TURRIS

In *Turris*, players take on the role of tribe leaders in a post-technology society. Exiled from a once glorious city, tribes of scavengers are all that remains of a scientifically advanced humanity.

As the regular offering to the gods was delayed, the ground split open and vile Beasts arose from the Abyss, relentlessly attacking everyone in their path. Driven out of their home and left for dead in the harsh desert, the people have lost all hope, until an unexpected discovery was made.

Turris is a competitive Worker Placement game where players attempt to build the Tower as a final defense mechanism, utilizing the prehistoric technology of divine origin. You assign your Scouts to acquire resources and decipher the data from ancient machinery, all the while being constantly chased (and often devoured) by the unstoppable Beasts. The tribes all follow the Council's directives and complete its missions, but as a tribe leader you know that once the Tower is built and humanity is saved, it will dissolve without strong leadership. In building the Tower, you acquire Prestige Points which represent your standing amongst the tribes. The leader with the most Prestige will take control of the Council and lead humanity into the future — whatever that may be.

[This document is a work in progress. Feedback and questions for clarifications are welcome. In particular, we welcome feedback about any inconsistencies in language and ambiguity in rules. All developer notes will be in red with square brackets]

[Please note that this is just the text version of the rulebook; a fully designed and illustrated color version is in progress and will be shared in a subsequent KS Update post-campaign]

[To be added:

LORE FRAGMENTS - throughout the rulebook there will be large lore fragments. Several small passages (1–2 sentences) about locations and other elements should be added as inserts on certain pages.

ILLUSTRATED EXAMPLE – after each Action explanation, player step and beast step there will be illustrated examples for how each step works to add clarity.

ARTWORK – throughout the rulebook there will be artwork from the world of *Turris*]

SETUP

1. Lay out the Main Board.
2. Draw 4 Excavation Site locations and place them in the Excavation spots A to D. Place the rest face down near the Main Board.
3. Place the Beasts in the Excavation Site locations (A to D). The numerical order of the Beasts corresponds to the alphabetical order of starting locations (Pain, number 1, starts in location A, Delusion starts in B; Despair in C; Harrow in D).
4. Shuffle the Trionfi Deck and place 6 cards in the designated slots of the Main Board. Keep the rest of the cards near the Main Board.
5. Put the Altar Token on the "No Effect" space.
6. Shuffle the Mission deck and place it face down near the Main Board. Draw 5 Missions from the deck and place them face up near the deck.
7. Shuffle the Tactics deck and place it face down near the Main Board.
8. Place resources (I/K/R/W — Ichor, Knowledge, Relics and Weapons), Artifact tokens, the Fruit token, and the Future First Player token near the Main Board.
9. Place each player's Prestige token on the "0" space of the Prestige track.
10. Place each player's Council token on the starting (leftmost) spot of the Council track.
11. Randomly determine the starting player and give them the First Player token.
12. Each player starts with 4 Scouts of their color and 3 Ichor in their Reserve.
13. Each player draws a Tactics card in turn order.

GAMEPLAY

ROUNDS:

Turris is played in Rounds, with each round consisting of the following phases:

1. Turn Phase: beginning with the First Player, in clockwise order, each Player takes 1 TURN.
2. Beast Phase: each Beast moves and resolves effects in order (Pain, Delusion, Despair, then Harrow).
3. Cleanup Phase: advance the Altar Track; give the First Player token to the holder of the Future First Player token.

Player Turn Phase

Each player's Turn consists of 3 Steps:

1) Action Step
2) Complete Mission Step
3) Trionfi Step

Action Step

During their Action Step, a Player must take 2 Actions; Actions may be repeated except for the Collect Action:

1. PLACE — place a Scout in any location where there are no Beasts. Several Scouts can take the same spot, unless the location has a limit of 1. If there is already a Scout in a "limited to 1" location, you may not perform a Place action there. If a location says "<u>immediately</u> do X", then resolve the effect immediately.

    PLACE action may NOT be taken if the player has resolved a COLLECT action this turn.

