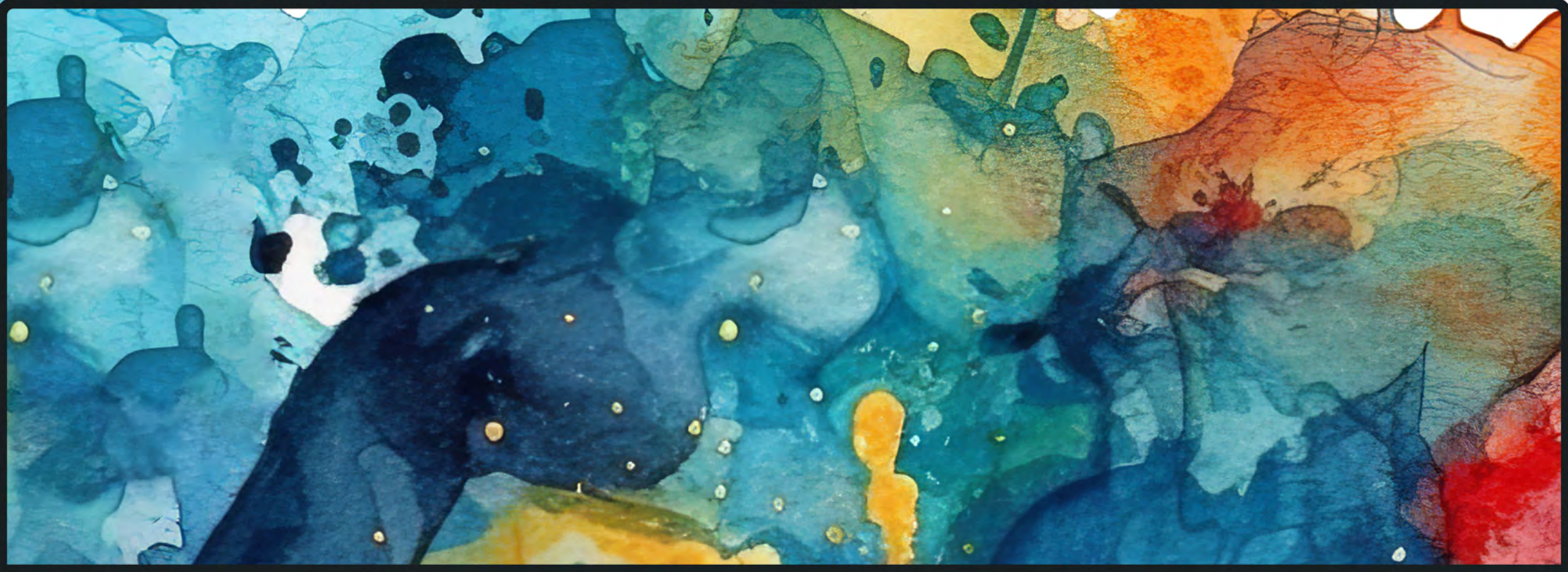


THINGS WHICH DO NOT BELONG
THE BOARD GAME

designed by Matt Dworzańczyk

EtheriumSky.com/TWDNB
info@EtheriumSky.com

Prototype Rulebook v. 43

You wake up and cannot believe your eyes!

Outside, sticking up from you swimming pool - is a massive, authentic Soviet **SUBMARINE**!

You claim it's your surrealist artwork brought to life with… magic paint?

Your crew of friends doesn't buy it, but the national army, tipped about someone harboring *foreign military technology* is already on their way to punish the perpetrators. You're all implicated but with some creative ingenuity and cooperation, you might just pull off the impossible!

Can you and your crew save your surrealist ART MACHINE before it's discovered?

Things Which Do Not Belong is a cooperative board game based on the upcoming movie with the same title.

The game is intended for 1-4 players, however the current rulebook and prototype are optimized for 3 players. The variants for 1, 2 & 4 players function much the same, except for minor differences in game setup: some cards & Shards are removed from play, there is a different number of Blueprints in play & some players start the game with a Friendly Villager. These variants are currently being tested to ensure optimal gameplay balance.

Playing time is around 1 hour per player. It is a reasonably complex game.

The game is currently in final stages of development, has been undergoing playtesting for over 6 months and is now mostly complete.

This rulebook is based on the most current prototype (ver. 43).
Most of the artwork are temporary placeholders.

Game Design by Matt Dworzanczyk
Contact: matt@EtheriumSky.com

Village Map

Mindspace Boards

Resource Bank Area

Art Machine Cards

Submarine (Launch) Card

MULTIPLE VARIATIONS!

