share the victory.

Example: Isaac ends the game with 12 favor collected during the game. He has 3 Ratfolk cards, 7 Sheki cards, and 8 Orc cards, plus 1 unused rift tile. The faction strength values are Ratfolk 10 (legendary), Sheki 5, and Orcs 2. Isaac's final score is...
12 + (3×10) + (3x2) + (7×5) + (8×2) + (1×3) = 102.

5 5 1 1 = 12

1 ⬡ × 3 🐉 = 3

Ratfolk
EXPAND
For every 3 Ratfolk 🐾, you may draw 1 development tile from the supply and place 1 tile onto the map.

3 ▪ × 10 🐉 = 30

3 ▪ × 2 👑 = 6

Sheki
MARCH
For every 2 Sheki 🐾, you may move 1 visible tile to a different position in the same occupied territory, ignoring terrain rules.

7 ▪ × 5 🐉 = 35

Orc
PILLAGE
For every 2 Orc 🐾, you may add 1 pillage token to a visible space in any occupied territory.

8 ▪ × 2 🐉 = 16

TOTAL: 102

Territory	0		1		2		3	4	5	6	7	8	9	10	11	12	13	14	15
Strength 🗡	(2)		3		4		5	(5)	6	6	7	7	8	8	8	9	9	9	(10)
Spoils	2		3		4		4	4	5	5	6	6	6	6	7	7	7	7

Resolving Conflicts ❧

When a conflict occurs between factions, the winning faction's territory will be expanded, and all losing factions' camp markers will be removed from the map. Follow these steps to resolve a conflict:

1. DECLARE ATTACKER

The active player declares which one of the two involved factions is the **attacker**.

Note: If there are more than two factions whose territories are connected by the face-down tile, the active player first decides which two of those factions will be involved in this conflict before declaring an attacker.

2. COMMIT FACTION CARDS

All players may commit **any number of cards** from their hand to the conflict. Players place their committed cards face down on the table.

- Colluding with other players verbally is allowed, but honesty is not required.

- Players may commit cards for one side, both sides, or neither side of the conflict.

- Cards of factions not involved in the conflict can be committed as a **bluff**.

Once all players have finalized their decisions, all players simultaneously reveal their committed cards, flipping them face up on the table.

3. USE CONFLICT ABILITIES

All players may use the conflict ability of **one card** from **their hand**. Only conflict ⚔ abilities can be used this way; action 📇 abilities cannot.

- This is done in seating order, starting with the player seated to the left of the active player and continuing in clockwise order.

- Players do not have to decide or declare whether or not they are going to use a conflict ability until it is their turn in the sequence.

- Cards played for their conflict abilities do not count as committed cards, and they will not affect the factions' conflict values.

To use a conflict ability, follow these steps:

1. Reveal the card of an active faction from hand.

2. Gain favor equal to the **spoils value** of the faction, as indicated by the power track.

3. Resolve the card's ability text.

4. Return the card to the supply.

4. DETERMINE WINNER

All cards of factions not involved in the conflict, which the players committed merely as **bluffs**, are returned to their owners' hands.

Determine the **conflict values** of the two factions involved in the conflict. Each faction's conflict value is equal to its strength value, as indicated by the power track, plus one for each committed card of that faction.

The faction with the higher conflict value is the winner. In the case of a tie, the attacker is the winner.

5. RETURN FACTION CARDS

For **each side** of the conflict (both winning and losing faction), all players must return **half of the cards** (rounded up) that they committed for that faction to the supply.

- Players may choose to return more than half of the cards they committed for each faction; half is simply the minimum requirement.

- Calculate the minimum number of cards to return separately for each faction.

- All cards not returned to the supply are returned to their owners' hands instead.

For each card a player returns to the supply in this way, they gain favor equal to the **spoils value** of the faction, as indicated by the power track.

Remove the losing faction's camp marker from the map and move the losing faction's strength marker to the **lost space** of the power track.

Note: If there are still two or more factions whose territories are connected by the face-down tile, return to the Declare Attacker step. Otherwise, continue to the Adjust Faction Power step.

6. ADJUST FACTION POWER

Once all conflicts have been resolved, flip over the face-down tile that initiated the conflict.

