

# *Adventures in Valyriah!*

## *Chapter 1: The Great Forest*

*An Adventure Boardgame  
for 2-6 players!*

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## *The Arrival...*

*Upon arriving in the village of Raventown, you head to The Golden Eagle tavern for room and board. As you pay the owner, a cheerful and friendly fellow named Holm Frostgaard, you realize you are running low on coin. You inquire with mr. Frostgaard on where you might find work, and he suggests you head on over to the Warden's Office, as there is no shortage of profitable adventures to be had!*



## *At the Warden's Office...*

*The Warden indeed seems delighted to see you, and confirms there is plenty of work to be had! He points to a board decorated with tasks needing done. Make your selection and get ready for an Adventure in the Great Forest!*



*Good luck, Adventurer!*

# *The Great Forest*

## *Game Pieces:*

- 1 Starter Tile (Raventown Village)*
- 70 Forest Tiles*
- 12 Assignment Tiles*
- 12 Miniature Assignment Tile Markers*
- 4 Miniature Obstacle Cleared Markers*
- 4 Miniature Scroll of Summons Tiles*
- 8 Item Tiles (Potions and Scrolls)*
- 6 Assignment Cards*
- 6 “Immediate Action” Event Cards*
- 11 “Delayed Action” Event Cards*
- 14 “Encounter” Event Cards*
- 17 “Incident” Event Cards*
- 6 Character Play Pieces*
- 6 RED “Character Engaged” Discs*
- 6 YELLOW “Character Delayed” Discs*
- 2 6-sided dice*
- 1 Tile bag*

## About the Game:

*“The Great Forest” is the first installment in a planned series of interactive board games that take place in Valyriah, a realm created and populated by Svein Ronning. It is an out-and-back treasure hunt type game, and the objective is to be the first to successfully complete an assignment given to the player by the Warden of Raventown.*

### Solo Variant:

*The first player to complete their assignment and return to the Raventown Village wins the game.*

### Team Variant:

*Players may choose to make it a team vs. team game (i.e. “girls vs. boys”, or “parents vs. children”). The teams do not need to have the same number of members, though it is recommended to make it as even as possible in order to avoid giving one team an unfair advantage. The decision to make it a team vs. team game must be made before the game starts.*

*When the Team variant is used, each team will cooperate in completing their Warden’s assignment. The first team to complete their assignment and subsequently return ALL team members to the Raventown Village wins.*

# GAMEPLAY:

## Set up:

*Place the Raventown Starter Tile on a table or solid surface.  
Put the Forest Tiles and Item Tiles (Potions and Scrolls)  
in the tile bag.*

*Shuffle the Event Cards and place the deck face down adjacent  
to the play surface.*

*Players decide who will begin (i.e. by rolling 2 six-sided dice,  
and the player with the highest score goes first). Player 1 then  
completes the following steps, followed by the other players in  
a clockwise manner:*

*Pick a character play piece, a RED  
Character Engaged Disc and a YELLOW Character  
Delayed Disc. Place the play piece on the Raventown  
Starter Tile, and put the discs aside for later use.*

*Pick an Assignment Card from the list of  
available assignments. Add the corresponding Assignment  
Tiles to the tile bag and mix well.*

*Team Variant: Each Team, starting with Player 1's Team,  
picks ONE assignment from the list.*

*Place the corresponding Miniature Assignment Tiles adjacent  
to the play surface.*

### The First Turn:

Player 1 picks a Tile from the bag and, if it's a Forest Tile, starts a path from one of the four Raventown exits and moves onto the tile. Player 1 will then roll the dice to check for an Event. 8 or higher results in an Event (see page 16 for further information). Once Player 1's turn is over, the rest of the players will take turns in a clockwise manner, or in the event the Team Variant is used, the teams will alternate taking turns.

*NOTE: If the VERY FIRST tile a player draws at the beginning of the game is anything but a Forest Tile, or if it's a Forest Tile that is a "dead end", it will be put back in the bag, and the player will draw a different tile until a proper Forest Tile is drawn and placed.*

### Subsequent Turns:

A turn consists of one, and only one, of the following elements (a - f):

a. If the player is Poisoned or Diseased:

The player may elect to use an item (i.e. potion) to remove the slowdown effect of the poison or disease. The player may then draw a tile or move along existing paths as desired.

b. If the player is Delayed (lost one or two turns):

- If the YELLOW Character Delayed Disc shows a 2, turn it over.
- If the YELLOW Character Delayed Disc shows a 1, return it to the Player.