Player Character Miniatures

Villager Miniatures

Art Machine Miniatures

Blueprint Cards

Directive Cards

Convoy Cards

Villager Cards

Decision Tiles

Shard Tiles

Daydream Tiles

First Player Token

Situation Cards

Complicated Situation Cards

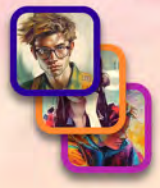
Thought Cards

Inner War Cards

Support Recovery Trackers

Self-Doubt Marker

Shortcut Markers



Gear Markers

First Villager Cost Reminder Token

Spice Tokens

Imagination Tokens

Motivation Tokens

Army Tokens

Danger Tokens

Danger Draw-bag

Safety Tokens

Decision / Bad Decision Tokens

Army Dice

29
I
II
III

1
2
3
4
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THE VILLAGE OF
PSZCZÓŁKI
THE OUTSKIRTS
DOWNTOWN
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29a
18
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8c
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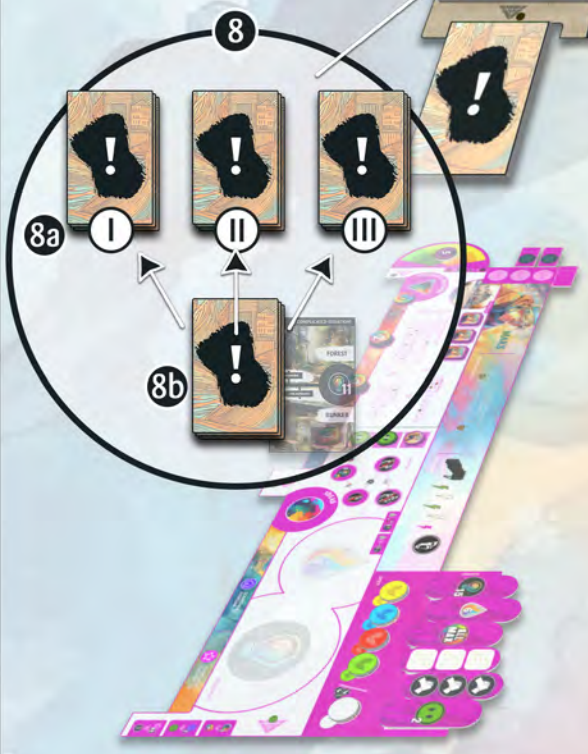
THINGS WHICH
DO NOT BELONG
THE BOARD GAME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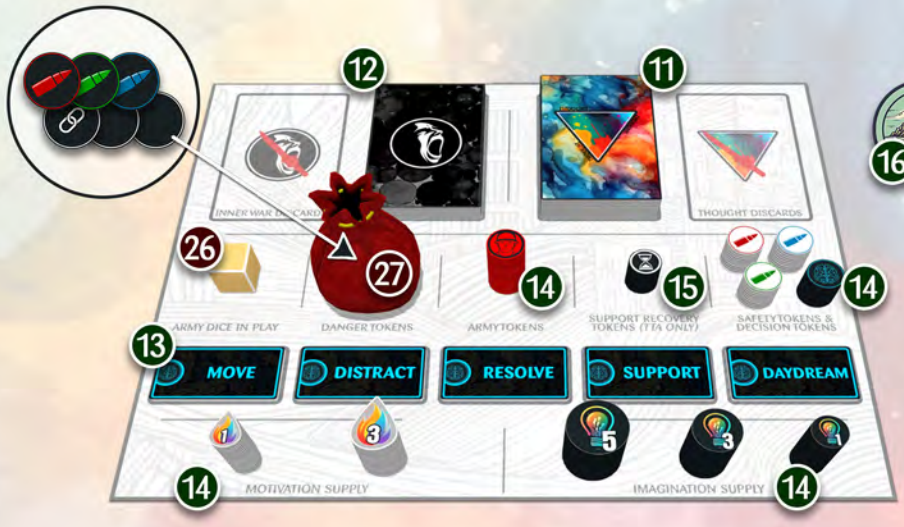
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11
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MOVE
DISTRACT
RESOLVE
SUPPORT
DAYDREAM
ARMY DICE IN PLAY
DANGER TOKENS
ARMYTOKENS
SUPPORT RECOVERY TOKENS (TTA ONLY)
SAFETYTOKENS & DECISION TOKENS
MOTIVATION SUPPLY
IMAGINATION SUPPLY

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17
EMIL
22
25
20
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24
THOUGHT PROCESS
IDEAS
23

Collectively set up the Village Map area:

1. Place all Villager minis in their dedicated area.
2. Place all Villager cards faceup in their dedicated area.
3. Draw a random Submarine card and place it launch-side-down in its dedicated space. Return the other Submarine cards to the box without looking at them. They won't be used in this game.
4. Randomly choose 3 Art Machine cards and place them face up on their dedicated spaces. Return the remaining Art Machines to the box. They - most likely - won't be used in the game.
5. Place the Submarine miniature on Emil's House in the Pool section.
6. Place the three other Art Machine minis on their corresponding Art Machine cards.
7. Randomly draw 5 Blueprints. Place them face-down in the pipe track. Return the other Blueprints to the box without looking. They won't be used.
8. Prepare the Situation Decks:

   8a. Separate the situation cards by level into 3 decks. (I/II/III). Each Situation card's level is noted in its bottom.

   8b. Add 1 randomly chosen Complicated Situation card to Deck I, 2 to deck II and 2 to deck III. Complicated Situations always show two different locations. Return all other Complicated Situation cards to the box without looking.

   8c. Shuffle each deck separately & place them on their dedicated area.

[Optional / Expansion]

9. Place a random Shortcut tile on each of the three map Shortcuts.
10. Place a random Daydream tile in the Daydream area of each of the four neighborhoods.

