TURRIS

01 Overview

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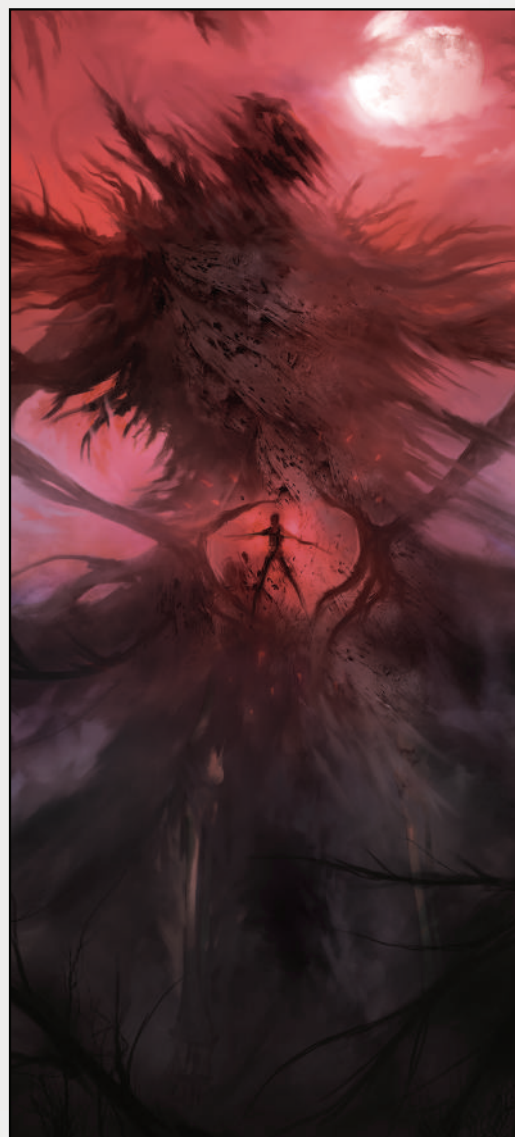
As the regular offering to the gods was delayed, the ground split open and vile Beasts arose from the Abyss, relentlessly attacking everyone in their path. Driven out of their home and left for dead in the harsh desert, the people have lost all hope, until an unexpected discovery was made.

Turris is a competitive Worker Placement game where players attempt to build the Tower as a final defense mecha-nism, utilizing prehistoric technology of divine origin. You assign your Scouts to acquire resources and decipher data from ancient machinery, all while being constantly chased (and often devoured) by 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.

Contents

02 Components

1 Main Board

4 Beast miniatures

4 Player Boards

50 Tactics cards

16 Scout miniatures

Fruit token

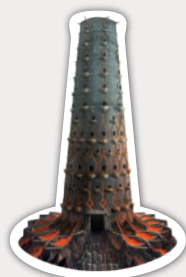12 Location Upgrade tiles

12 Trionfi cards
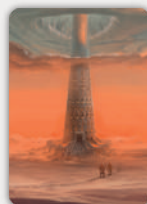

50 Mission cards

Altar token

8 Additional Action tokens

20 Artifact tokens

First Player token

Future First Player token

Beast Speed token

24 Excavation Sites

100 Resrouce tokens
(25 Relics, 25 Knowledge, 25 Ichor, 25 Weaponry)

12 Marker tokens

2 Dice (1d12 & 1d4)

6 Damage tokens

Prehistoric Times

Before the Soil was created, there was nothing. Not even the concept of time itself — it is unknown how long the nothingness was there, only when it ended.

Out of that void the gods emerged: Gabat, god of strength; Yalmu, goddess of cognition; Tev, god of creed; and Koddal, goddess of endurance.

And with an immense thrust Gabat split the void into the Firmament and the Soil. And the Soil spread out endlessly in all directions.
The gods who trod the Soil shaped it, creating plains, mountains, oceans. The further the Soil spread, the more wondrous landscapes there were.

And then the gods took some of the Soil, and molded all kinds of creatures from it, and populated the Soil. And the further the Soil spread, the more miraculous creatures there were to be seen.

Then it came to pass that the Soil reached the end of infinity. And from beyond infinity came the Maw, a hungry being of enormous proportions, larger than anything on the Soil. Its mouths, of which were millions and millions, cried in anticipation of the feast. And the Maw swooped down onto the Soil and started to devour it, going in circles, round and round. And with each circle it bit off more and more of the Soil. Whatever and whoever was on the Soil, disappeared into the insatiable mouths of the Maw.

Yalmu saw that and was horrified by the brutishness of the Maw, and she told the other gods about it. Gabat rushed to the monster, but even his limitless strength was not enough to stop it, so he called for help of the other gods. And the four gods attacked the Maw together and fought it relentlessly, but even their combined efforts were not enough to stop it.

So, the gods took what was remained of the Soil, leaving only a tiny piece, and shaped a giant champion named *Turris* to defeat the Maw. Gabat filled his muscles with strength, Yalmu opened his eyes to everything in the world, Tev taught him to be righteous, and Koddal mortified his flesh, so it could withstand the power of the Maw.

And when *Turris* confronted the Maw, he jumped at it and closed his arms around it in a mortal grip, attempting to suffocate it. And the Maw sank its teeth in his flesh, tearing it off, but *Turris* bore the pain. The Maw flung itself about the sky, trying to free itself, but *Turris* held firmly. The Maw smashed the giant to the ground, but *Turris* didn't let go.

They battled for three days incessantly. The veins on the arms of *Turris* burst open, and he bled. Almost blind from the pain and inconceivable effort expended in defeating the Maw, he did not give up. The Maw was fatigued, but did not yield. High in the sky they continued to wrestle.

At the end of the third day, just before nightfall, *Turris* realized that he would not be able to go on much longer. Gathering all his strength for one final push and knowing that he would not survive, he tore the Maw in half, and they both collapsed to the ground. A huge cloud of dust from all the devoured Soil came forth from the Maw's enormous belly.

As the grains of dust were falling to the ground, they turned into figures. The gods looked at them and saw they were living beings, and they were afraid that it was the Maw's offspring. But when the creatures saw the gods, they pleaded for mercy and said they were not children of the Maw.

There was no immediate threat, but still the gods were wary. Gabat said that these beings could not stay on the Soil, and that they were to be expelled from its face. Yalmu and Tev agreed; Koddal, being more temperate, said that the creatures had to be given a chance. They appeared out of the dust of the Soil itself, and therefore belonged to it. After considering the choice, the gods decided to let the creatures stay and named them Daeva.

Then Yalmu addressed the other gods with another pressing matter. After the Maw attacked the Soil, it became so small compared to the endless void that it risked being lost. Something had to be done to prevent the loss of the precious remains of the Soil. So Yalmu came up with a plan to erect a beacon in the center of the Soil, so that the gods would be able to see it from anywhere. And in order to preserve the Soil, a complex of mechanisms was to be built below the surface. And the gods did that — first the tall beacon was raised, and then an array of various machines was put in the tunnels underground to observe and regulate the Soil's existence.

Then Tev brought the Daeva to the beacon and told them they were to maintain it. Every year a face would appear in the fire of the beacon. Whomever that would be, they had to be brought to the sacred Garden, adorned with the exquisite fruits, and then thrown into the beacon's furnace. The Daeva were terrified, but this ritual was the condition for them to be allowed to settle on the Soil. So, they agreed, reluctantly.

