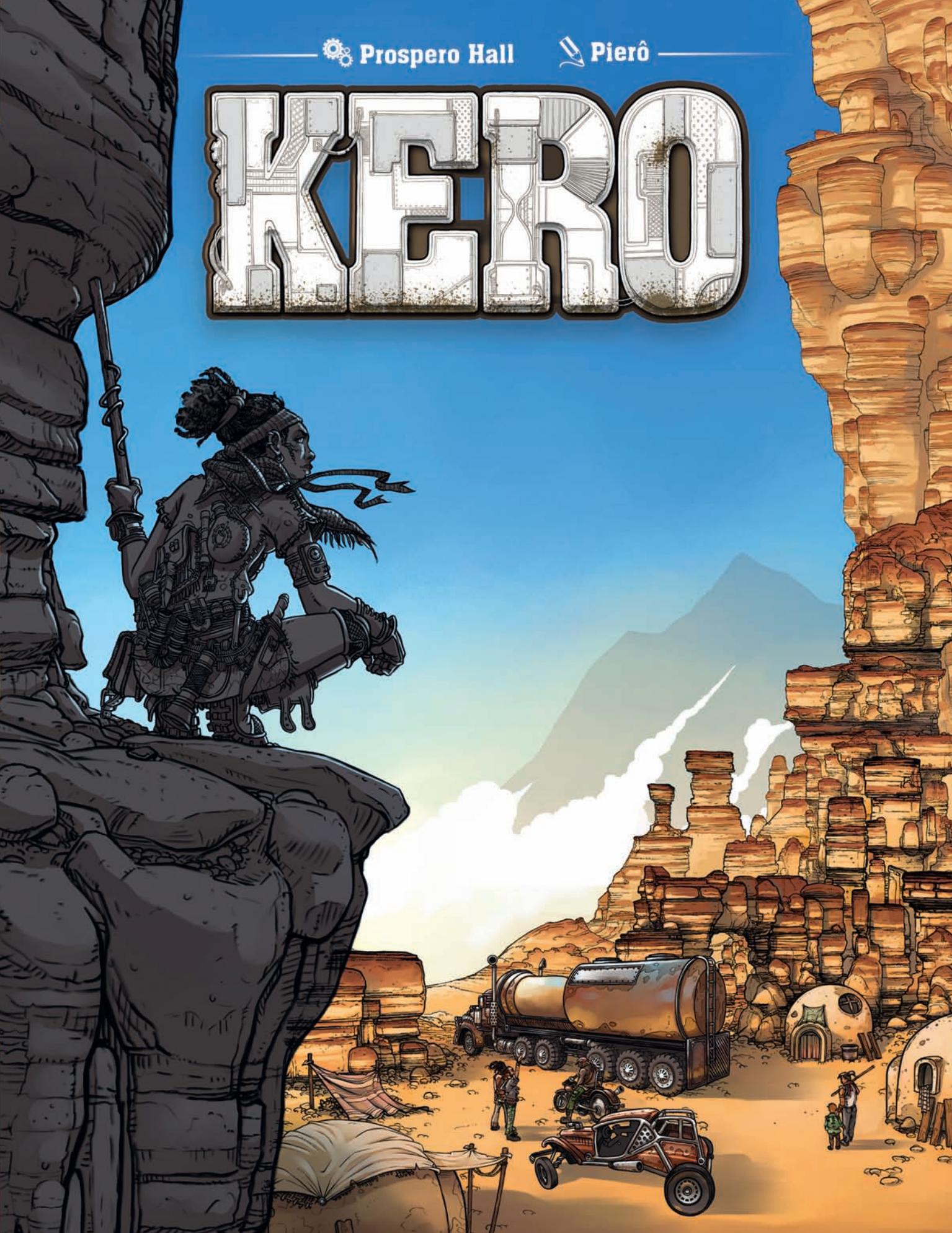Prospero Hall   Pierô

KERO

Prospero Hall   Pierô

KERO

"I would like to thank the team at Hurrican, but also my friend Seb, for giving me the chance to travel through these undiscovered lands. I am also grateful to @Supercinebattle and @afterhate for keeping my company while I drew all these rocks! And all my love to my wife Ericka, for her support, encouragement and affection throughout these long months of work."