Collectively set up game resources & components:

11. Shuffle the Thought deck and place it face down in its dedicated area. Keep space for a Thought discard pile next to it.
12. Shuffle the Inner War deck and place it in its dedicated area. Keep space for an Inner War discard pile next to it.
13. Place all Decision tiles, blue side up, in their dedicated area.
14. Prepare a supply of Imagination, Motivation, Army tokens, Decision Tokens (these double as Bad Decisions, on reverse) and Safety tokens within reach of all players.
15. [*TTa Only*] Prepare a supply of Support Recovery Markers.
16. Determine first player (most colorful person) and hand them the First Player token.

Individually set up your Mindspace area:

17. Chose a character & collect their corresponding Mindspace board & components.
18. Place your character miniature on their Home Location on the Village Map.
19. Place your 3 Shortcut Unlock tokens on their spaces.
20. Place your Spice tokens on their dedicated spaces.
21. Place your 3 Support tokens on their dedicated spaces by the Support track.
22. Place your Self-Doubt marker on the starting position (bold, black stroke) of your Self-Doubt track.
23. For each Thought Process slot, stack a number of Gear tokens on their spaces. Always start with a Top Gear token (blank one, on the bottom), and then on top of it add tokens as needed, always going chronologically, and ending up with the token showing the slot's denoted starting value on top of the stack. If the given slot is locked at the start of the game, place a lock gear token on top of the stack.
24. Set the Spindle to your starting Imagination income value (shown over the Gear of your first Thought Process slot).
25. Shuffle all your Shards and randomly draw 6, then return the rest to the box (they won't be used).

    In your first game, for any MOT or IMG Shards you draw, use the lowest value IMG/MOT Shards from your pool instead, even if they are not the ones you drew.

    Finally, place the final 6 Shards in their dedicated spaces. (order does not matter).

Collectively set up the Army components:

26. Place 1 Army Die into play (on the resource board). Keep 3 more dice nearby for later use.
27. Prepare the Danger Bag by placing inside it the 6 Danger tokens (2 Blank, 1 Chain and 3 Bullets, one of each color: red, green and blue). Place the Danger bag in its dedicated space (resource board).
28. Deploy Army tokens to the Village Map: 1 in Historic District, 1 in Residential Area and 1 Downtown (None in Outskirts). Players decide placement following standard rules.
29. Build the Directives deck with the following cards placed facedown, starting with the bottom card:
    - Convoy IV card (bottom of the deck).
    - 4 randomly chosen DIRECTIVE III cards.
    - Convoy III card.
    - 4 randomly chosen Directive II cards.
    - Convoy II card.
    - 4 randomly chosen Directive I cards.
    - Convoy I card (top of the deck).

    29a. Place the Directives deck on its dedicated space.
30. Reveal the top Directive from the Directives Deck (Convoy I) and place it faceup into Active Directives.

All done! You are now ready to start the game! Remember: The game always begins with the Village Phase!

Victory & Loss

In *Things Which Do Not Belong*, we play cooperatively against the game. Meaning: we win, or lose - together.

Victory

Once all Blueprints are painted with Spice (Pipe segments connect Submarine to the sea): flip the Submarine Art Machine card face up to its Launch Procedure side. Players collectively win the game by resolving the stated final task.

Loss

Players immediately lose the game in any one of the following ways:

1. If the Convoy IV card (final directive) is ever placed into Active Directives: the Convoy effectively reaches Emil's House. The Army discovers our Submarine. This is the last round of the game. Unless we win this round, the Army crushes our imaginative effort to save our Submarine.

2. If during Army Phase, there is an Army token on Emil's House: the Army discovers our Submarine crushing our imaginative effort to save it.

3. If all players' Thought Processes get fully blocked by Inner Wars: we become "Emotionally Incapacitated" and give up on our imaginative effort. Game Over.

Game Progression

The game plays in rounds consisting of recurring phases:

1. A Players' Phase, consisting of player turns.
2. An Army Phase, during which the Army acts.
3. A Village Phase, which is essentially a maitenance & resource gathering phase.

The progress of each phase is outlined on the following pages. A quick summary in the form of a Player Aid also appears on each player's Mindspace board and little reminder hint-tabs for most common rules appear on different game components.

REMEMBER!
THE GAME ALWAYS STARTS WITH VILLAGE PHASE!

Player's Phase

Starting with first player, each player now takes their turn.

What Can I Do?

During your turn, you may:

- Take a limited number of Decisions (actions) and
- Do as much as you can & wish within your Mindspace and/or utilizing other game mechanics.

Tasks can be performed in any order, but when unsure, each task should be fully resolved before any next one is taken.

Taking Decisions

Decisions are the primary actions we can take in the game. They are represented by the 5 Decision tiles and the Decision icon.

At the beginning of the game, by default, each player can perform 2 Decisions per turn. This limit may change as the game progresses, mainly by unlocking Angryberry Spice, or by gaining Decision tokens. You can track the number of Decisions you have left in a given turn by using the Decision Trackers above the Spindle in your Mindspace.