2. COLLECT — choose X (X=1 or more) of your Scouts on the Main Board and pay X Ichor to recall these Scouts to your reserve, gaining rewards of all the Locations of those Scouts (except for Locations with immediate effects since they have already been resolved). Ichor still has to be paid to recall Scouts in locations with immediate effects. Beasts in the same Location as a Scout prevent the reward being gained during Collect, but the player may choose to recall the Scout anyway (paying the usual 1 Ichor per Scout). When you Collect, you may choose not to receive the reward of each location.

    COLLECT action may NOT be taken if the player has resolved a PLACE action this turn. COLLECT may only be taken once per turn.

3. GATHER ICHOR — gain 1 Ichor. If you use 2 or more actions during your Turn to collect Ichor, you get 1 additional Ichor in total.

4. FORCE REVIVE — spend 3 Ichor to return one of your Scouts from the Graveyard to your reserve. If all 4 Scouts are in the Graveyard when you are resolving this action, pay 1 Ichor instead.

During your Action step, before or after fully resolving an Action, you may play a Tactics card and resolve its effect.

You are limited to playing 1 Tactics card during your Action step. However, Tactics played through any effect of Locations, Excavation sites, Trionfi, Missions, other Tactics, etc., do not count against this limit.

Some Tactics can be played in other phases. In this case, the text of the Tactics will inform you on when to play it. These cards do not count against the play limit.

Complete Mission Step

After their Action Step the active player may choose to complete 1 of the face-up Missions in the Mission tableau. Upon completion, discard the Resources stated and gain the amount of Prestige stated on the Mission card, then place the card face up in your Completed Missions area.

If it has a "When completed" effect, resolve this immediately. If it has an ongoing effect, you may place the Mission in one of the 2 Ongoing Effects slots on your Player Board. If both slots are taken, you may replace it: place one of the previously completed Missions to the right side of your Player Board, then place the new one in the open slot. Ongoing effects of the completed Missions can only be resolved if these Missions are in the Ongoing Effects slots. In the beginning of your turn, you may replace one Mission with one in the completed Missions area by paying 1 Ichor.

The Mission Tableau is refilled at the end (and only at the end) of each player's turn.

Your amount of completed Missions and the details of specific Missions completed is open information.

Certain effects in the game allow you to Reserve Missions. When you reserve a Mission, you take it from the Tableau and put it on your Player Board in the Reserved Missions area. After that, only you can complete that Mission. As such, during the Complete Mission Step instead of completing a Mission from the Tableau you may choose to complete one of your reserved Missions paying 1 less K/R/W (of your choice). Resolve the completion procedure in the same way as stated above.

Trionfi Step

If a player has successfully resolved the Collect action from the Grove location and meets the prerequisites for Constructing a Tower Room, they may do so during this step. See the Trionfi and Tower Construction section on page X. [Note — we will put this section next to the Trionfi Step in a box for ease of reference in the final rulebook]

Discard down to 4 Tactics cards. Refill the Missions Tableau to 5. Refill the Trionfi Tableau to 3.

The player to the left of the current player then takes a TURN.

After all players have each resolved 1 TURN, move on to the Beast Phase.

Beast Phase

Beasts act in the following order: 1. PAIN / 2. DELUSION / 3. DESPAIR / 4. HARROW

For each Beast, do the following:

1) Choose Target
2) Plot Path
3) Move Beast
4) Resolve Effects

Choose Target

A Beast chooses a Location as its target, in order of priority:

1) Location with Fruit Token;
2) closest Location with 1 or more Scouts. If 2 or more Locations are tied in distance, then the beast targets the Location with the most scouts. If 2 or more Locations are tied in distance and number of Scouts, the First Player chooses the Beast's target amongst these Locations.

Locations with a Beast and 1 or more Scouts count as having no Scouts for the purposes of targeting.

If there are no Locations with the Fruit or Scouts, the Beast targets the Abyss Location.

Plot Path

Ignoring all pieces that might restrict movement, plot the shortest path from the Beasts Location to the Target Location. There may be multiple paths to the Target Location which are equally short. In this case, the First Player decides the exact path.

The distance between two adjacent locations is considered to be 1 step. Treat each of the Crossroads (two dark circles to the left and right of the Abyss location) as a Location for the purposes of distance calculation.