- If a rift tile was **uncovered** when a camp marker was removed from the map during a conflict, the active player collects it now.

- If the camp marker of any lost faction could now fit in an unoccupied territory somewhere on the map, the active player establishes that faction's camp, following the usual rules.

Evaluate the expanded territory of the winning faction and adjust its position on the power track accordingly.

RESOLVING A CONFLICT – EXAMPLE

Isaac places a development tile on the map in a way that connects the territories of the Goblins and Ratfolk, thus initiating a conflict. He flips the tile face down.

The active player, Isaac, declares that the Ratfolk will be the attacker in this conflict.

All three players secretly choose cards from their hand to commit to the conflict. When they are all ready, the committed cards are revealed.

- Isaac committed 1 Goblin card and 3 Ratfolk cards. He hopes that the Ratfolk will win, but he wants to gain favor for his Goblin card before the faction's spoils value plummets.

- Uma committed 4 Orc cards as a bluff, but no cards for the Goblins or the Ratfolk.

- Claire committed 3 Goblin cards. She wants to ensure that the Goblins will win.

All three players decide to pass on their opportunity to use a conflict ability.

The 4 Orc cards that Uma committed as a bluff are now returned to her hand and the conflict values for the Goblins and the Ratfolk are determined.

- The Goblins have a conflict value of 9 (strength value of 5, with +1 from Isaac's card and +3 from Claire's cards).

- The Ratfolk have a conflict value of 7 (strength value of 4, with +3 from Isaac's cards).

The Goblins have won the conflict!

Now the players must return to the supply at least half of the cards (rounded up) that they committed to the conflict for each faction. The spoils value for both the Goblins and the Ratfolk is 4.

- Isaac must return at least 2 of his 3 Ratfolk cards. He decides to return all 3 before the faction's spoils value plummets (12 favor). He must also return his 1 Goblin card (4 favor).

- Uma has no Goblin or Ratfolk cards to return to the supply because she did not commit any cards to the conflict for either faction.

- Claire must return at least 2 of her 3 Goblin cards. She decides to keep the third card and return only the 2 cards required (8 favor).

Because the Ratfolk lost the conflict, their camp marker is removed from the map, and their strength marker is moved to the "lost" space of the power track.

The face-down tile is now flipped over. This expands the Goblin territory, which now includes 6 spaces of desert or forest, which are the faction's foundation terrains, so their strength marker is moved to the 6 territory value space on the power track.

There is a rift tile now visible in the newly expanded Goblin territory that was uncovered when the Ratfolk camp marker was removed from the map. Isaac, the active player, collects the rift tile.

Once the conflict has been fully resolved, Isaac continues with the rest of his turn, taking an action and then drawing a tile.

ISAAC   UMA   CLAIRE

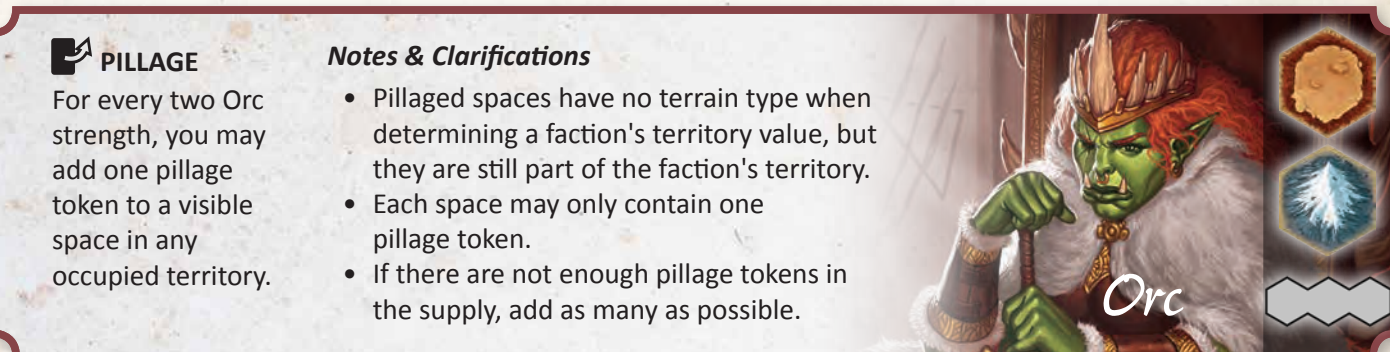# Basic Factions

Goblin

LURE
For every two Goblin strength, a chosen opponent must reveal one random card from hand. Gain the spoils value of the strongest faction revealed.