Aside from few exceptions noted below, each time you take a Decision, you may execute it:

- Simultaneously with your Player Character and/or all/any of your Friendly Villagers (Villagers whose cards you own), all as part of that one Decision, or...
- With any 1 Villager (whose card you do not own) present on the Village Map (only).

Note that non-Friendly Villagers (other players' Friendly Villagers) cannot be used to resolve your Thoughts or unlock Shortcuts and cannot take the Support Decision. Such actions related to your Mindspace may only be taken by your character or Friendly Villagers.

In case of 'Distract' Decision, instead of taking the decision simultaneously with your multiple standees, you may distract/chain-distract Army in the neighborhoods of all/any of your standees.

Army Control Zones

Anytime you take any Decision with any standee within Army Control (meaning a space with an Army token on it) and/or anytime you move into or through an Army Control space – you must attempt to sneak before completing the Decision:

- Roll all Army Dice in play and resolve their outcome. Each Army Die is a D6 with 5 blank sides and 1 Bad Decision side:
  - If all rolled dice land on blank: success! You managed to sneak past the army. Nothing happens.
  - If any of the dice land on Bad Decision: immediately gain 1 Bad Decision token. (just one, even if multiple dice land on Bad Decision).

Once your die roll is resolved, regardless of outcome, complete your Decision.

Bad Decision

In Village Phase, for each Bad Decision in your Mindspace, you must either:

- Spend 1 Decision from the upcoming turn to discard the Bad Decision token, or
- Increase your Self-Doubt +1.

Note that Bad Decision tokens are the backside of Decision tokens.

Just like Decision tokens & Safety tokens, Bad Decision tokens must always be stored in the 'Tokens' area of your Mindspace.

If your 'Tokens' area is ever full and you must draw a Bad Decision - you must discard any one other token and draw a Bad Decision in its place.

If you must ever draw a Bad Decision and your 'Tokens' area is already full of Bad Decisions - do not draw a new token. Instead, immediately gain an Inner War.

Available Decisions

The default available Decisions your can take are:

- MOVE: Move standee/s on the Village Map.
- RESOLVE: Pay Imagination to resolve a Situation.
- DISTRACT: Distract (remove) an Army Token.
- SUPPORT: Help others remove their Inner Wars.
- DAYDREAM: Collect a default 'Daydream' bonus.

DECISION: MOVE

Move a standee up to its distance limit.

Move Distance Limit

By default, player Characters may move up to 3 spaces (except Maks, whose ability allows him to move up to 4). Each Villager's move distance limit is noted on their Villager card and on their miniature.

Adjacency

You always move from one space to an adjacent one (space borders must touch). Diagonal movement is not allowed.

Shortcuts

Some Map Spaces are connected by Shortcuts. Two Spaces connected by a Shortcut are considered adjacent, but Shortcuts may only be utilized by a player once they discover them.

In each game, we will either use default Shortcut unlock costs (printed on the Village Map) or, to keep gameplay fresh and unexpected each time, we may place Shortcut Unlock Tiles randomly over the printed costs on the map during game setup. Regardless, play progresses the same.

When in a neighborhood connected to a shortcut, you may pay one of the visible Shortcut passage costs. Once paid, place your character-specific Shortcut Unlock token over the cost paid. From then on, no other player may unlock this shortcut by paying that same cost and you may now utilize that shortcut freely without any further costs.

As such, there's a benefit to being the first to unlock each of the Shortcuts, as you get more choice and generally, a lower unlock cost.

Note that Shortcuts may only be discovered by your Player Character or Friendly Villagers. You may not discover shortcuts with non-Friendly Villagers.

Movement through Army Control

If your Move crosses an Army Control Zone (meaning: starts in, crosses or ends on a Space with an Army token present) – you must attempt to Sneak. Always complete your Move first (with all applicable standees) and then, for each applicable standee, roll the dice and resolve Sneaking, as described in "Army Control Zones" section.

Note: You only resolve Army Control once per standee & per Decision taken, even if you cross an Army Control Zone more than once as part of that Decision.

Space vs. Location vs. Area vs. Home Location

The smallest unit on the Village Map is a Space. Standees on the map move from one Space to another.

Multiple Spaces on the map form an Area. Each Area is made up of several Spaces.

Each Area has one "main" space, marked with a name and picture. This space is called a Location.

Most Locations are connected to a specific Villager and/or a specific Player Character. These are called that villager/character's Home Location.

Anytime the game refers to a specific location by its name (ie. Strawberry Garden, Office or Emil's House) – it means the specific Location ("main space" within the area).

Multiple Locations form a Neighborhood. There are 4 Neighborhoods on the Village Map, each marked in a different color. Emil's House is not a part of any neighborhood but rather its own Location.

DECISION: RESOLVE

When the standee you are taking the Resolve Decision with is on a Location of an active Situation (a Situation card that's faceup in the Village Life), you may resolve it:

- Pay the Imagination amount stated on the Situation card, then...
- Move the Situation card to Resolved Situations.

Complicated Situations

Complicated Situations work the same as other Situations, but they must be resolved by 2 standees (of same player or 2 different players) working together, each taking a Resolve Decision on one of the two required Locations.