Move Beast

Move the Beast a number of spaces equivalent to its movement speed along the Plotted Path. By default, all Beasts have 1 movement speed. A Beast can have 2 movement speed if the Altar Token is in the Beast's corresponding spot.

A Beast may not end its movement in Locations with other Beasts. It may, however, move through other Beasts if it would land on a Location that has no Beasts. It can do this if it has more than 1 movement speed.

Beasts end their movement prematurely if they reach a location with a Scout.

It is possible (and often happens) that Beasts do not move at all due to other Beasts blocking them.

Treat each of the Crossroads (two dark circles to the left and right of the Abyss location) as a Location for the purposes of distance calculation. Beasts can end their movement on Crossroads.

If a Beast is flipped, that Beast does NOT move during this Beast Phase. Instead of moving it, flip it back upright.

Resolve Effects

Beasts resolve their effects upon moving into a Location with 1 or more Scouts:

1. The Pain: all Scouts in this location are Devoured. Place the Devoured Scouts in the Graveyard, and that player MUST advance their Council token 1 step for each devoured Scout (gaining relevant rewards, see Council Track section on page X). If multiple Scouts are devoured at once, move the Council tokens in turn order starting with the First Player. If a player has multiple Scouts devoured, they may move their Council Track multiple times, resolving effects sequentially.
2. The Delusion: move all Scouts in the Location 1 step away from that Location. Should there be several options, the First Player decides where to move each Scout to. Scouts cannot be moved into the Crossroads (dark circles to the left and right of the Abyss location) or locations with another Beast. If there are no adjacent legal locations, move them 1 step further beyond a Crossroad or location with a Beast, instead. It is possible that the Scouts can be moved into the Location the Beast came from. The first player may move each Scout individually; they do not have to move to the same Location.
3. The Despair: in turn order each player discards 1 K/R/W for each of their Scouts in the location with the Despair. If they cannot discard 1 K/R/W, discard 1 I instead. If they have neither K/R/W nor I, they do not discard anything.
4. The Harrow: all Scouts in the location are Devoured (see rules for the Pain). Chain Attack: if Harrow devours a Scout at a Location during the Beast Phase, and there is a Scout in an adjacent Location AND the fruit is not on the Main Board, resolve another Beast Phase for Harrow according to the rules. Repeat this until the above conditions are not met.
   The Chain Attack can only be resolved during the Beast phase. Should the Harrow move in any other phase of the round, the Chain Attack is not resolved and Harrow's effect is limited to Devouring.

Cleanup Phase

Move the Altar 1 step clockwise. Give the First Player token to the holder of the Future First Player token, if they do not already hold the First Player token. Remove the Fruit Token from the Main Board.

ENDGAME

The Endgame is triggered if at least one of these two conditions are fulfilled:

- All 6 Tower rooms have been constructed;
- At least 1 player has reached 40 Prestige.

In the end of each subsequent Beast Phase (including the round in which the endgame condition was triggered) remove one Beast from the Main Board, starting from the Harrow, then the Despair, then the Delusion and finally the Pain.

If at the end of the Cleanup Phase, there are no Beasts remaining, the game ends immediately.

Effectively this means that when the Endgame is triggered, players complete the current round and have 3 more rounds.

The Player with the most Prestige Points wins. On ties, the player who has the most resources (I/K/R/W, each counts as 1) wins. If this is tied, break it by proximity to the First Player in clockwise order.

ARTIFACTS

In the course of the game players can gain Artifacts through various effects. Players may use these in two ways:

1. Wild resource — may be spent instead of any 1 resource (I/K/R/W) at any time. Artifacts may only be spent as resources — for all other purposes of any effects they are not treated as resources.
2. Shield — when a Beast resolves its effects in a location with a Scout, that Scout's owner may return an Artifact token to the supply to ignore the effect. Note that multiple Artifacts must be spent to Shield multiple Scouts in an area from the same Beast; each artifact only Shields 1 Scout.

COUNCIL TRACK

Each player starts the game with their Council token in the starting (leftmost) spot of the Council track.

Each time a player's Scout is placed in the Graveyard (Sacrificed, Devoured, or through any other effects), that player MUST advance their Council token to the right.

If a Scout is or would be Devoured, Sacrificed, etc., but is prevented through any effect from being placed in the Graveyard, the Token does not advance.