Notes & Clarifications
- Before resolving this ability, gain favor equal to the Goblin spoils value as usual.
- No matter how many cards are revealed, only one opponent is affected by this ability.
- The chosen opponent may shuffle their hand before revealing any cards.
- Revealed cards are returned to their owner.

Orc

PILLAGE
For every two Orc strength, you may add one pillage token to a visible space in any occupied territory.

Notes & Clarifications
- Pillaged spaces have no terrain type when determining a faction's territory value, but they are still part of the faction's territory.
- Each space may only contain one pillage token.
- If there are not enough pillage tokens in the supply, add as many as possible.
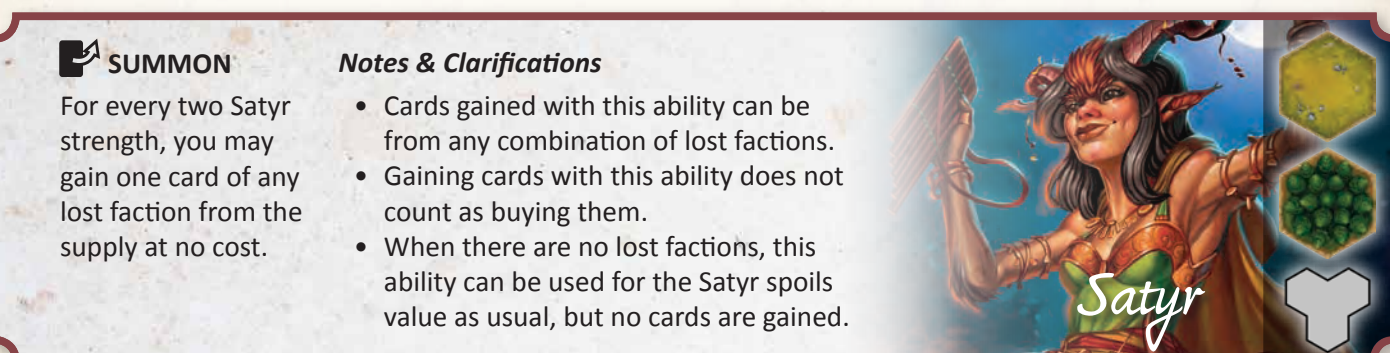
Ratfolk

EXPAND
For every three Ratfolk strength, you may draw one development tile from the supply and place one tile onto the map.

Notes & Clarifications
- Draw all tiles first before placing any tiles.
- The tiles placed with this ability do not have to be the same tiles drawn with this ability.
- If placing a tile initiates a conflict, any remaining tile placements are forfeited.
- If there are not enough development tiles in the supply, draw as many as possible.

Satyr

SUMMON
For every two Satyr strength, you may gain one card of any lost faction from the supply at no cost.

Notes & Clarifications
- Cards gained with this ability can be from any combination of lost factions.
- Gaining cards with this ability does not count as buying them.
- When there are no lost factions, this ability can be used for the Satyr spoils value as usual, but no cards are gained.

Sheki

MARCH
For every two Sheki strength, you may move one visible tile to a different position in the same occupied territory, ignoring terrain rules.

Notes & Clarifications
- This ability cannot divide a territory.
- Moved tiles can cover any combination of terrain types, including water spaces.
- If moving a tile initiates a conflict, any remaining tile movements are forfeited.
- If moving a tile connects a visible rift tile to an occupied territory, collect the rift tile.

Advanced Factions

📑 EXTRACT

For every two Dwarf strength, gain one favor. You must remove one visible tile from any occupied territory.

Notes & Clarifications

- Before resolving this ability, gain favor equal to the Dwarf spoils value as usual.
- This ability cannot divide a territory or remove a tile from an unoccupied territory.
- No matter the current Dwarf strength value, only one tile gets removed with this ability. Return the removed tile to the game box.