The Imagination cost of Complicated Situations is generally higher than usual, but it may be shared between two players resolving the Situation together. The standee to Resolve first must contribute their share of Imagination (amount decided by players, could also be zero or all) to the Complicated Situation (place your contribution on the given standee's Map Space). From that point on the Complicated Situation is pending resolution, but it is not resolved yet. It resolves only once the second standee performs the Resolve decision on the second Location shown on the Complicated Situation. When resolving, that second standee must contribute the remainder (if any) of the required Imagination cost.

If the first standee to resolve were to leave their Location before the Complicated Situation is resolved, they effectively forfeit any Imagination already contributed to it as well as their role in resolving that Situation. This means that this part of the Complicated Situation would need to be resolved over again by this or another standee later on.

Resolved Complicated Situations are treated the same as other Resolved Situations but their worth is equal to 2 normal Situations for the purpose of discovering new Blueprints. When spent on painting Blueprints with Spice, they are still worth only 1, though. To make it easier to remember, think of it this way: you must spend 2 resolved situations to discover Blueprint, but you must spend one resolved situation CARD to paint Blueprint.

DECISION: SUPPORT

Receiving Support from other players allows you to remove Inner Wars from your Thought Process.

You may only offer Support to other players and you may only ever receive Support from others. You may never offer Support to yourself, not even with a Villager of another player.

To offer Support to another player you must currently be in the same Neighborhood as that player.

You can always use your Friendly Villagers to offer Support to another player's Character, however you cannot use your Character to offer support to another player's Villager. (The exception is Grandma, due to her special ability.)

To track your offered Support, use the Support token corresponding to your supporting standee (your player Character or your Friendly Villager).

To support:

- Take the Support Recovery token of the standee you are supporting with and place it on the chosen slot in your Support track. The target player immediately gets to execute the action stated on the spot where you place this token. (Usually meaning – they get to remove 1, 2 or 3 Inner Wars from their Thought Process).
- Then, place the standee you are supporting with on its side, to mark them as Exhausted.

Exhausted standees cannot take part in any Decisions until they recover.

Each Village Phase, all Support Recovery tokens on the Support track in your Mindpsace will progress towards recovery by dropping down by 1 step. Once the given Support Recovery token drops off the track, the corresponding standee immediately recovers: you stand their mini back up & you return their Support Recovery token to its spot in your Mindspace.

You may at any point during your turn speed up Recovery by paying the cost stated on your Support Recovery token's step on the Support Track – to drop that Support Recovery token 1 step further down. You may do that repeatedly, even to immediately recover, but you must pay the cost of each step along the way.

Besides removing Inner Wars, you may in the same way Support another player to offer them your unique Support Action/Bonus. Each Character offers a different Support Action/Bonus. Refer to the Support Track in your Mindspace for details.

DECISION: DISTRACT

Take the Distract Decision to Distract (meaning: remove) an Army Token from the neighborhood/s of:

- Any of your Standees (Character & Friendly Villagers), if taking the Decision with any of your Standees.
- A specific Villager, if taking the Decision with another player's Villager.

If there is an Army Token on the current Space of any of your Standees (ie. Any of your Standees are within Army Control Zone), you must Distract that Army first before being able to distract any other Army.

Remember that taking a Decision while within Army Control Zone you must Sneak (Roll & Resolve Army Dice) first, before Distracting!

If there are no army Tokens in the neighborhood/s of the Standee/s taking this Decision, the Decision then has no effect.

To Distract, we use a set of 6 tokens with the following possible outcomes:

- 2x Blank (Success) tokens.
- 1x Success & Chain token.
- 3x Danger tokens (1 red, 1 green, 1 blue).

To Distract:

- First, decide which Army token you are Distracting. For tracking purposes, flip that token to its 'targeted' side.
- Then, draw a random Danger Token from the Danger Draw Bag and resolve the outcome:
  - On an outcome of a red/green/blue Danger: you must pay the corresponding cost shown on the currently active Directive (or the default cost, if no active Directive is in play). If you cannot pay the required cost, you must immediately draw an Inner War. Once the cost is paid (or Inner War Drawn), your targeted Army token remains on the Village Map. You now have the following options:
    - Accept failure & back away. Nothing else happens, your Decision is completed.
    - Try again. Draw another Danger token.
  - On an outcome of Blank (Success) token, you have the following options:
    - Accept success. Remove the targeted Army token from the Village Map. This completes your Decision. Or…
    - Do not remove the targeted Army Token. Instead, draw another Danger token (hoping for a 'Success & Chain', risking more Danger).
  - On an outcome of 'Success & Chain': remove the targeted Army Token from the Village Map. Then, as part of this same Decision, you may (but don't have to) Distract again, targeting another Army token in any of your standees' current Neighborhood's (if there is one). If you do repeat Distracting – return all Danger tokens drawn thus far to the Danger Bag before targeting another Army token.

Once you complete your Distract Decision, return any drawn Danger tokens back to the Danger Bag.

DECISION: DAYDREAM

Gain the Daydream bonus of your standee's current Neighborhood. Each Neighborhood offers a different Daydream bonus, as on the Village Map.

To keep things fresh & for varied gameplay, at game setup you may randomly select 4 Daydream tiles and place them over the default Daydream Bonuses on the Village Map.