PIERÔ

HURRICAN

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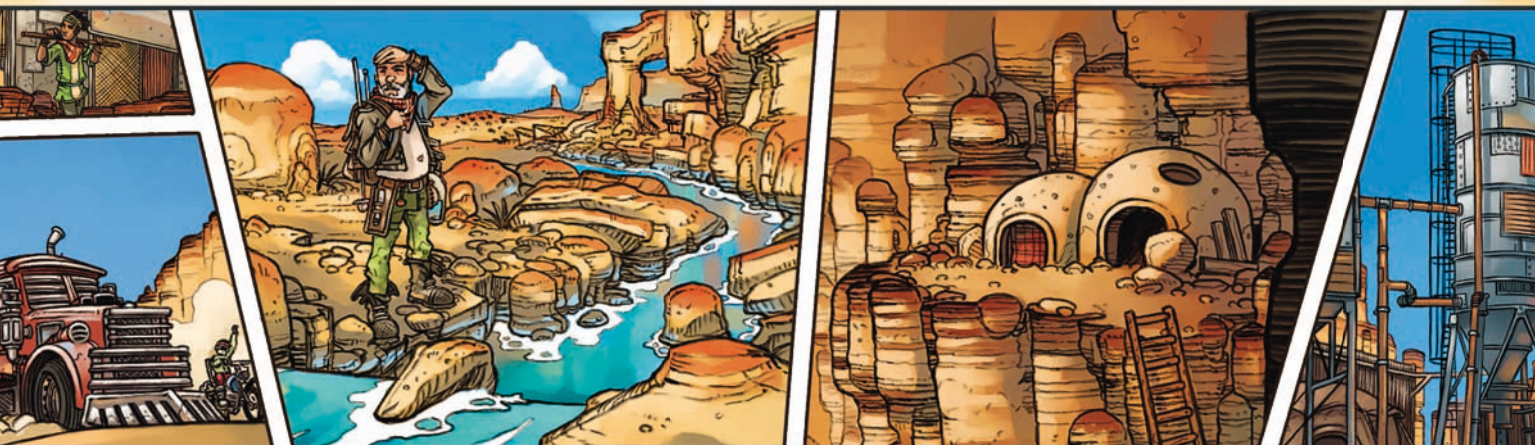
KERO

JUNE 2471

Kerosene - KERO - has become extremely scarce; your task is to find and stockpile this precious fuel. Two rival clans are struggling to survive, explore New Territories in search of untapped resources and improve their everyday lives. Running out of fuel is always a risk when you leave camp in your tanker truck, especially as the other clan is never far away and vying for the same resources.

Introduction

In Kero, your clan must be faster and smarter than the opposing clan. You have only three rounds to achieve victory.

Winning the game

Your goal is to collect as many resources as possible while using as little as possible of the KERO in your tanker truck.

You will need to send Explorers to claim New Territories. Claim any territories in which you have a majority at the end of the round.

During your travels, you will come across Tuareks, who are always ready to lend a hand. They are generally friendly, and it is a good idea to have them on your side.

Manage your KERO, gather new resources, explore New Territories and save your clan.

KERO

SETUP

Begin by affixing the stickers to the 14 wooden tokens, then place the game board between the two players.

1 Divide the deck of cards as follows:
- 3 Claim cards
- 12 Start cards
- The remaining 24 cards

Then:
- Divide the 24 cards into 3 roughly equal piles
- Place 1 Claim card on top of each pile
- Shuffle each pile
- Stack all 3 together to form a single draw pile

Then:
- Shuffle the Start cards
- Place them on top of the draw pile, here

2 The **Refinery** shows the cost of fueling up with KERO.

3 Place the three colored dice on the **Shack**.

4 Shuffle the Tuarek tiles and form a draw pile.

5 Place the 10 Permanent Ability ∞ tiles next to the game board.

6 Reveal the first 6 cards in the draw pile.

NEW TERRITORIES

7 Shuffle the New Territories and form a face-down draw pile.

8 Reveal the first 4 territories.

9 Place the 27 Jerrycan tokens next to the game board.

CLAN CAMPS

10 Each player choose his clan and takes a tanker truck. Note that the truck can only be stood vertically on its rear end (on the tank). This is how you place the truck while you are using it. To fuel up the truck, you must hold it in the opposite direction, with the cab facing downwards. Once fueled up and placed flat again, your tanker truck is ready for use.