Each time the token is moved to a new spot, the owner of the token may gain the reward listed in that spot. If they decline to, they may gain 1 Ichor instead.

Each time the token reaches a spot in the last level, the owner gains the reward and then MAY immediately place their token back in the starting (leftmost) spot. If they decline to, the token will be placed in the starting slot next time it advances 1 step through any effect.

TRIONFI CARDS AND TOWER CONSTRUCTION

Each Tower Room is represented by a Trionfi card.

In order to construct a Tower Room, A player must successfully gain the reward of the Grove location with a COLLECT action, gain the relevant reward on the Council track or through other special effects as explained by the source of that effect.

In order to construct their first Tower Room, a player must have 2 completed Missions. This increases by 2 for every subsequent Tower Room (total of 4 for the second, 6 for the third, etc).

A Player constructing a Tower Room picks one of the six face-up cards from the Trionfi tableau and places it in their player area, then scores Prestige points.

The effect listed on the Trionfi card placed becomes active starting from the next round and is available only to the player who placed it.

It is possible to gain the Prestige Points from constructing a Tower Room even if no Rooms are available. In this case, do not pick a Trionfi card and obtain only the Prestige Points based on how you constructed the Tower Room. You must still meet the Completed Mission amount prerequisites. Place a marker on the Trionfi section in lieu of taking a Trionfi Card.

If a player is eligible to Construct a Tower Room through the Grove Location effect, they resolve the construction only in their Trionfi Phase.

If a player is eligible to Construct a Tower Room through the Council Track effect, they resolve the construction immediately.

EXCAVATION SITES

The first time in the game any player reaches or passes 10, 20, 30, or 40 Prestige within the game, immediately (after fully resolving any current action) remove all 4 Excavation Site locations, draw 4 new ones, and place them into the Excavation spots in alphabetical order, A to D. The Excavation Site locations are available for Scout placement (according to the placement rules).

Should there be any Scouts in the Excavation locations when they are being removed, those Scouts stay on the newly placed locations accordingly. All Beasts, as well as the Fruit token, are also transferred from the removed locations to the newly drawn locations. If a player reaches or passes 10, 20, 30, or 40 Prestige within their action, resolve that action completely, and then resolve the Excavation site change.

Note that the second, third and fourth time 10, 20, 30, or 40 Prestige is reached during the game, the Excavation sites do not change.

APPENDIX 1
SOLO PLAY

In these dark times, there are reports of unusual activity from our Scouting parties. There are worse things in this world than Beasts; we suspect the Betrayers have returned and intend to impede our efforts in building the Tower.

In the solo mode of *Turris*, players must contend with the Betrayers, a faction of humanity who yet retain access to the advanced technologies of the Daeva from eons past. They intend to sabotage our efforts to build the Tower, and we must hurry before they deploy their weapons against us.

SETUP:
Setup the game as usual but with the following adjustments:

1. Remove the Grove Trionfi card from the Trionfi deck.
2. Place the Damaged tiles near the Main Board.
3. Place overlay tiles for locations 10 and 12 in their appropriate positions. *Location 10 new effect: immediate, limited to 1. When placing a Scout here, sacrifice another Scout from your reserves. Betrayers lose 2 Prestige points. Location 12 new effect: immediate, limited to 1. When placing a Scout here, remove one Damaged tile from one of the Tower Rooms. Draw a Tactics card.*
4. When setting up the Prestige tokens, place 1 for yourself and 1 for the Betrayers (use the marker from any non-player color) on the "0" spot of the Prestige track.
5. When setting up the Council track tokens, only place your token on the Council Track (Betrayers don't get one).
6. You are always First Player (Betrayers always acts after you).
7. The Betrayer only has 2 Scouts instead of 4. Both of these Scouts are always on the Main Board (they are never returned to Reserves or moved to the Graveyard). In the beginning of the game, place 1 of the Scouts in location 1, and the other one in location 10.
8. The Betrayer starts with no Ichor, but always counts as having 1 of each: I/K/R/W — for effect resolution purposes. If an effect would have you give or take from an opponent, do so from the supply instead. It never draws Tactics cards.