The default Daydream bonuses are:

- Gain 2 Imaginationt
- Gain 1 Motivationt
- Convert any 1 Idea fo Something Familiar or Something Unexpecedt
- Collect any 1 Safety token or (Player Character only:) collect a Decision token.

BIG DECISIONS

Throughout the game, players may upgrade (flip over) each Decision tile to its Big Decision side by meeting the optional Spice placement condition on any Blueprint. The Big Decision effects are:

- MOVE (COLLECTIVE SHORTCUTS): Whenever you unlock a Shortcut by paying its unlock cost, you also unlock that shortcut for all other players (all players add their unlock tokens to the shortcut at once).
- RESOLVE -1IMG: When taking this Decision pay 1 less Imagination for Resolving Situations.
- DISTRACT: When gaining new Safety Tokens, we may now add them to our Mindspace "All Safe" side up. ('All Safe' Safety tokens are effectively a wildcard and can counter any color Danger token)
- FULL SUPPORT: When you Support – in addition to resolving their Inner War/s, the target player also gains your default Support Bonus.
- DAYDREAM (ANY NEIGHBORHOOD): Same as regular Daydream Decision, but you may gain the Daydream bonus of any Neighborhood, not just your standee's current Neighborhood.

Throughout the game, players may gain access to different Decisions available either to all or only certain players or minis. Those are always explained if/as they come up.

Non-Decision Tasks You Can Perform

Besides a limited number of Decisions, each turn you may take as many non-Decision tasks as you can & wish. Most common tasks include:

Paint Blueprint (Discover Spice)

Anytime you meet the requirements of any one of your Shards, if there is an unpainted Spice space on a revealed Blueprint, you may discover any one of your chosen Spice and use it to Paint a Blueprint.

Keep in mind Cottonspun Spice (White) may only be discovered after you've first discovered any 2 other Spice & once at least 1 Art Machine is in play.

To Paint a Blueprint:

- Pay the cost of the chosen Shard (if applicable), then disable (flip over) that Shard. It may not be used again.
- Pay 1 Resolved Situation card.
- Add your chosen Spice from your Mindspace to any unpainted Spice space on any revealed Blueprint.

  If by doing so you complete the Blueprint and meet its optional bonus condition, as reward you may now upgrade (flip over) any 1 Decision tile to its Big Decision side. That Big Decision from then on replaces the standard Decision.
- Finally, immediately gain the corresponding Bonus from your Mindspace for the discovered Spice.

Shards

Shards are effectively your possible pathways to discovering Spice. Each player has a different choice of Shards, chosen randomly at the start of the game. The possible Shards include:

- Pay 15 / 20 / 30 Imagination.
- Pay 6 / 9 Motivation.
- Have 2 Friendly Villagers.
- Unlock 3 Shortcuts.
- Improve all your Gears to max.
- Support another player 3 times.
- Remove 3 Inner Wars of another player.
- Collect 3 same / different color Safety tokens.
- Collect 3 Something Unexpected.

For Shards which require tracking throughout the game, you may conveniently tuck them into their slot in your Mindspace, for a clear overview of your progress towards completing that Shard's requirement.

Process Thoughts

Anytime you meet the requirement of an active Thought (meaning: a Thought card in your Thought Process) you immediately process that Thought:

- Collect 1 Motivation as reward,
- Move that Thought to your Ideas:
  - If you meet the Thought's stated Something Familiar requirement: place that Thought in your Ideas' Something Familiar section.
  - If you meet the Thought's stated Something Unexpected requirement: place that Thought in your Ideas' Something Unexpected section.
  - If you meet both the Thought's stated Something Familiar & Something Unexpected requirements: you may choose and place it in either Something Familiar or Something Unexpected sections.
  - If you meet neither requirement, place the card in your Good Ideas section.

Discover Blueprint

Spend 2 Resolved Situations (or 1 Resolved Complicated Situation. Remember, Complicated Situations counts as 2 regular Situations!) to immediately reveal the next facedown Blueprint.

Use Ideas

Ideas (meaning: Resolved Thoughts) may be used to:

- Change Gears (Improve the income yield for one of your Thought Process Slots).
- Befriend a Villager
- Complete an Art Machine.

Change Gears

Spend (discard) any 2 Idea cards (These could be Good Ideas, Something Familiar and/or Something Unexpected, or any combination of them) to remove the top Gear for any one of your not-yet-maxed-out Thought Process Slots. From that point on, that Thought Process slot will effectively yield higher Imagination income when drawing Thoughts into it.

Befriend a Villager

You must have one of your standees on Goldfish Bar, or the Home Location of an available (not yet befriended) Villager to do this.

Spend 2 Something Familiar (or 1, if this is the first Friendly Villager in the game) to Befriend the Villager whose Home Location you are on (if befriending from Goldfish Bar: randomly draw a Villager to Befriend): Gain that Villager's card, place it by your Mindspace and place that Villager's mini on their home location. That Villager is from that point on considered your Friendly Villager and their ability is no w available to you.

It is not possible to befriend Villagers from the Bunker. That location is not considered to be home of any Character or Villager.