Dwarf

⚔ ENDURE

For every two Elf strength, you may return one fewer card to the supply when resolving a conflict.
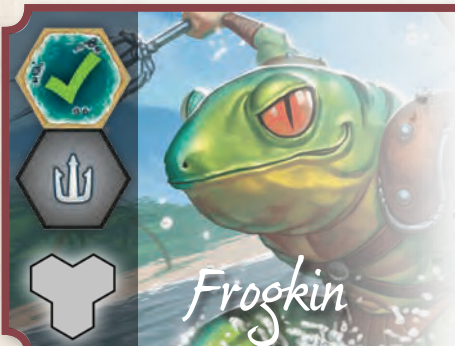
Notes & Clarifications

- This ability can be used to keep cards of any factions involved in the conflict.
- This ability cannot be used to keep this card or cards played as bluffs.
- Do not gain the spoils value for cards that are kept with this ability.

Elf

⚔ CONTROL

For every two Flayer strength, you may treat one card that you committed to the conflict as if it were a different faction.

Notes & Clarifications

- When this ability is used, announce which cards will be affected.
- Cards are affected by this ability until the end of the conflict, but they retain their own faction's spoils value.
- This ability can be used on factions involved in the conflict or on cards played as bluffs.

Flayer

📑 PERSUADE

For every two Frogkin strength, you may buy one card of another active faction from the supply for one less favor than usual.

Notes & Clarifications

- Cards bought with this ability can be from any combination of active factions (except Frogkin).

Frogkin territory value is equal to the number of visible water spaces adjacent to Frogkin territory. Water spaces must be adjacent to at least one non-pillaged space in Frogkin territory to contribute to its territory value.

Frogkin

⚔ DEVOUR

For every two Ogre strength, you may return one card committed to the conflict to the supply. The card's owner gains its spoils value.

Notes & Clarifications

- When this ability is used, announce which cards will be affected.
- Cards affected by this ability do not contribute to conflict values.
- This ability can be used on any cards committed to the conflict (including other Ogre cards).

Ogre
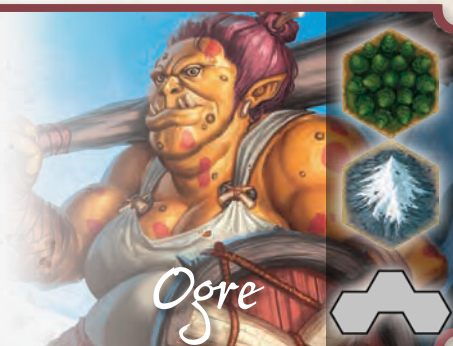
Solo Mode ❧

In solo mode, the player competes against an automated opponent named Ulrir, the Warden of Wayward Souls. Turns alternate between the automated opponent and the player throughout the game. The player must gain more favor than Ulrir to win!
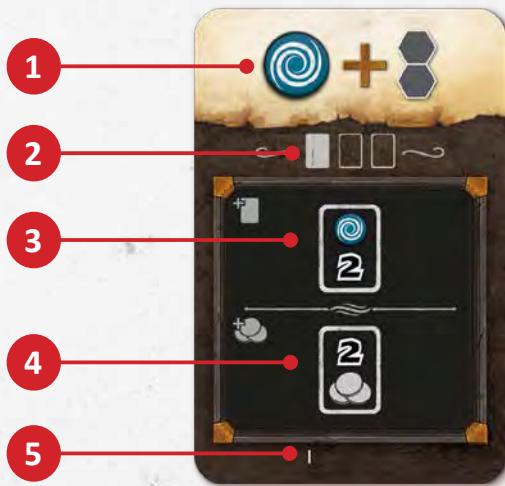
SOLO MODE – COMPONENTS

In addition to the components for the multiplayer game, solo mode uses these additional components:

- 1 Ulrir Mat
- 5 Element Cards
- 70 Lantern Cards

LANTERN CARDS – DIAGRAM

Lantern cards are tucked under the top or bottom edge of Ulrir's mat, which dictates their usage.

1. Develop Icon – Shows how many tiles Ulrir places and for which faction. Visible when the card is tucked under the top edge of Ulrir's mat.

2. Slot Icon – Shows which slot the card occupies when tucked under the bottom edge of Ulrir's mat: left, center, or right.

3. Buy Icon – Shows how many cards Ulrir buys and of which factions. Visible when the card is tucked under the bottom edge of Ulrir's mat.