11 Each clan places its 7 Explorer markers.

12 Claimed Territories space.

13 Card space.

14 Permanent Ability ∞ tile slots.

15 Jerrycan space.

16 Hired Tuarek space.

17 Each clan collects 2 Jerrycans and 2 Tuarek tiles.

18 The player who fueled up most recently collects the First Player token.

19 The First Player takes the 5 white dice and starts the game.

GAMEPLAY

The game is played in 3 rounds, each comprising several turns during which players perform 3 or 4 steps.

- **Fuel up with KERO**
  You can fill your tanker truck with kerosene fuel.

- **Select and roll your dice**
  You have a limited time - which you determine yourself using your tanker truck - in which to roll the dice and obtain needed resources.

- **Upgrade your camp**
  Collect resources.
  Take cards.
  Visit the Tuareks.
  Explore New Territories.

- **Fire**
  Remove any burnt cards.

- **Claim New Territories**
  This step only occurs when a Claim card is revealed. The clans divvy up the New Territories that they have explored.

When you have played your game steps, your turn ends and your opponent's turn begins.

The deck includes 3 Claim cards. The first two end the first two game rounds, and the third card ends the game.

FUELING UP WITH KERO

At the start of your turn, **before performing any other actions**, you may optionally spend 1 Jerrycan at the **Refinery** to fuel up with KERO (or 2 Jerrycans to fuel up twice in succession).

Fuel-up procedure:

1. The opposing clan picks up the 8 dice.

2. You tip your tanker truck and hold it with the cab facing downwards. As soon as the KERO starts flowing, your opponent rolls the dice **using only one hand**.

3. Any dice that roll a 🔥 are placed on one side. Your opponent continues to roll the dice until they all show a 🔥.

4. When all the rolled dice show a 🔥, you must immediately place your tanker truck flat again, ending the fueling sequence.

Important! When 7 dice are showing a 🔥, the last die rolled is considered to automatically show a 🔥 after five rolls.

SELECT AND ROLL YOUR DICE

1 Select your dice

You automatically receive the 5 white dice. These dice are identical, and provide access to bricks, wheat, metal, recruits and Jerrycans.

gives you 1 brick.   gives you 1 wheat.   gives you 1 metal.   gives you 1 recruit.

Collect a Jerrycan token   from the reserve and place it in your camp.

Yields no resources.

You may add between 1 and 3 special colored dice, by paying 1 Jerrycan per additional die at the **Shack**. Colored dice provide access to larger quantities of resources as well as special actions/bonuses.

The sides on the special dice yield larger quantities of resources. The quantity collected varies according to the number of resources shown.

Draw a Tuarek tile.

Immediately place an Explorer on the New Territory of your choice, for free.

*Note: Certain cards and Tuareks provide free access to the special dice.*

2 Tip your tanker truck (cab up) and stand it on its tank on the table. As soon as the KERO starts flowing, roll your dice.

3 As long as you still have KERO in your tank, you can reroll any or some of the dice as often as you want. **However**, if you roll a 🔥 on a die, the die burns up and you can no longer reroll it.