Yalmu took pity on the Daeva who were helpless, and taught them how to use tools and how to build. So, the Daeva built a city around the beacon, which was a tall spire. And they named the city Omnipolis.

03 Setup

1 Lay out the Main Board.

2 Draw Excavation Site locations equal to player number and place them in the Excavation spots, going in alphabetical order starting from location A. 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).
Rules variant: for a more variable start, randomize the starting positions of the Beasts among the Excavation Site locations.

4 Shuffle the Trionfi Deck and draw 6 cards to place in the designated slots of the Main Board. Keep the rest of the cards face down near the Main Board.

5 Put the Altar Token on the "No Effect" space. Place the Beast Speed token under the Harrow miniature, "No Effect" side up.

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.
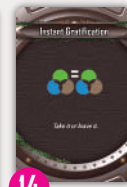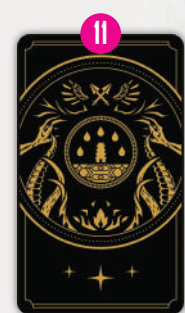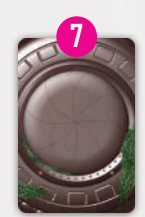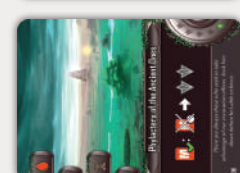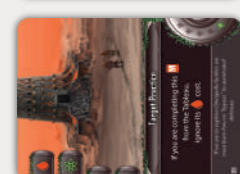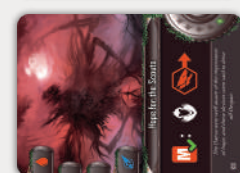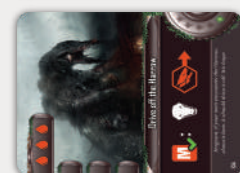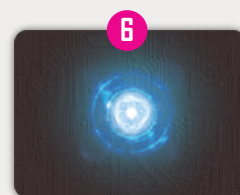
8 Place resources (Ichor, Knowledge, Relics, and Weapons — hereinafter referred to as **I/K/R/W**), Artifact tokens, the Fruit token, and the Future First Player card near the Main Board.

9 Place one of each player's marker tokens on the "0" space of the Prestige track.

10 Place one of each player's marker tokens on the starting (leftmost) spot of the Council track.

11 Place one of each player's marker tokens on the "0" space of the Tower track.

12 Randomly determine the starting player and give them the First Player token.

13 Each player starts with 4 Scouts of their color and 3 Ichor in their Reserve.

14 Each player draws a Tactics card in turn order.

04 Gameplay

ROUNDS

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

1. Players 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 1 space clockwise and place the Beast Speed token under the corresponding Beast's miniature ("2 step" side up for the Pain, the Delusion, and the Despair; "no effect" side up for the Harrow); give the First Player token to the holder of the Future First Player card and return the Future First Player card to its spot near the main board .

1. Player Turn Phase

Each player's Turn consists of 3 Steps:
1) Action Step
2) Complete Mission Step
3) Trionfi Step

1) Action Step

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

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 (marked by the icon 🧍). If there is already a Scout in a "limited to 1" location, you may not perform a Place action there. If a location is Immediate (marked by the icon ⚡), then resolve the effect of that location immediately, otherwise you will need to COLLECT from that location to resolve the effect.

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

Example: Alice was planning to Place a Scout in the Garden; ❶ *however, Bob got there first, and now Alice has to choose another spot, since the Garden is limited to 1 Scout. Alice decides to Place in the Nest,* ❷ *immediately drawing two*

Tactics cards. As her second action, ❸ *she Places in the Guild, which is not an Immediate location, so Alice will have to wait until she Collects to get her resources.*
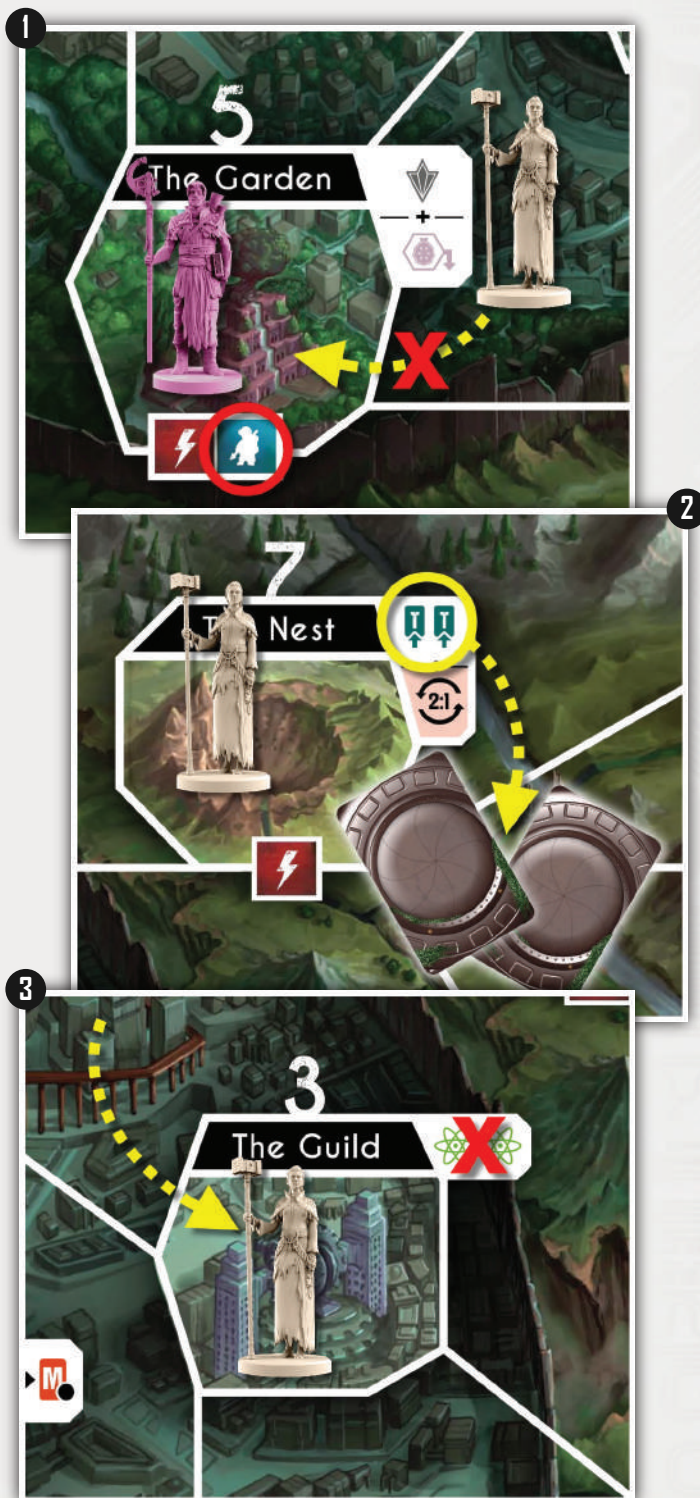
04 Gameplay

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 in the order of your choice (except for Immediate Locations since they have already been resolved). Ichor still has to be paid to recall Scouts in Immediate Locations. Beasts in the same Location as a Scout prevent the effect from being resolved during the COLLECT action, 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.