4. Spoils Icon – Shows how Ulrir gains spoils if he cannot buy cards. Visible when the card is tucked under the bottom edge of Ulrir's mat.

5. Difficulty Icon – Used to construct the lantern deck during setup based on difficulty.

SOLO MODE – GAME SETUP

Follow the multiplayer setup with these changes:

1. Place the **Ulrir mat** next to the map.

2. Give Ulrir a total of 25 **favor** from the supply, placing it next to Ulrir's mat.

3. Assign one **element card** at random beneath each of the five supply stacks.

4. Choose one of three difficulty levels:

   - I – Sly (Easy)
   - II – Shrewd (Moderate)
   - III – Corrupt (Hard)

5. Find the 30 **lantern cards** with the difficulty icon matching that difficulty level. Shuffle these cards into a face-down deck, then place it next to Ulrir's mat. Return the other cards to the game box.

6. Draw three cards from Ulrir's lantern deck. Add them to the upper slots, tucking them under the top edge of Ulrir's mat so that only the upper portion is visible.

7. Give Ulrir the **start player marker**. Ulrir always takes the first turn of the game.

Note: Some lantern cards have two difficulty icons, because they are included in Ulrir's lantern deck at two different difficulty levels.
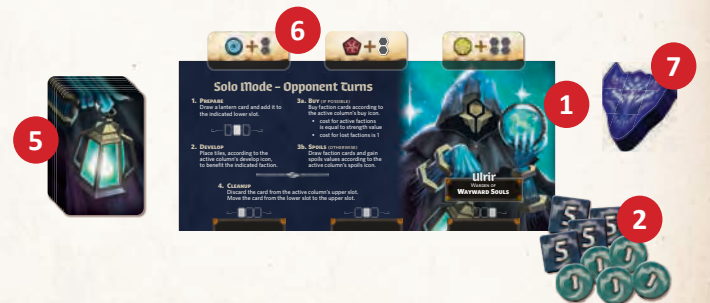
SOLO MODE – ULRIR TURN
When it is Ulrir's turn, follow these steps in order:

1. PREPARE
Draw the top card of Ulrir's lantern deck.

Examine the **slot icon** on the card. Add the card to the indicated lower slot, tucking it under the bottom edge of Ulrir's mat so that only the lower portion is visible.

The lower slot with the new card has a corresponding upper slot at the top edge of Ulrir's mat. These two slots are known as the **active column**.

2. DEVELOP
Examine the **develop icon** on the card in the active column's upper slot. The develop icon has two parts, which determine how Ulrir places tiles:

- The **element symbol** matches the element card below one supply stack. This indicates which faction Ulrir will influence this turn.

- The **tile symbol** indicates how many tiles Ulrir will place on the map this turn.

Draw the indicated number of tiles from the supply and place them onto the map in a way that benefits the indicated faction. When multiple tiles must be drawn and placed, do so one tile at a time.

- If the indicated faction is lost, Ulrir tries to establish their camp (see p. 18).

- If the indicated faction is active, Ulrir tries to expand their territory (see p. 18).

When the placement of a development tile initiates a conflict, flip the tile face down and resolve the conflict immediately (see p. 19). Any of Ulrir's remaining tile placements are forfeited.

3A. BUY
Examine the **buy icon** on the card in the active column's lower slot. The buy icon has one or more card outlines, which determine how Ulrir buys cards:

- The element symbol within each card outline matches the element card below one supply stack. This indicates which cards Ulrir buys.

- The number within each card outline determines how many cards of the indicated faction Ulrir buys.

Check to see if Ulrir can buy all of the indicated faction cards from the supply, spending favor for each card as in the multiplayer game.

- If Ulrir can buy them all, take those faction cards from the supply and add them to his faction deck, which should be next to his mat.

- If Ulrir cannot buy them all, either because he does not have enough favor to spend or because there are not enough faction cards remaining in the supply, he takes the **spoils action** instead.

Unlike the player, Ulrir is not limited to buying cards of active factions only. He can buy cards of **active factions and/or lost factions**.

Note: The player is allowed to look through Ulrir's faction deck at any time.