- c. *If the player is engaged in an Encounter:*  
- *Roll the dice to defeat/evade the opponent.*

*If the roll is successful, place the Encounter Card in the discard pile, and return the RED Character Engaged Disc to the player. If the player is unable to defeat or evade their opponent, they will remain in place and try again next turn. If the player succeeds in defeating their opponent, they will continue their journey next turn.*

*IMPORTANT: If the Player is in the possession of a Strength Potion, Scroll of Summons, or Scroll of Might, and they intend to use it, they must announce so PRIOR to rolling the dice! (See page 12 for details on potions and scrolls).*

- d. *If the player is stuck in front of an obstacle blocking the path (Spider's Web or Logs) they may either:*
- *Use a Delayed Action Card to clear that obstacle (see p.9), then draw a tile or move along existing paths as desired, OR*
  - *Use a scroll to get past the obstacle (see p.13), then draw a tile or move along existing paths as desired, OR*
  - *Turn back and go a different direction (see bullet 'e' or 'f' on next page), OR*
- *Roll the Dice (a roll of 10 or higher clears the obstacle)*



e. Move to a different tile by moving along existing paths (Max 2, or 1 if poisoned/slowed/diseased), then roll the dice to check for an Event (see page 16 for further information).

*NOTE 1:* Except for when allowed by an Event Card, the player **MUST** move along existing paths when moving between tiles.

*NOTE 2:* The Raventown Tile counts as **ONE** tile when moving through the town to get to another exit.

f. Draw a Tile from the Tile Bag, and comply with the rules regarding tiles (see page 10 for further information).

### Using a Delayed Action Card to Clear an Obstacle:

The player may elect to use an appropriate Delayed Action Card in order to clear an obstacle. Using the card is instant, and does **NOT** affect any other action the player will take during their turn. For example, the player may still draw and place a tile or move along existing paths, as appropriate. Discard the Delayed Action Card after use.

*NOTE:* When an obstacle is cleared, place the appropriate “Obstacle Cleared” Marker on top of the obstacle as a reminder to all that the obstacle is cleared.

## Drawing a Tile from the Tile Bag:

A player may *ONLY* draw a tile if they are in a position to place a tile and move onto it. That is, there must be an open space along existing paths within 2 tiles (or 1 if poisoned, slowed, or diseased) of the player's current position.

*EXAMPLE 1:* A non-poisoned player is standing on a tile surrounded by other tiles. They may draw a tile if there is an open space beyond at least one of the surrounding tiles.

*EXAMPLE 2:* A poisoned player is standing on a tile surrounded by other tiles. Since a poisoned player can only move 1 space at a time, they must move without drawing a tile.

*NOTE:* Except as provided for in Note 3 on page 11, the player may only draw *ONE* tile from the tile bag per turn! If the drawn tile cannot be used (i.e. unable to place), the tile goes back in the tile bag, and the player will stay put until their next turn.

## The different types of tiles:

### Forest Tiles:

If a Forest Tile is drawn, the Player will check and see if the Tile can be placed and subsequently moved onto by the Player. The Tile can *ONLY* be placed if it fits with the adjacent tile(s). That is, paths must fit with paths, trees with trees. Remember, the tile cannot be placed further away than the Player is able to move.

*NOTE 1:* Except for when a player is teleported, the player must roll the dice and check for an Event whenever the player is moving onto a different tile. A roll of 8 or higher triggers an Event (see page 16 for further information on Events).

*NOTE 2:* If the drawn tile can be placed, it *MUST* be placed, and the player must move onto that tile.

*NOTE 3:* If the player draws a tile that will “close the game”, they *MUST* draw a different tile. “Closing the game” means that placing the tile will make any expansion of the forest path network impossible (i.e. all dead ends). The player is limited to *ONE* redraw of a tile. If the second tile cannot be placed, the tile goes back in the bag, and the player will stay put until their next turn.

Assignment Tiles:

If an Assignment Tile is drawn, that Assignment Tile will then either:

- 1: Be claimed and kept by the player who drew it, if it is part of their own assignment, OR
- 2: If the Assignment Tile is NOT part of that player's assignment, remain unclaimed, and be put aside. The corresponding Miniature Assignment Tile is then placed on top of the tile the player is standing. The player that needs that Assignment Tile must then at some point move onto that tile in order to claim and collect it.

Item Tiles (Potions and Scrolls):

If a Potion or Scroll Tile is drawn, the player may keep that tile in their inventory until they decide to use it.