You may only ever have 2 Friendly Villagers at most. If you already have 2 Friendly Villagers and want to befriend a 3rd, you must discard one of your currect Friendly Villagers (remove their mini from play and return their Villager card to the Villager Deck) before befriending another Villager in their place. The discarded Villager may always get Befriended again by you or another player later.

Complete an Art Machine

You and every other player must each pay 1 Something Unexpected each to complete any 1 chosen Art Machine: add its mini to the game as instructed on the Art Machine card.

The Art Machine powers stated on its corresponding card become immediately active.

Use your Tokens

In your Mindspace, you may store up to a limited number of various helpful tokens. Use them when/as needed:

- Safety Tokens can be spent to ignore any drawn Danger token of a matching color.
- Decision tokens effectively grant you one single-use decision for your turn.

Once used, discard the spent token.

Use your unique Character, Villager or Art Machine Ability

Follow the directions of each applicable effect/mechanic as described on your Mindspace Board (Character Ability) or the Villager/Art Machine Cards (Villager or Art Machine Power).

Once you cannot or don't wish to do anything more, the next player clockwise takes their turn.

Once all players complete their turns, we move to the Army Phase.

Army Phase

Perform the following in order:

1. Army Win Check

If Convoy IV is in the Active Directives area or if an Army token is present on Emil's House: players immediately lose the game & the Army wins. Otherwise, nothing happens.

2. Deploy Army

For each unresolved Situation card in Village Life, place one Army token in that Situation's Location following these standard Army placement rules:

- There can only ever be one Army token on a given Space. It merely represents Army presence there.
- Army is always deployed to the outer-most available Space of a given Location (ie. If the outermost Space already has an Army token, place the new one one space further in and so on).
- If all Spaces of a given Location already have Army on them…
  - …and there is an Art Machine on that Location: shuffle the related Unresolved Situation card back to the Situation Deck. Nothing else happens. If it's a Complicated Situation, then remove it only if both of its shown Locations have Art Machines on them.
  - …and there is no Art Machine on that Location: place the new Army token on Emil's House, following these same placement rules. Then, shuffle that Situation card back into the Situation deck.
- If there are more than one possible placement options: players choose where to place the Army.
- Players may Deploy Army to each Situation's Location in any order.
- For Complicated Situations: deploy only one Army. Players decide the Location.

3. Enact Directive

- If a previous Directive (from last round) is in play: discard it now. It is no longer active.
- Reveal the next Directive card from the Directive deck. If it is a Convoy card - place it into Active Directives and immediately resolve it. Otherwise, unless the Directive card states otherwise, players now make a choice:
  - Army activates the Directive. Place the Directive card into Active Directives. The effects of this card now resolve/apply for this game round. Or...
  - ...Abort the Directive. Most Art Machines, once completed, allow us to abort 1 or more Directives. The number of Directives an Art Machine can allow us to abort is called its Capacity and is shown on each Art Machine card.

    If there is at least one completed Art Machine in play and if that Art Machine has enough capacity: you may tuck the current Directive card under the Art Machine card. The Directive then never resolves. There is effectively no Active Directive for this game round. Note that for such rounds, we use the Danger Token costs of the current Convoy card.

(3A. Advance Convoy)

Only on rounds when we reveal a Convoy Directive: immediately resolve the below steps, also shown on the revealed convoy card. Remember that Convoy cards are special Directives which cannot be aborted. They always resolve.

- Add 1 new Army Die from supply into play.
- Deploy 1 new Army token per each standee on the Village Map to the current neighborhood of each standee. Players choose deployment Locations, following standard Army deployment rules.
- Depending on the new Convoy position (II or III), shuffle the corresponding Situation Deck (II or III) into the current Situation Deck in play.
- Place the Convoy Directive in the Active Directive area. The Convoy Directive remains in the Active area until another Convoy hard is drawn and replaces it. Until that time, place any and all Directives drawn on top of that Convoy card.

From here, we move to the Village Phase.

Village Phase

Perform the following in order:

1. Reset Decision Trackers

Reset your decision trackers to accurately show the number of available Decisions you can take this round.

Then, if you hold any Bad Decision tokens, for each Bad Decision token, you must either:

- Spend 1 Decision from this turn to discard the Bad Decision token, or...
- Increase your Self-Doubt +1. Keep the Bad Decision token.

2. Recover on the Support Track

Move all Support trackers present on your Support Track (if any) one step down.

If doing so makes a Support Tracker run off the track, recover the corresponding standee by standing it back up on the Village Map, then return the corresponding Support Tracker to its storage space in your Mindpsace.

3. Adjust Self-Doubt

Increase your Self-Doubt by 1 step for each Unprocessed Thought, meaning: every Thought present in your Thought Process.

At the start of the game, your Self-Doubt only progresses along the white Self-Doubt steps.

Some players have additional Character-colored Self-Doubt steps. Those can only be utilized once they are unlocked (usually by discovering a specific Spice).

Befriending Villagers allows you to make use of the Green Self-Doubt steps. If you have 1 Friendly Villager, you may use the first green Self-Doubt step (only). If you have 2 Friendly Villagers, you may use both the first and second green Self-Doubt steps.