3B. SPOILS
Ulrir only takes the spoils action if he cannot take the buy action. Examine the **spoils icon** on the card in the active column's lower slot. The spoils icon has one or more card outlines, which determine how Ulrir gains spoils:

- Each card outline represents one card that Ulrir draws from his faction deck.

- Each card outline has a number, which indicates how many times Ulrir gains the spoils value of the card he draws.

Shuffle Ulrir's faction deck. Draw and resolve as many cards as indicated by the spoils icon. If multiple cards must be drawn and resolved, do so one card at a time.

Once all cards have been drawn and resolved, return them to Ulrir's faction deck.

4. CLEANUP
Remove the lantern card from the active column's upper slot and place it in a face-up discard pile, which should be next to Ulrir's lantern deck.

Move the lantern card from the active column's lower slot to the newly vacated upper slot, tucking it under the top edge of Ulrir's mat so that only the upper portion is visible.

This marks the end of Ulrir's turn.

Note: The player is not allowed to look through Ulrir's lantern discard pile.

SOLO MODE – ESTABLISHING A CAMP

When Ulrir places a tile for a lost faction, he tries to establish that faction's camp.

- Find the first legal position for the tile that will allow the lost faction's camp to be established. Start in the top-left corner of the map and check one row at a time, going left to right through each row.

- Place the camp marker on the map and give Ulrir one card of the lost faction from the supply at no cost (if available).

- Adjust the lost faction's position on the power track to match its new territory value.

If the camp cannot be established, the tile is instead placed in the first legal position, starting in the top-left corner of the map and checking one row at a time, that meets both of the following criteria:

- Does not expand an existing territory.
- Is not on the edge of the map.
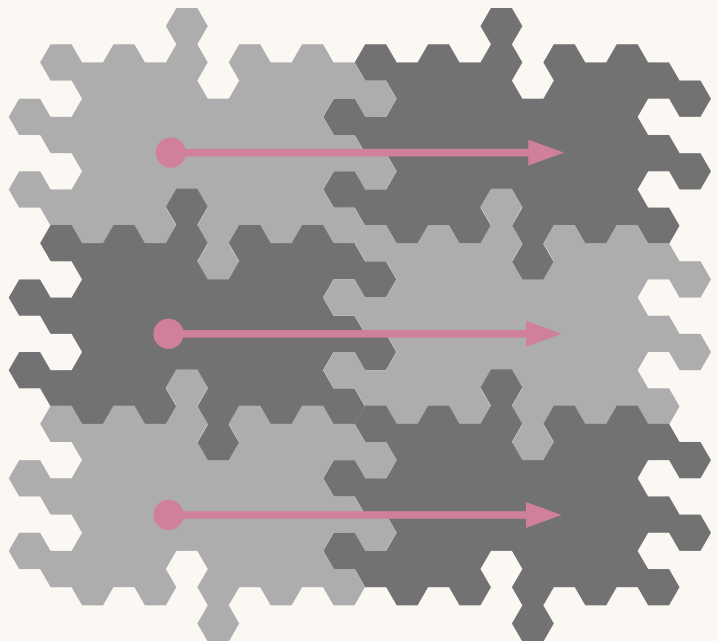
SOLO MODE – EXPANDING A TERRITORY

When Ulrir places a tile for an active faction, he tries to expand that faction's territory.

- Find a legal position for the tile that is adjacent to the faction's territory.

- If there are multiple legal positions adjacent to the faction's territory, start from the northernmost position around the faction's territory and continue clockwise to find the first one.

- Adjust the active faction's position on the power track to match its new territory value.

If the faction's territory cannot be expanded, the tile is instead placed in the first legal position, spiraling outward from the territory in a clockwise direction, that meets both of the following criteria:

- Does not expand an existing territory.
- Is not on the edge of the map.
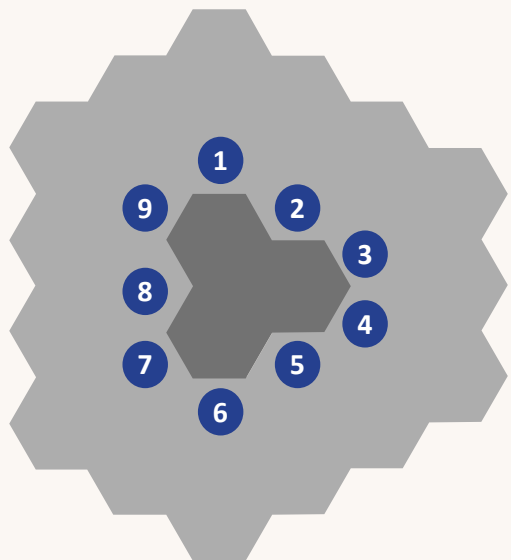
SOLO MODE – RESOLVING A CONFLICT