NOTE 1: The player must announce the intent to use a potion or scroll BEFORE they perform any other action in that turn.

NOTE 2: After it has been used, the potion/scroll is put aside until the end of the game.

Potions:

Cure Poison Potion

Use this potion to negate the effects of poison or disease.

### *Strength Potion*

*Use this potion to get extra rolls of the dice when in an encounter. Procedure: The player gets ONE extra roll of the dice per turn. The effect lasts for the duration of the encounter.*

### *Scrolls:*

#### *Scroll of Crumbling*

*Use this scroll to cast a spell that will instantly crumble any obstacle in your path. Instantly clear logs blocking your passage or make a Spider's Web disappear!*

*Procedure: The player will place an "Obstacle Cleared" Marker over the obstacle to indicate the path is clear. The effect is instant, and does not affect the player's turn in any way, so the player may continue their turn as normal (i.e. draw a tile).*

#### *Scroll of Healing*

*Use this scroll to activate a spell that will instantly heal the Player. All ailments (poisoned, diseased, slowed) are instantly removed.*

#### *Scroll of Might*

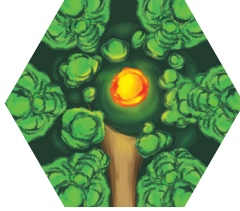
*Use this scroll to cast a spell that will instantly give the Player superhuman strength! Works like the Strength Potion (see above)*

#### *Scroll of Summons*

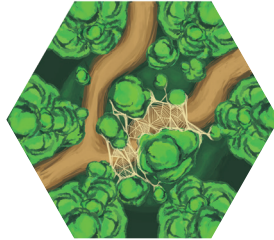
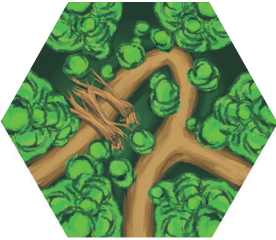
*The Scroll of Summons is given to the player by a Wood Elf, and can be used to summon the Elf to aid the player in battle, giving the player one extra roll per turn.*

*NOTE: The scroll is only good for one summons. Discard after use.*

## Unique Tiles:



*Healing Tree: A Healing Tree is recognized by its unique color, and it will cure any player's ailment (i.e. poisoned or slowed). Any player afflicted will instantly be cured when moving onto a tile containing a Healing Tree.*



*Obstacles: Logs and Spider Webs blocking the path. These obstacles may be cleared by either the appropriate Delayed Action Card (Axe or Torch), by rolling 10 or higher on the dice, or by using a Scroll of Crumbling.*



*Cavern Entrance: This tile is for a planned expansion, but can also be used as an alternate Starter Tile.*

### Player Ailments:

*During their travels in the Great Forest, the players may encounter situations resulting in adverse effects, such as:*

#### *Poisoned or Diseased:*

*A player that is poisoned or diseased may only move one tile at a time until cured.*

#### *Magic Spells:*

*A player that is under a spell will suffer the effects of that spell as follows:*

*ENCHANTED (Pixie): An enchanted player will lose 1 turn as a result of being enchanted. The Player can only be enchanted once per encounter*

*SLOWED (Witch): A slowed player may only move one tile at a time until healed.*

*STUNNED (Banshee): A stunned Player will lose 1 turn as a result of being stunned. The Player can only be stunned once per encounter.*

### Event Cards:

Except for when caused by another Event Card resulting in a teleport, a player must roll the dice and check for an Event whenever they move onto a different tile during their turn. A roll of 8 or higher results in an Event taking place (Action, Encounter or Incident). The Player must then draw a card from the Event Card deck and read the contents of the card to the other player(s). The player must then comply with the instructions on the card.

*NOTE 1: Each player may only draw one Event Card per turn!*

*NOTE 2: If the Event Card describes an instance where the player will be delayed (i.e. lose one or two turns), the player will place a YELLOW Character Delayed Disc on their tile, with the number of turns lost facing up. For example, if they lose TWO turns, place the disc with the number 2 facing up. Then, the next time it is their turn, flip the disc so the number 1 is facing up. Then on the following turn, remove the disc from the tile to indicate the “penalty” has been fulfilled.*

*NOTE 3: If the Event Card describes an encounter with an enemy that will require a successful roll of the dice to continue, the player will roll the dice. If successful, the encounter card is placed in the discard pile. If unsuccessful, place the RED Character Engaged Disc on the tile, indicating there is a need for action before the player may continue their quest. When the encounter is successfully completed, remove the disc from the tile. Also see “Encounter Cards” on page 18.*