4 When you are happy with the results on your dice (even after a single roll), immediately place your tanker truck flat again.
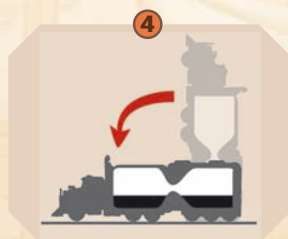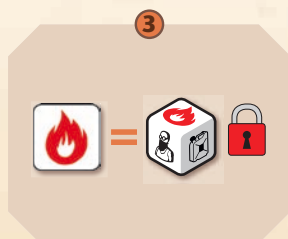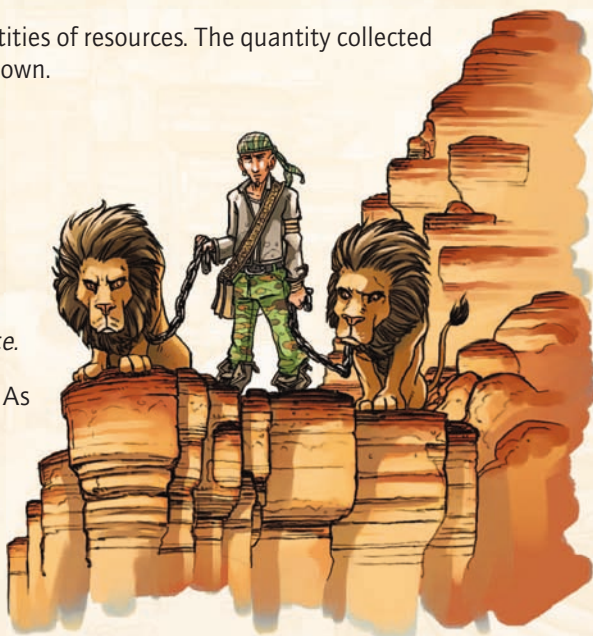
Important! Once you have placed your tanker truck back in the flat position, you are not allowed to tip it up again. Making snap decisions - and mistakes - is part of the game!

KERO outage

If your tank runs dry while you are rolling your dice, your turn ends immediately. Do not apply the effects of your die rolls.

Fortunately, however, a passing Tuarek agrees to immediately fuel up your tanker free of charge, but with only 5 white dice.

Then it is your opponent's turn to play.
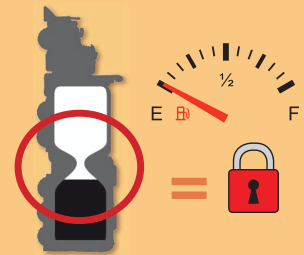
COLLECT RESOURCES

Collect the resources indicated on the dice. Each resource can only be used once.

Make your combinations and take everything you can.

You can use the collected resources to perform actions:

a) Take cards.

b) Take Tuarek tiles.

c) Place Explorers.

All unused resources are lost.

Note: Certain game items grant additional free resources when you collect resources.

a) Take cards

Cards grant either immediate actions/bonuses or else permanent abilities that can be very useful during the game. Take the cards to which you are entitled and use any actions/bonuses immediately. Certain cards are worth points at the end of the game.

Cards with the ∞ symbol grant permanent abilities that can be used once per turn until the end of the game. These abilities are shown on tiles that will help you to remember to use them during the game. When you receive a Permanent Ability ∞ card, collect the corresponding Permanent Ability ∞ tile and place it in your camp, on the edge of the game board. You can have a maximum of 5 Permanent Ability ∞ tiles.

Example
You have used 2 recruits to obtain this card, which lets you immediately place an Explorer on a New Territory.

Point scored

Card color

Resources used

Immediate action/bonus

Example
You have used 3 wheat and a Jerrycan (either from a die or by spending a token) to obtain this card. From now on, you can add the green die to your 5 white dice every turn until the end of the game.

Card with a Permanent Ability ∞

Permanent Ability ∞

Resources used

b) Take Tuarek tiles

At any time during your turn, you may purchase and play as many Tuarek tiles as you want.
Pay 2 Jerrycans per Tuarek. Place the Tuarek tile(s) face down in your camp.
You may own as many Tuarek tiles as you want, but you must discard them after use.
If the draw pile is empty, shuffle the used Tuarek tiles and create a new draw pile.

Notes: Certain game items grant free Tuareks.

One type of Tuarek is played during your opponent's turn.

c) Place Explorers

To explore the 4 New Territories, you must place Explorers.
Both clans will be interested in New Territories, as they score points at the end of the game or provide bonuses when they are claimed. To win them, you must have a majority of Explorers at the end of the round.

You may pay 1 recruit and 1 metal to place an Explorer on the New Territory of your choice (even if you or your opponent have already placed other Explorers on it). Deploying multiple Explorers simultaneously is allowed.

Example
This New Territory scores 3 points and grants 1 Tuarek.

This territory is sure to score 1 point.
To score the 3 additional points, you must own 4 cards of the same color at the end of the game.