ROUNDS:

The Round order in Solo mode is similar to the regular Round order with following adjustments:

1. Player Turn Phase
2. Betrayer Phase
3. Beast Phase
4. Cleanup Phase

Player Turn Phase

Take your Turn as normal with the following exceptions.

You cannot Place in locations with a Betrayer Scout.

You do not get the reward of a location if the Betrayers' Scout is there and you collect from it.

Whenever you are Constructing Tower Rooms, you can only place a Trionfi card in an empty Tower Room with no Damaged tiles. If there are no such rooms, you cannot resolve the effects of the Grove location and the Council Track spot which allows constructing Rooms.

If a Tower Room with a Trionfi card in it is covered with a Damaged tile, that Trionfi card's text is no longer in effect until it is removed.

Whenever any effect would cause you to gain the Future First Player token, you instead may remove 1 Damaged tile.

Betrayer Phase

Both of the Betrayers' Scouts are always present on the Main Board. Every Betrayer Phase, both Scouts are moved to an adjacent location with next higher number which has no Beasts or Scouts (of both the player and the Betrayers). Movement is resolved starting from the Scout in the location with the lower number.

Whenever there are no valid moves for a Scout (e.g. when it is in location 12, or when it can't advance because all the higher number locations are occupied by Scouts/Beasts) it is placed in a location with no Beasts or Scouts with the lowest number instead. If this happens, place a Damaged tile in one of the Tower rooms which has no Damaged tile, starting from the top right room and going right to left, top to bottom. Whenever a Damaged tile is placed, the Betrayers gains 1 Prestige point.

The Betrayers' Scouts never resolve the location effects when entering or leaving locations.

If the Betrayers have to gain or lose Tactics or Mission cards, Artifacts, or other tokens, in any phase of the Round through any effect, ignore that part of the effect but resolve the rest of it. If the Betrayer has to gain or lose Resources, that effect is resolved (the Betrayers always counts as having 1 of each: I/K/R/W), but after that effect is completely resolved, the amount of the Betrayers' resources is immediately reset back to 1 of each: I/K/R/W.

In the end of the Betrayers' Phase, it gains 3 Prestige points.

Beast Phase

The Beast Phase is resolved normally with following adjustments:

1. When Choosing Target, Beasts completely ignore the Betrayer Scouts.
2. When Moving, if a Beast enters a location with a Betrayer Scout, it ends it movement.
3. If any Beast resolves its effect on a Betrayer Scout (in this Phase and in any other Phase), that Scout is moved into an adjacent location (as per the Delusion's effect rules). You choose if there is a tie.

Cleanup Phase

Resolve the Cleanup Phase as per normal. The First Player token never moves from you.

ENDGAME

The game ends when at least one of these two conditions is fulfilled:

- the player has Constructed 4 Tower rooms and there are no Damaged tiles in any constructed Tower room at the end of the Player Turn Phase;
- either the player or the Betrayers have reached 30 Prestige.

Once either of these conditions is met, the game ends immediately. If the Betrayers reached 30 Prestige first, the player loses the game (they have prepared and unleashed ancient weapons against us and have destroyed our last hope for survival). If the player has reached 30 Prestige first or has constructed 4 Tower rooms (with no Damaged tiles) before the Betrayers reach 30 Prestige, they win the game.

APPENDIX 2
FREQUENTLY ASKED QUESTIONS

If you cannot perform in full all the effects necessary for a Tactics card, you may not play the Tactics card.

If you cannot receive (or perform) in full the reward for an IMMEDIATE location, you may not perform a Place Action there.

If you cannot receive in full the reward for Collecting from a Location, you may still Collect that Scout (paying the normal Ichor cost) and receive no reward.

If a card text states: "Take a Place action" or "Take a Collect action", these actions are not counted towards the action limit per turn, but they do count against the restriction of taking Place and Collect actions during one turn. If a card text states: "<…> as if you took a Place action" or "<…> as if you took a Collect action", then this effect ignores the restriction of taking Place and Collect actions during one turn.

If any effects allow a player to move Beasts during Action Phase, that player chooses the direction of the movement even if they are not First Player, unless specified.

APPENDIX 3
ICON OVERVIEW

[All icons from the Main Board and Player Boards + cards (if any additional ones) to be listed here with explanations.]