Example: Last turn Alice Placed her Scouts in the Nest and the Guild. This turn she decides to Collect them. She spends 2 Ichor and takes both Scouts back to her reserves, while also getting the resources from the Guild location (but not the cards from the Nest — she got them when she Placed there as it is an immediate location).

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.

Example: Bob is in a tough spot — several of his Scouts have been devoured by the Beasts. He would like to revive them, but he lacks Ichor. So, Bob spends both of his actions to Gather 3 Ichor for that turn.

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

Example: Bob has all the necessary resources to revive his Scouts, but unfortunately the Despair has occupied the Isle location, so this turn Bob can't Place there to revive multiple Scouts at once. Bob decides not to wait and chooses to Force Revive, spending an action and 3 Ichor to revive just one Scout.
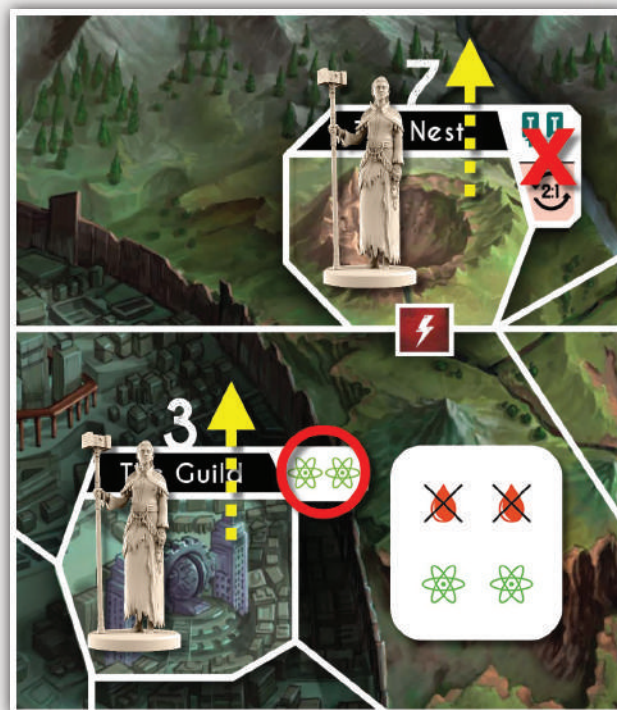
During your Action step, before or after fully resolving any Action, you may play a Tactics card and resolve its effect.

You are limited to playing 1 Tactics card during your Action step. However, Tactics played through the effects of any other sources such as Locations, Excavation Sites, Trionfi, Missions, other Tactics, etc., do not count against this limit.

Example: Carol Places in the Stroboscope Excavation Site, which allows her to draw another Tactics card and play it. She has a Tactics card in hand and may still play it before or after this action, as the Excavation Site's effect does not count towards her 1-card-per-turn play limit for Tactics.
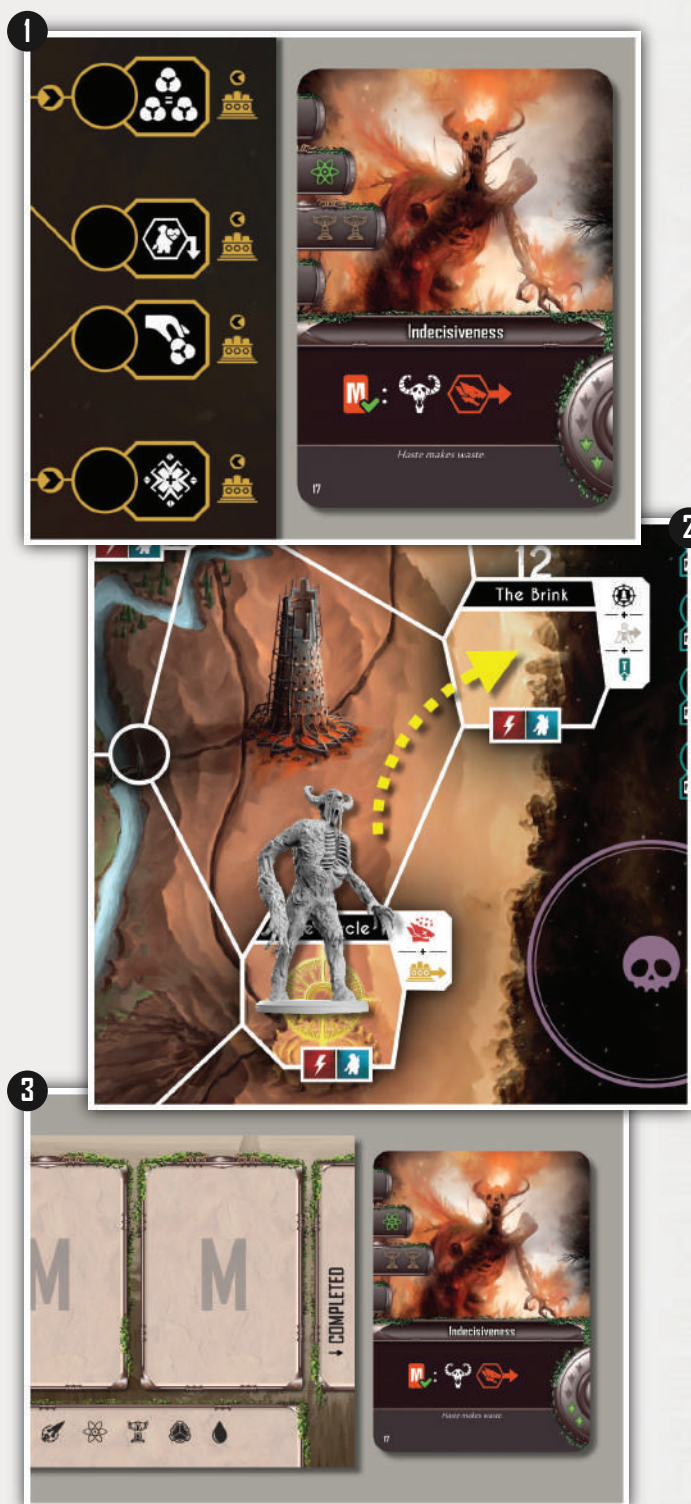

2) Complete Mission Step

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 required 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 a previous card: place one of the previously completed Missions into the Completed Missions area 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.

Example: after taking both of her actions ❶ Alice wants to complete one of the available Missions in the Tableau. She decides to go for a Mission which allows her to move a Beast upon completion. Alice pays the resources depicted on the card, ❷ resolves its effect (moving a Beast one step in any direction), ❸ then places the completed Mission to the right of her Player Board in the Completed Missions area. ❹ Bob chooses a Mission with an ongoing effect. At the end of his turn he pays the required resources ❺ to place the chosen Mission in one of his two ongoing slots on the Player Board. He will now get the effect of that Mission each time it is triggered.

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

The number of completed Missions and the details of specific Missions completed are 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. During the Complete Mission Step instead of completing a Mission from the Tableau you may instead choose to complete one of your reserved Missions paying 1 less resource (of your choice). Resolve the completion procedure in the same way as stated above.