Resolve conflicts as in the multiplayer game, but with the following changes:

Declaring Attacker and Defender

When Ulrir initiates a conflict, the faction indicated by the develop icon on the card in the active column's upper slot is the attacker.

When three or more factions are involved in a conflict that Ulrir initiates, the attacker and defender for each conflict are determined as follows:

- For the first conflict, the faction indicated by the develop icon on the card in the active column's upper slot is the attacker, and the strongest of the other involved factions is the defender. If tied for strongest, the tied faction whose name comes earliest in the alphabet is the defender.

- If the attacker wins, they remain the attacker for the next conflict, and the next strongest of the involved factions is the new defender.

- If the defender wins, they become the attacker for the next conflict, and the next strongest of the involved factions is the new defender.

Committing Faction Cards

The player must choose which cards to commit before seeing which cards Ulrir commits.

To determine which cards Ulrir commits, **shuffle Ulrir's faction deck**, then draw and reveal half of the cards from the deck (rounded up).

- All revealed cards of the two **involved factions** are committed to the conflict.

- All revealed cards of **other factions** are returned to Ulrir's faction deck.

Using Conflict Abilities

The player may use one conflict ability per conflict, as in the multiplayer game, but Ulrir never uses conflict abilities.

Returning Faction Cards

Once the winner of the conflict has been determined, Ulrir's committed cards are returned as follows:

- All cards of the losing faction and half of the cards (rounded up) of the winning faction are returned to the supply. Ulrir gains their spoils values.

- All other cards of the winning faction are returned to Ulrir's faction deck.

SOLO MODE – GAME END

The game end is triggered, as in the multiplayer game, when one of the following conditions occurs:

- The **supply of development tiles** is depleted.

- The strength markers of **any two factions** are flipped to their legendary side.

Once the game end has been triggered, the game continues until Ulrir and the player have had an equal number of turns, then final scoring occurs. The player will always take the last turn of the game.

SOLO MODE – FINAL SCORING

As in the multiplayer game, players calculate their favor:

1. **Favor tokens** collected during the game.

2. For each faction card, gain favor tokens equal to the faction's **strength value**.

3. For each faction card whose strength marker is flipped to its **legendary side**, gain two additional favor tokens.

4. For each **unused rift tile**, the player gains three favor tokens and **Ulrir gains five favor tokens.**

If the player has more favor than Ulrir, they win! Otherwise, Ulrir is the winner (including ties).

Rift Tile Effects ❧

ACTIVATE: Reveal the card of an active faction from your hand. Gain its spoils value, use its ability, and return it to the supply. This is in addition to your normal action.

CONVERT: Draw up to three development tiles from the supply, then discard an equal number of tiles from your hand face down and shuffle them back into the supply.

ENHANCE: During final scoring, all of your rift tiles, including this one, are worth five favor each (instead of three).

MANIPULATE: Return three cards of active factions from your hand to the supply, then gain one card of any faction (including lost factions) from the supply at no cost.

PILFER: Take one random card from the hand of any opponent. That opponent gains favor equal to the card's strength value.

RECLAIM: Exchange this rift tile with any rift tile from the game box.

RECRUIT: Buy up to three cards from the supply at their usual costs. This is in addition to your normal action.

REDISTRIBUTE: All players add one random card from their hand to a face-up pool. All players then take one of those cards, starting with you and going clockwise.

REVIVE: Gain up to two cards of lost factions from the supply at no cost.

SCOUT: Draw one development tile from the supply, then place one tile from your hand onto the map, following all placement rules.

TERRAFORM: Use this when placing a development tile onto the map to ignore terrain rules for that placement.

TRANSMUTE: Exchange one development tile from your hand with one visible tile from the map, ignoring terrain rules.

Credits ❧