*NOTE 4: Some Event Cards include symbols and numbers.  
They include:*

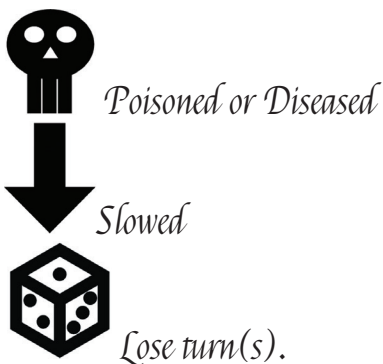


*Green Oval: Found on Encounter Cards. The number inside the circle indicates the minimum dice roll needed to defeat the encounter.*



*Red Oval: Found on Encounter Cards and Incident Cards.  
The symbol inside the circle indicates the resulting effect (see below).  
On Encounter Cards, any numbers preceding the effect indicate the dice rolls that will trigger the effect. If there are no numbers preceding the effect, any failed roll will trigger it.*

*Effects:*



### Action Cards:

*Action Cards describe occurrences taking place. When used, the Action Card is placed in the discard pile. There are two types of Action Cards:*

### Immediate Action Cards:

*Immediate Action Cards are played in the same turn that they are picked. If an Immediate Action Card can not be used or does not apply, it will be placed in the discard pile. The player may not draw a second Event Card.*

### Delayed Action Cards:

*Delayed Action Cards can be held by the player until they decide to use it. After use, the card is put in the discard pile. A Torch is used to remove a Spider's Web, an Axe is used to remove logs blocking the path, a Scroll of Summons is used to summon a Wood Elf for a battle, and a bag of Fairy Dust is used to remove ailments (slowed, diseased or poisoned).*

### Encounter Cards:

*Encounter Cards describe an encounter within the forest. The forest is full of creatures of all shapes and sizes, so beware! The criteria for a successful outcome is described on the card. You may not continue your adventure until the outcome is successful.*

*NOTE 1: If a player is teleported during an Encounter, the Encounter follows the player to the new tile.*

*NOTE 2: Any player who occupies a tile where an Encounter is already taking place, is automatically engaged in that Encounter and must follow the rules of that Encounter.*

*Example: A player battling a Forest Giant is teleported to a tile where other players are present. The other players will join in and take turns battling the Forest Giant. An Encounter is over when one of the engaged players successfully completes it.*

*On a rare occasion, there might be more than one Encounter taking place on a tile (i.e. when all players are summoned onto one tile, and two or more players are already engaged in Encounters). In this instance, each player will announce which Encounter they are trying to defeat before they roll the dice.*

*NOTE 3: A player may NOT bypass a tile where an Encounter is taking place during their turn! This also applies if a player draws a tile that would bypass an Encounter when placed. In this instance, the tile will be returned to the bag, the player will move onto the Encounter tile, and be engaged in the Encounter.*

*NOTE 4: Some Encounters result in a penalty if the Player fails to defeat their opponent. These penalties do not stack or multiply. For example, if the Player loses a turn as a result of the throw of the dice, they will not lose another turn if they subsequently roll the “trigger” again. Also note that incurring a penalty does not relieve the Player of the requirement to defeat the Encounter. The Player must still defeat the Encounter after the penalty has been applied.*

### Incident Cards:

*Incident Cards describe an incident that happens as you explore the forest. There are many perils besides lurking creatures in the Great Forest, so watch your step!*

### Kryzzyt the Mischievous:

*Kryzzyt the Mischievous is a well known, though not well liked, resident of the Great Forest. While not mean spirited, this mischievous Goblin loves to play tricks on unsuspecting adventurers. Beware! He can affect your travels at the most inconvenient times. His favorite trick is to cast a teleport spell, instantly displacing people and creatures to a new place in the forest.*



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*Credits:*

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*A special thanks to my children Heidi, Erik and Laila for their ideas and suggestions, as well as for their help with playtesting this game. They were with me from the very early stages of development.*

*A special thanks to Alexander, Henrik and Thor, my nephews who, when I first pitched the idea of this boardgame, were very supportive.*

*A special thanks to Sirikka, who has been a source of constant encouragement and inspiration, convinced that this game will be a great success!*

*Also thanks to friends, co-workers and all others who helped playtest as well as giving suggestions on how to make playing this game a better experience.*

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