If your Self-Doubt reaches its final step (Inner War): do not increase it further. Instead, reset Self-Doubt to its starting point, then draw an Inner War, following these standard Inner War placement rules:

- An Inner War is always placed in the first (furthest left) Thought Process slot without an Inner War.
- If there is already an Inner War in the target slot, place the new Inner War in the second furthest left Thought Process slot without an Inner War and so on.
- If there is a Thought in the Thought Process slot where the new Inner War is to be placed, that Thought must now be moved to another available Thought Process slot. (You do not collect Imagination Income for placing that Thought in another slot).
- If no placement is possible, because you have too many Thoughts, you must discard any one Thought from your Thought Process to make space for the Inner War.
- Once an Inner War is added to your Thought Process, unless it directs you otherwise, you may discard any number (including all or none) of Thoughts from your Thought Process.
- Once an Inner War is added to your Thought Process, its stated penalty immediately becomes active.
- If you must draw an Inner War but cannot, because all your Thought Process slots already have Inner Wars: do not draw an Inner War. Instead - discard all your Decision Tokens (if you hold any). Nothing more happens, but you are now Emotionally Incapacitated.

Emotional Incapacitation

When you are Emotionally Incapacitated, meaning all your available Thought Process slots are blocked by Inner Wars, you may not draw any new Thoughts to your Thought Process and on your turns you may not take any decisions. You are still in the game, but effectively cannot do a whole lot.

This situation may only be remedied by removing Inner Wars (with Support from other players) and unless it is addressed promptly, it could likely lead to quickly losing the game.

Opting for Inner War

Even if you are not forced to draw an Inner War, you may opt to do so at this point, in order to remove any Thoughts from your Thought Process, especially when you feel you cannot easily resolve your current Thoughts. If you do so, reset your Self-Doubt and follow the same general steps for adding an Inner War as you normally would.

4. Draw New Thoughts

Slide all/any Thoughts in your Thought Process to the left (if there are any open slots to the left), then you may draw new Thoughts from the deck.

You may draw up to as many Thoughts as you have available slots in your Thought Process, placing each new Thought drawn in the furthest left available slot.

Each Thought Process slot may only ever hold 1 Thought.

For each new Thought added to Thought Process immediately collect the Imagination income for the corresponding slot where you place it.

Collecting Income from Thoughts

Each Thought Process slot yields Imagination income when you add a new Thought to it.

The Imagination income you collect is always equal to your current Default Imagination Income value (shown on your Spindle) modified by the Gear of the given Thought Process slot.

Collecting Income from Thoughts with Sylwia

For any Thought Process Slot with a top Gear (maxed out), when adding a Thought to that slot, Sylwia collects her regular Imagination income (according to Spindle value), but she also collects 1 Motivation.

Once Sylwia discovers Cottonspun Spice (white), instead of just one, she collects 2 Motivation. This only works for top Gears. Other Gears do not yield Sylwia's Motivation Income.

5. Reveal New Situations

Keeping any unresolved Situations in place, draw new Situations from the deck and add them to Village Life.

Draw as many new Situations as needed. The required number of Situations in play is determined by the current Convoy Position:

- Convoy on I: 3 Situations in Play.
- Convoy on II: 4 Situations in Play.
- Convoy on III: 5 Situations in Play.

From here – we go back to the Players' Phase and the game continues! :)

Common Game Icons

The game uses different icons to represent different mechanics, components and game concepts. This page summarizes the game iconography.

- Army
- Army Die (Sneak Die)
- Art Machine
- Blueprint
- Character Special Ability
- Convoy (Level I / II / III)
- Danger (Any Color)
- Danger (Specific Color)
- Decision
- Bad Decision
- Big Decision
- Directive
- Gear (Specific Value)
- Idea (Resolved Thought)
- Imagination
- Inner War
- Motivation
- Move Distance
- Pipe (Fully Painted Blueprint)
- Player Character
- Safety Token (Any Color)
- Safety Token (Specific Color)
- Self-Doubt
- Shard
- Shortcut
- Situation
- Complicated Situation
- Resolved Situation
- Something Familiar
- Something Unexpected
- Spice (Any)
- Spice (Specific)
  Sunrayish, Riverious, Forest Fluff, Angryberry, Cottonspun
- Spindle / or / Top Gear
- Support
- Thought (Unresolved Idea)
- Villager

Numbers & Symbols

The game uses a different placement of numbers and symbols over different icons for visual representation of common concepts.

Cost
Number in Bottom Right
ie. Pay 1 Imagination.

Gain (One Time)
Number to the Left
ie. Gain 1 Imagination.

Increase / Decrease
+ or - Symbols with Number
ie. Increase Spindle Value by 1.

Dependence or Relation
Secondary Icon on Bottom Right
ie. Imagination per Art Machine.

Discard / Disable / Remove
Red Paintstroke over Icon
ie. Burn a Resolved Situation.

Read the Accompanying Description
* Symbol in Top Right Corner
ie. Relating to Imagination, but can't be described visually - read the accompanying description.

THINGS WHICH DO NOT BELONG
THE BOARD GAME

designed by Matt Dworzańczyk

EtheriumSky.com/TWDNB
info@EtheriumSky.com