Example: Carol has reserved a Mission on one of her previous turns (placing it to the left of her Player Board) and has been accumulating the necessary resources since then. Since a reserved Mission is discounted by 1 resource, Carol

spends 1 Knowledge fewer than she would normally to complete it. Having paid the resources, Carol resolves the Mission's effect and places it to the right of her Player Board.

3) 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.

Trionfi cards and Tower Rooms

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). To help keep track, the next location on the Tower Track after your marker will indicate how many missions you must have before completing another Tower Room.

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 as indicated by the source of the effect and advances their marker on the Tower track.

It is possible to gain the Prestige Points from constructing a Tower Room even if no Trionfi cards 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. You should still advance your marker on the Tower Track.

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.

Example: on her turn ❶ *Alice Collects a Scout from the Grove location. She has already constructed a Tower room once before, so she needs 4 Missions completed in total in order to construct a new one. She currently only has 3 Missions completed.* ❷ *After resolving her actions, she has enough resources to complete another Mission and does so during the Complete Mission step.* ❸ *In the Trionfi phase, she now can build a Tower room, taking a Trionfi card of her choice from the Main Board and gaining 5 Prestige points.*

Bob decides not to risk sending his Scouts to the Grove. ❹ *Instead he Places in the Circle,* ❺ *which allows him to advance one step on the Council Track.* ❻ *Bob reaches the spot which allows him to build a Tower room. He has not built a Tower room before, so the prerequisite for him is just 2 Missions completed (which he has). Bob takes a Trionfi card from the main board immediately (without waiting for the Trionfi step). However, he gains only 3 Prestige points, because his act is less valiant than Alice's.*
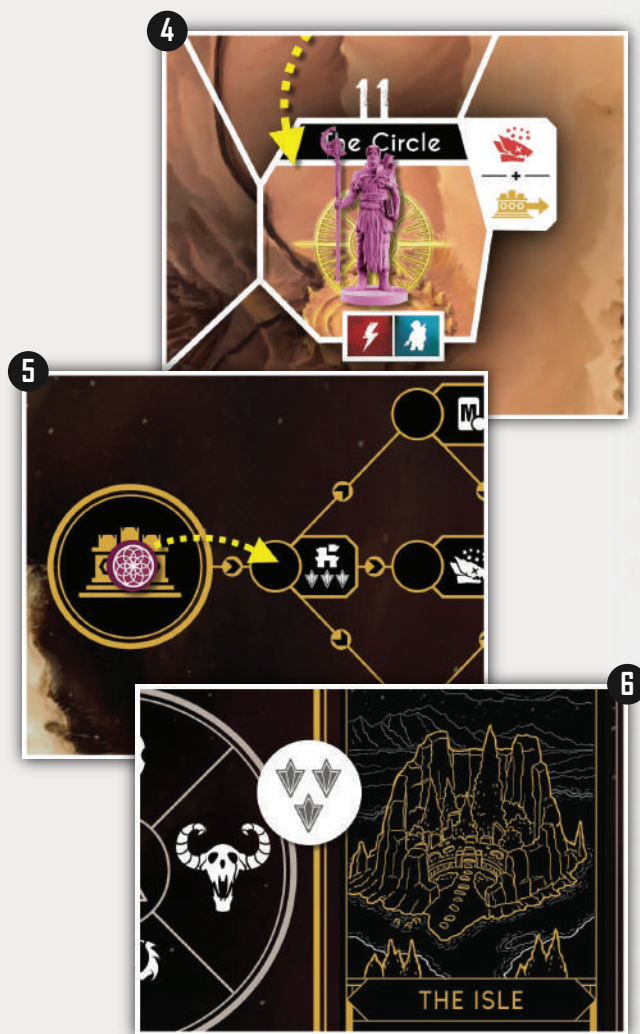
After the Trionfi step, discard down to 4 Tactics cards and refill the Missions Tableau to 5.

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.

04 Gameplay

2. 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

1) Choose Target

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

1) Location with Fruit Token;
2) the 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 valid Locations for targeting, the Beast targets the Abyss Location.

Example 1: the Pain is in the Guild location. There is a Scout in the Forge and two Scouts in the Shrine. Both the Forge and the Shrine are 1 step away from the Pain, but the Shrine has more Scouts, so the Pain targets the Shrine.
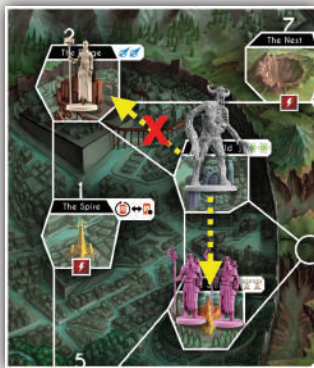
Example 2: the Delusion is in the Brink location. There is a Scout in the Ridge and a Scout in the Circle. Both the Ridge

and the Circle are 1 step away from the Delusion, and they have the same number of Scouts, so Alice as 1st Player chooses which of these 2 locations the Beast targets.

Example 3: the Despair is the Nest location. There is a Scout in the Ridge and two Scouts in the Guild. The Guild has more Scouts, but the Ridge is the closest location, so the Despair targets the Ridge.
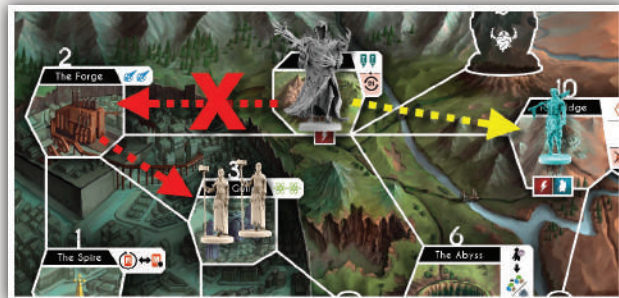
Example 4: on his turn Bob placed a Fruit token in the Isle. In the Beast Phase all Beasts will completely ignore the surrounding Scouts and just target the Isle.
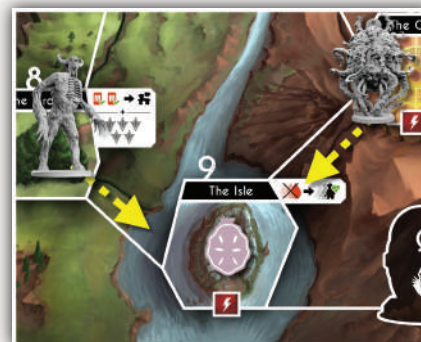
Ancient History - The Cataclysm

And it came to pass that Omnipolis became vast and prosperous. And the lands beyond it were all explored by the Daeva.
Every year they sacrificed their brethren to maintain the beacon, and tears were shed, but such was the price of life. One day, as the Daeva assembled around the beacon's Spire, the face of their king's daughter appeared in flames. The people gasped in horror, and the king left silently to his chamber and did not receive anyone.

On the next day Ornati, the bird folk from the East, came to see the glorious Omnipolis with their own eyes. And they admired it truly, and brought presents to the king who still refused to leave his room to meet the guests. The Daeva were grateful to the bird people and asked if they could give something in return. The Ornati said they came to ask for a royal marriage — the king's daughter, who was known to be young and fair, was to become wife of the prince of the bird folk.
Upon hearing this, the Daeva became gloomy and replied that that request could not be granted. They then offered for the Ornati to ask for anything else and promised that it would be given to them. The Ornati, however, became angry and said they did not need anything other than the king's daughter. Then they left.