Points scored

Point scored

Bonus points if the condition is satisfied

Bonus granted

Bonus condition

Important! A "+" indicates the number of points scored if certain conditions are satisfied.
A "/" means "per".

FIRE

When you have performed all your actions, check the number of 🔥 obtained on your dice:
If you have obtained 0 or 1 🔥, no action is required.
If you rolled 2 or more 🔥 on your dice, you must "burn" the right-most card on the game board, discarding it. Next, shift the remaining cards to the right.
Then fill the empty spaces on the game board, one by one from right to left, with new cards from the draw pile.

Example

During his turn, Mike has collected 2 cards: B and F. As he rolled 3 🔥 on his dice, he must discard the right-most card: E. Then he moves cards A, C and D to spaces 4,5,6. Lastly, he draws three new cards, one by one, to fill spaces 3, 2 and 1 (proceeding from right to left).

If you reveal a Claim card during this process, stop filling the empty spaces, as the Claim card ends the round.

A 1   B 2   C 3   D 4   E ✗ 5   F 6

CLAIM NEW TERRITORIES

Revealing a Claim card triggers the end of the round, or the end of the game if it is the third Claim card.
Each clan gains the New Territories on which it has a majority, retrieves its Explorers and places its New Territories in its camp.
Any tied or unoccupied New Territories are discarded and placed back in the game box.

All Explorers are returned to their respective camps.
Draw 4 New Territories and fill the empty spaces.
Discard the Claim card and finish filling the row with new cards.
Play resumes as normal, beginning with the opposing clan.

Note: Certain game items enable the holder to win a New Territory in the event of a tie.

Example

① Neither clan wins the New Territory as the number of Explorers is tied. The New Territory is discarded.

② Neither clan wins the New Territory as no Explorers have been placed on it. The New Territory is discarded.

③ The gray clan has a majority. It claims the New Territory and places it in its camp.

END OF THE GAME

The game ends when the third Claim card is revealed.

Ending the game.
The First Player tile serves as a reminder of who started the game.

a) If the third Claim card is revealed after the second player's turn, the game ends immediately, as both players will have played the same number of turns.

B) If the third Claim card is revealed after the first player's turn, the second player may play one last turn.

Final turn of the second player.
Play your turn in the normal way.
By this stage of the game, the New Territories have been either claimed or discarded. The New Territories draw pile is therefore empty. If you want to place Explorers, you must place them in the designated spaces under the now-empty draw pile.

Here:
- 1 Explorer scores 1 point during the final scoring round.
- 2 Explorers score 3 points during the final scoring round.

You may occupy both spaces, placing 3 Explorers to score a total of 4 points.

When the final turn has been played, move on to the final scoring round to determine the winner.

Winning clan

To determine the winner, add up the points scored by your cards and then add the points scored by New Territories.
The clan with the most points wins the game and earns the title "Badassest Clan, 2471".