As night fell, the Daeva realized that the king's daughter was not in her chamber. They rushed to the king and told him that the Ornati stole her. When he heard that, he jumped up in fury and told the heads of the families closest to the court to gather their forces to assault the Ornati.
Once they all assembled behind the city walls, the king mounted his horse and rushed towards the East, followed by the others.
The chase went on for days without rest, and finally they arrived in the lands of the Ornati. Mad with wrath, they proceeded to slaughter everyone they saw, while looking for the king's daughter, but she was nowhere to be found. Finally, they learned that the royal family of the bird folk escaped shortly before the arrival of Daeva together with the princess. Devastated, they departed, leaving ruins behind.

As they were approaching Omnipolis, the clouds were getting thicker and heavier. When the city was about to appear on the horizon, the sky turned black, and day became night. The king, realizing that without his daughter, it would not be possible to carry out the ritual, and told his

people to advance with caution.

When they came closer to the city walls, they heard a deafening roar, so loud it could be heard anywhere on the Soil. The ground trembled, and an enormous Abyss appeared in front of the gates of Omnipolis, but the roar did not stop — it was only getting louder and louder, and the Daeva realized it was coming from that Abyss, from deep underground. When it was barely tolerable, the air was so thick with that roar that the people felt they were suffocating. All of a sudden it stopped, but it was silent only for a brief moment.

Out of the Abyss came swarms of vile animals led by the four Beasts:
The first of them, Pain, mutilated and screaming in endless agony, its countenance turning the beholder's blood cold, crawled out of the Abyss on twisted limbs.
The second, Delusion, floated out of the chthonic depths as a cloud of nauseous gas, poisoning the air all around it.
The third, Despair, came in a ringing silence, and all that was close to it withered and decayed.
The last one, Harrow, came dragging its gigantic scaled and spiked tail which ripped the earth behind it, its fury unmatched.

The Beasts stormed into the city and killed everyone in the streets and in the houses. The king and the families watched the massacre from the hill nearby in horror. Their initial readiness to fight for their home disappeared as they saw how all resistance was broken with ease, and the other Daeva convinced the King not to approach the walls of Omnipolis, which became devoid of all life in one night. Defeated, cursing themselves for their cowardice, but still alive, the few remaining Daeva escaped to the other side of the river which was flowing in front of the city, and hid in the mountain ridge.
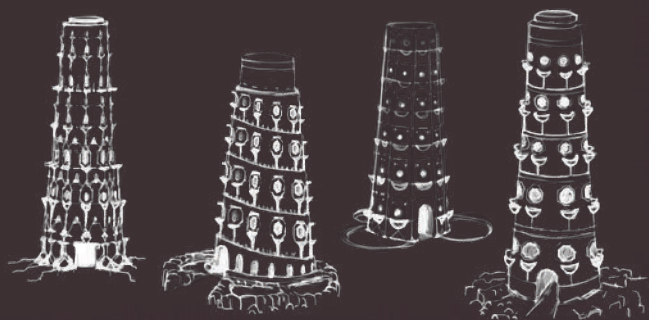
Example 5: Bob's Scout is in the same location with the Despair. When choosing targets for the Pain, the Delusion, and the Despair itself this turn, Bob's Scout is completely ignored, as if it wasn't there.

2) 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.

Example: the Pain, which is currently in the crossroad to the right of the Abyss, has targeted the Brink. There are two possible paths for it to move to the Brink— either through the Ridge or the Circle (to the Brink). Carol, who is the First Player, decides that the Pain will plot the path that goes through the Circle.

3) Move Beast

Move the Beast a number of spaces equivalent to its movement speed along the Plotted Path.

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

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, and the Beast Speed token is under that Beast's miniature.

Example: In the previous example, Carol chose for the Pain to plot a path to the Brink through the Circle. When resolving movement, ❶ Carol checks the Altar token and notices that it is in the "Pain" spot, which means that the Pain will move 2 steps. ❷ It therefore moves through the Circle to the Brink. If the Altar token had been elsewhere, the Pain would have only had 1 movement speed and ended its movement on the Circle.
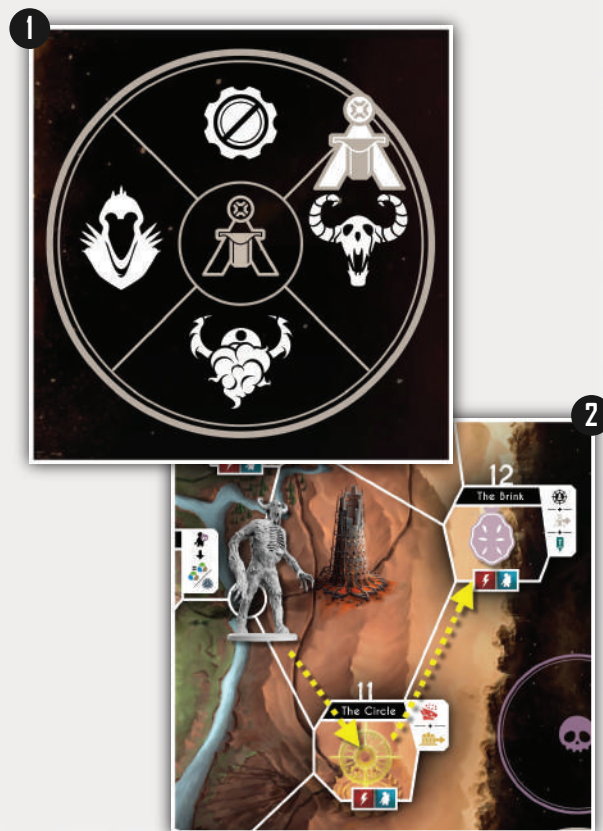
A Beast may not end its movement in Locations with other Beasts. It may, however, move through other Beasts if it would land on a Location that has no Beasts. It can do this if it has more than 1 movement speed.

Beasts can end their movement on Crossroads.

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

Example: In the previous example, the Pain has movement speed 2 and moves through the Circle to the Brink. If there was a Scout in the Circle, the Pain would end its movement in the Circle.

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

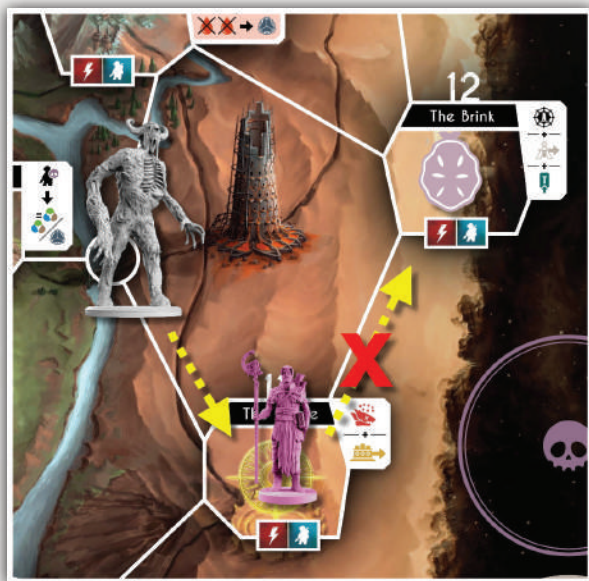*Example: the Delusion (in the Grove) is about to move. It has targeted the Nest and plotted a path through the Abyss as this is the shortest path (ignoring all blocking pieces). However, the Harrow is in the Abyss. This round, the Delusion has movement speed 1 and therefore does not move as its movement is blocked by the Harrow. If it had movement speed 2 this turn, it would move through the Harrow and end up on the Nest.*

4) Resolve Effects

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

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 move their Council Track multiple times during their resolution, resolving effects sequentially.
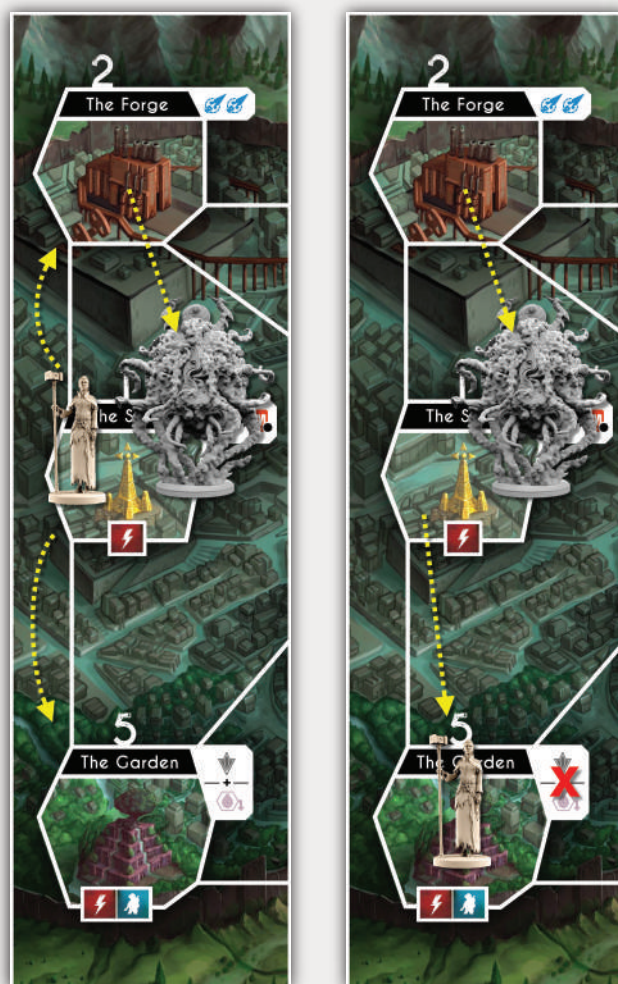
Example: ❶ the Pain enters the Abyss, where Bob and Carol has one Scout each. ❷ Both Scouts are moved into the Graveyard. ❸ Bob precedes Carol in turn order, so he advances his Council track token first and resolves the appropriate effects. After he finishes, Carol does the same.

Example: the Delusion moves into the Spire, where Alice's Scout is positioned. There are 2 locations adjacent to the Spire: the Forge and the Garden. Both are empty, so Bob (who is the first player this turn) must decide where the Scout will be moved to. He chooses the Garden and moves Alice's Scout there. The Garden is a location with an immediate effect, but Alice's Scout did not get there through a Place action, so the effect is not resolved. Bob would be able to move Alice's Scout to the Garden even if there was another Scout there already — the Delusion's effect is not equal to a Place action.

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 Crossroads (dark circles to the left and right of the Abyss location) or locations with another Beast. If there are no legal adjacent locations, move them 1 step further beyond a Crossroad or location with a Beast, instead. It is possible that the Scouts are 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. Immediate location effects are NOT triggered and the Limited-to-1-Scout restrictions do not apply as this is NOT a Place action.

The Despair: in turn order each player discards K/R/W for each of their Scouts in the location with the Despair. If they cannot discard K/R/W, discard I instead. If they have neither K/R/W nor I, they do not discard anything.

Example: the Despair moves into a location with 3 of Bob's Scouts and 1 of Carol's. Bob precedes Carol in turn order and must discard K/R/W for each of them. Bob has 1 Knowledge and 1 Ichor. For the first Scout he has to discard the Knowledge. For the second Scout he has to discard the Ichor, since he no longer has K/R/W. For the third Scout, Bob does not have anything left to discard and therefore is not affected further. Carol must now discard K/R/W.

The Harrow: all Scouts in the location are Devoured (see rules for the Pain).

Chain Attack: if the Harrow devours a Scout at a Location during the Beast Phase, and there is a Scout in an adjacent Location AND the Fruit token is not on the Main Board, resolve the entire Beast Phase sequence for the Harrow again according to the rules. Repeat this until the above conditions are not met.

The Chain Attack is only enabled during the Beast Phase. Should the Harrow move in any other phase of the round, the Chain Attack is not enabled and the Harrow's effect is limited to Devouring, similar to the Pain.

Example: at the start of the Beast Phase the Harrow is in the Isle and targets the Circle. ❶ *The Harrow plots a path, moves in and resolves its Devour effect, after which the*

players notice that there is a Scout in the Brink (adjacent to the Circle). Thus, the entire sequence is repeated again: ❷ *the Harrow targets the Brink, plots a path, moves in, and Devours the Scout there.* ❸ *After that there are no more Scouts in adjacent locations, so the Harrow's turn in the Beast Phase ends. If there was a Fruit Token on the main board (anywhere), the Harrow would have ended its turn in the Beast Phase after Devouring the Scout in the Circle as it would not have had its Chain Attack ability enabled.*
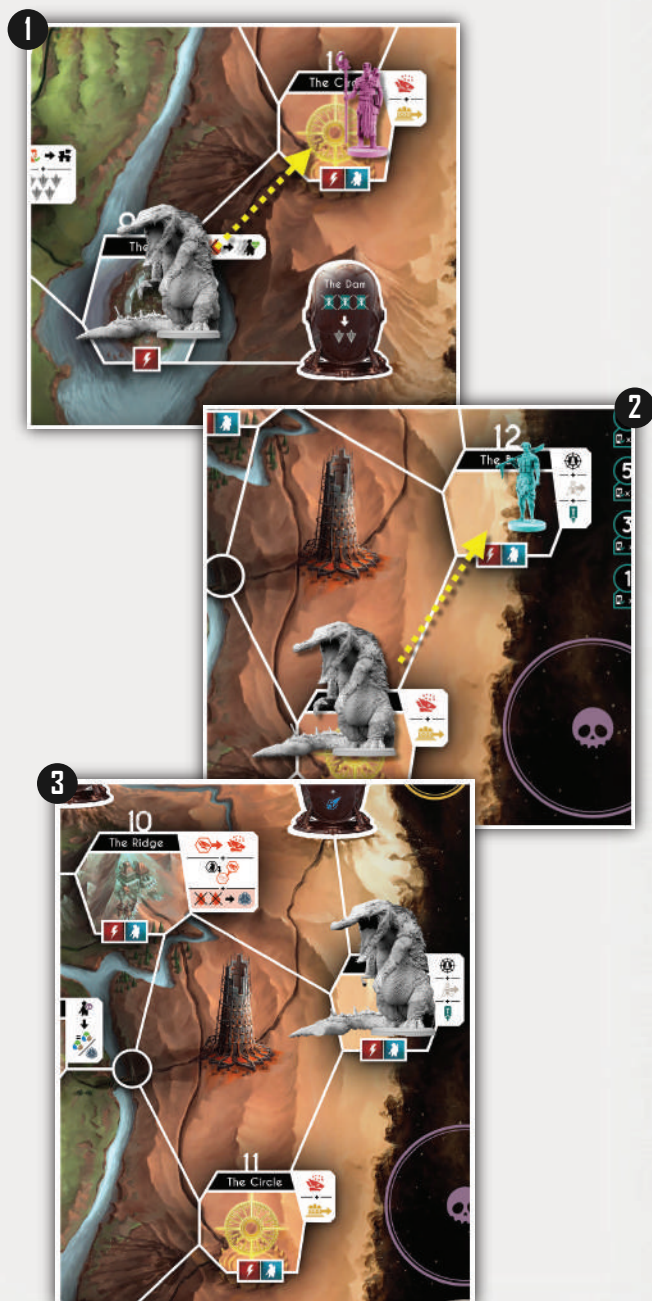
04 Gameplay