TIPS BEFORE STARTING YOUR FIRST GAME

- Make sure you have enough space to roll the dice!
- Before rolling the dice, observe the cards and New Territories available on the game board and decide how to get what you have chosen.
- To get your game off to a flying start, stand the game box vertically on the table with the tanker trucks inside while you set up the game. This ensures that the tanks will be full when you are ready to play.
- On your first turn, there is no need to keep Jerrycans to fuel up with KERO, as your tank is already full. It is better to spend your Jerrycans to use special dice. They provide more options and give better results when you roll the dice.
- Lastly, remember that the three Claim cards are inserted into the card draw pile randomly... A round can end at any time! Keep an eye on the number of cards revealed during the game.
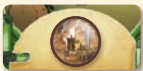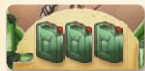
Ready to challenge your opponent?
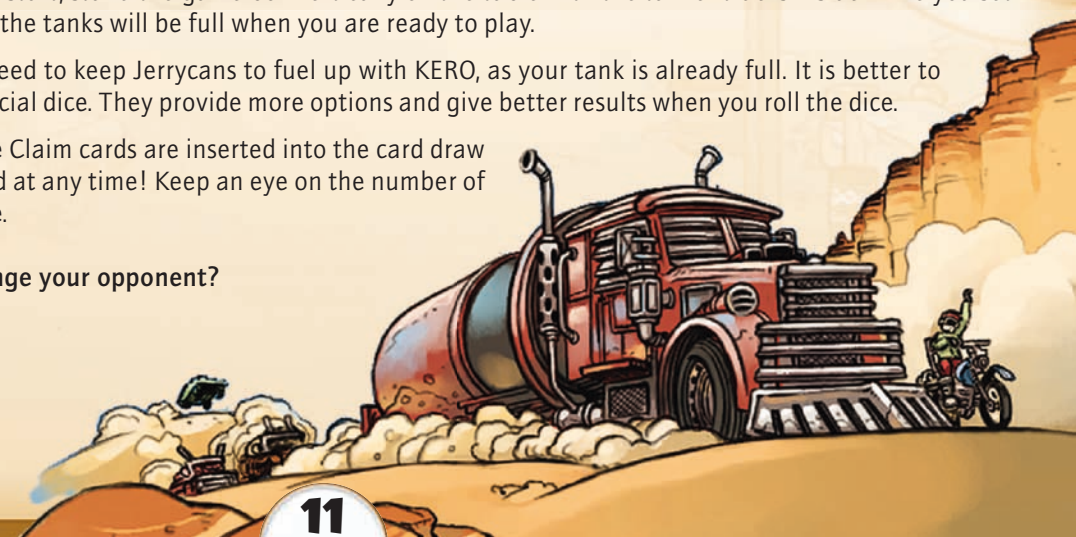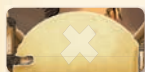
GAME COMPONENT DESCRIPTIONS

CARDS

Collect the indicated number of Jerrycans or Tuareks.

Immediately place the specified number of Explorers on New Territories of your choice, for free.

Immediately fuel up with KERO for free with 8 dice.

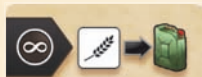These cards are simply worth points at the end of the game.
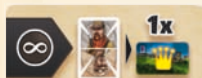
PERMANENT ABILITIES ∞

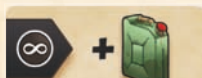Roll the specified special die (in this case, the blue die) for free.

Add the indicated resource (in this case, 1 wheat) for free when you collect resources.

You may trade any or all of your wheat resources for the same quantity of Jerrycans.

In the event of a tie, win the New Territory of your choice (no more than once per turn). Explorers must be present on the Territory.

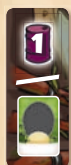Collect 1 Jerrycan at the start of each of your turns.

"NONE SHALL PASS!" CARDS

The deck contains five "None shall pass!" cards. At the end of the game, they score as many points as the number of matching cards in your possession.
Example: A player with 3 "None shall pass!" cards scores 9 points at the end of the game.

NEW TERRITORIES

Score 1 point per card of the specified color (in this case, green) in your possession.
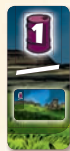
Score 1 point per set of 3 cards in your possession, regardless of their colors.

Score 1 point, plus an additional 2 points if you have at least 1 card of each color.

Score 1 point, plus an additional 3 points if you have 4 or more cards of the same color.

Score 1 point per New Territory in your possession, including this one.

Collect the specified number of Tuareks and/or Jerrycans.

TUAREKS

Play this Tuarek before rolling your dice to add 2 special dice of the color of your choice.

Play this Tuarek before rolling your dice and place it face-up in front of you.
It lets you reroll any dice that land on their 🔥 side.

Play this Tuarek when the opposing clan wants to fuel up with KERO.
Roll only 5 white dice instead of the usual 8 while your opponent fuels up.

Play this Tuarek to move 1 or 2 of your Explorers to 1 or 2 New Territories of your choice.

Play this Tuarek after rolling your dice to add 2 resources of your choice (excluding Jerrycans).

Play this Tuarek before or after rolling your dice. It lets you fuel up with KERO for free with 8 dice.

Play this Tuarek to remove an opposing Explorer from the New Territory of your choice.
Your opponent must take back his Explorer. Give him 2 Jerrycans as compensation.

Play this Tuarek to discard an additional card at the end of your turn. This lets you remove a card that would otherwise be useful to your opponent, for example, or lets you accelerate the rate at which the cards on the game board are revealed.

Any questions, comments or tips?
Contact us via our website: www.hurricangames.com