3. Cleanup Phase

Advance the Altar Track 1 space clockwise and place the Beast Speed token under the corresponding Beast's miniature ("2 movement speed" side up for the Pain, the Delusion, and the Despair; "no effect" side up for the Harrow); give the First Player token to the holder of the Future First Player card and return the Future First Player card to its spot near the main board

Example: Alice has taken the Future First Player this round. Bob, who is currently the First Player, keeps this title until the Cleanup Phase. During the Cleanup Phase, Bob passes the First Player token to Alice. Starting from next round, she is the First Player.

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.

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

If the Altar token is on a spot with a removed Beast, the Beast Speed token is set aside until the Altar token is on a spot with a Beast still in the game.

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 (4 if the Endgame is triggered in a Beast Phase).

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 (turn) order.

The Exile

High up in the mountains the Daeva established a settlement in a grotto to hide from the Beasts. Resources were scarce, but they endured.

After years of endless fear, the king passed away. After they fled from Omnipolis he became taciturn and withdrawn. He never fully recovered from that shame, and it destroyed him. Nevertheless, even with that suffering he lived a long life — far longer than expected. This fact was debated among the Daeva, but none dared to approach him about it.

After his demise, the patriarch of one of the families who sought to learn the mysteries of life and death told his kin that he was going to examine the king's body to learn about his longevity. That had to be done secretly, since the other Daeva would not accept such desecration.

After long hours of research, they managed to obtain a recipe for an elixir of life. Due to its nature, it could only be produced in small volumes, so the patriarch decided to share it only with his clan and concealed this knowledge from the others.

On the next morning they sent off the other Daeva to look for food. Upon return the families found the gates shut. They begged and pleaded for it to be opened, but they received no answer. As they prepared to break the gate, the traitorous patriarch appeared on the threshold and told them he would use the settlement's weapons against them if they did not leave. They did not believe him and began breaking down the gate, but he did as he threatened. Many died, but some survived.

Having nowhere else to go, they settled in the desert on the Brink of the Soil. Broken and without proper means of survival, the exiles soon regressed to an almost primeval state. As years passed, the four families that had become the desert's sole inhabitants turned into tribes: the tool-makers; those who strive for knowledge; those who tilled the ground until it obeyed and gave up food for the exiles; and those who shepherded souls. Generation after generation, forsaken in the desert and fighting for survival, pleading to the gods for help but getting no answer, forever hiding from the Beasts, the people lost all remembrance of their past, of the technologies and knowledge of their ancestors.

05 General Rules and Concepts

ARTIFACTS

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

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.

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.

Example 1: *Alice's Scout is in a location in which the Despair moves into. She has no resources, but she has an Artifact. She doesn't have to discard it for the Despair's effect.*

Example 2: *Bob's Scout is in the Grove, into which the Pain moves. Normally it would be Devoured, but Bob pays an Artifact to Shield his Scout. The Pain stays in the same location with the 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 would be Devoured, Sacrificed or otherwise sent to the Graveyard through any other effect, 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.

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.

Example: *Carol has reached the final spot on the Council Track. After resolving the effect of the spot, she decides not to move back to the start of the Track, because she has a Tactics card which allows her to repeat the effect of the Coucil Track spot she is in. Next time she advances on the Council Track, her token will move to the Starting spot.*

EXCAVATION SITES

In 2 or 3 Player games, Beasts cannot move into the locations marked with A, B, C, D which do not have an Excavation Site placed, after they move out of them for the first time. Scouts and tokens of any kind may never be Placed or moved into such locations. They exist only for the purpose of the Beasts starting location and thereafter are treated as if they do not exist for all effects.

The first time in the game any player reaches or passes 10, 20, 30, or 40 Prestige within the game, after fully resolving any current action, remove all the Excavation Site locations, draw a number equal to player number and place them into the Excavation spots in alphabetical order, starting from spot A. The Excavation Site locations are available for Scout placement (according to the placement rules) and count as a Location.

Should there be any Scouts in the Excavation locations when they are removed, those Scouts stay on the newly placed Excavation sites in the same spot. 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.

05 General Rules and Concepts

MINOR RULES AND CLARIFICATIONS

If an effect of a Mission card, Tactics card, Excavation Site, or Council Track contradicts the rules, the effect takes precedence. For example, if an effect states you may Place a Scout, that effect can be resolved even if you have Collected this turn, and vice versa; if an effect states that you may play a Tactics card, that card does not count against the 1-per-turn limit of Tactics cards you may play; etc.

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. You may not gain partial rewards.

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

When resolving the effect of the Ridge location, you may not choose a Beast in a Crossroads location.

At the beginning of each round the Future First Player card is available to take by any player, including the holder of the First Player token. Once a player has taken it, they may not take it again until it changes ownership to someone else or becomes available again after the Cleanup Phase.

The Second Attack and The Hope for Salvation

The exiles didn't stay alone for long, however.

The Beasts, who initially only roamed the ruins of Omnipolis, started raiding the exiles in the desert. Having lost all their technologies, they could not resist. Soon all hope was lost, and the tribes prepared to perish.

And then the Ichor rains came.
Never seen before, the giant reddish-brown clouds appeared in the sky, pouring down an oily substance which healed wounds, nourished the starving, and powered the ancient tools of the Daeva. But its lifetime was short: several hours after the rain the drops would evaporate, leaving only orange fog slowly dissipating in the air.
The exiles did not know where Ichor came from: was it the hand of help from the gods who had forgiven them, or were the gods dead and Ichor was their blood spilling from the skies?
But in any case, Ichor was a miracle.
After the first rain washed away debris it became apparent that the hill in the depths of the desert, on the very brink of the Soil, was in fact the body of *Turris*, the giant who defeated the Maw and saved the Soil. Myths told of the story, but now the exiles could see the evidence with their own eyes. Hope returned.

As they examined *Turris*, they learnt it was built of a similar technology to that which their ancestors used in the glory days of Omnipolis. Scrutinizing the remains thoroughly, they realized some of the technology could be utilized,

though ultimately, they lacked the knowledge and tools to use it properly. They needed the legacy of Omnipolis.

It was then when the patriarchs of the tribes created the Council which was to bring Daeva to salvation. The Council assembled on the head of *Turris*, an improvised elevation they called Pagos. Glimpsing into the endless void beyond the Brink of the Soil, seeking guidance from the stars themselves, they undertook a decision.

Though clearly the giant could not bring back to existence to once again to provide defense from the otherworldly threat, his remains contained scraps of the plans which the gods used to animate him and prepare it for the battle with the deadly foe. The limited understanding of those plans that the exiles had was adapted to a more realistic solution.

Instead of creating a mobile construct, they would build a stationary structure.

The Council dictated that *Turris* would serve as the base for the Tower which would give them protection once and for all. The exiles would place into it a piece of every part of the Soil that had to be preserved. Through saving their home, they would save themselves.

And the Council commanded the tribes to send scouting parties into the ruins of Omnipolis and the rest of Soil in order to gather what was necessary to construct the Tower. Beasts or not, survival was of utmost importance.

And although many scouts never came back, little by little the Tower started growing taller.
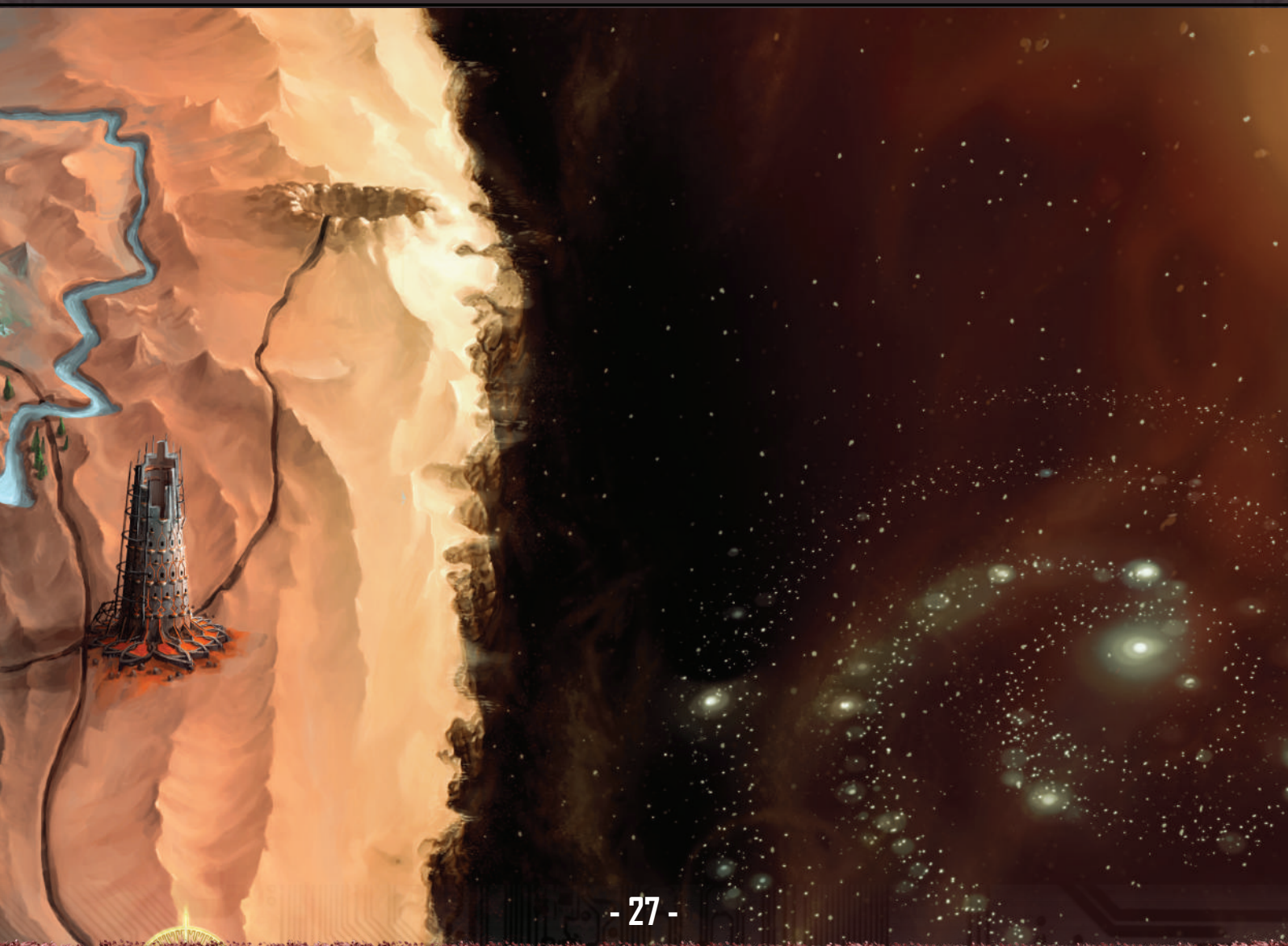
06 Apendix 1: Solo Play

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 which yet retains 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 Stall Excavation Site and the Preferential Treatment Mission card from the game.

2) Place the Beast Movement deck near the Main Board.

3) 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.

4) When setting up the Council Track and the Tower Track tokens, only place your tokens there, not the Betrayers'.

5) You are always First Player (Betrayers always act after you).

6) The Betrayer only has 2 Scouts instead of 4. Both of these Scouts are always on the Main Board (they can never be 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.

7) 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, reserves Missions, or gain Artifacts.

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 take a Trionfi card from a 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.

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, each of the two Scouts is moved to a location with the 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. The destination location does not have to be adjacent to the starting location.

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. When 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 gain 4 Prestige points.

If a Scout of the Betrayers is starting its movement in an Excavation Site, its destination location is a location with no Beasts or Scouts with the lowest number. Damaged tile is not placed onto a Tower Room in that case.

06 Apendix 1: Solo Play

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.

After resolving the Betrayers movement, draw a card from the Beast Movement deck and move a Beast shown on the card according to the Beast phase rules. If none of your Scouts are on the Main Board, the Beast will instead target the location shown on the card.

In the end of the Betrayers' Phase, they gain 1 Prestige point.

BEAST PHASE

The Beast Phase is resolved normally with following adjustments:

1. When Choosing Target, Beasts completely ignore the Betrayers Scouts.

2. When Moving, if a Beast enters a location with a Betrayers Scout, it ends it movement.

3. If any Beast resolves its effect on a Betrayers 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.

4. If at any point of the Beast Phase none of your Scouts are on the Main Board, the Beasts which yet have to move will instead target the location shown on the Beast Movement card drawn previously in the Betrayer Phase.

CLEANUP PHASE

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

ENDGAME

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

a) the player has Constructed 6 Tower rooms and there are no Damaged tokens in any constructed Tower room at the end of the Player Turn Phase;
b) either the player or the Betrayers have reached 40 Prestige.

Once either of these conditions is met, the game ends immediately. If the Betrayers reached 40 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 40 Prestige first or has constructed 6 Tower rooms (with no Damaged tokens) before the Betrayers reach 40 Prestige, they win the game.

07 Credits

Game design by Nikita Chigladze

Illustrations by Juan Salvador A. Almencion, Nele Diel, Naomi Robinson and Vincent Van Hoof

3D Sculpting by Renan Assunção

Based on a concept by Jun Li & Garvin Tran

Game development by AP Board Games team: Jun Li, Nikita Chigladze, Garvin Tran and Jocelyn Konrad-Lee

Graphic Design & Layout by Guillermo Nuñez, Pauline Carlson and Christian Kotz