SPIRALCHAIN: FOREVEROT
SAGA EDITION

Comprehensive Rules Document *Version 5.1*

Includes rules content for: **Spiralchain: Foreverot**, Chronicles of Core, Dooms of Depal, Omens of Onus, Archives of Arctos, Missives of Murrod

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Table of Contents

Part One: Components

Main Contents

1 Eight-Sided Die	40 Player Role/Action Cards	8 Pawn Color Tokens
8 Player Pawns		8 Rotkin Tokens
8 World Boards	15 Bindmetal Tokens	15 Scrap Tokens
1 Verge Indicator	25 Blue Energy Tokens	6 Madness Cards
1 Alliance Track Board	25 Black Energy Tokens	22 Faction Cards
14 Event Cards	25 Red Energy Tokens	15 Influence Tokens
42 World Tokens	25 Yellow Energy Tokens	7 Prophecy Cards
16 Rot Tokens	1 Event Board	1 Time Card and 1 Time Token
18 Foreverot Cards	4 Extra Action Cards	
6 Permanent Gate Cards	1 First Player Marker/Rules Summary	15 Lore Tokens
8 Re-Roll Tokens		8 Relic Tokens
11 Obliviate Tokens	40 World Cards	4 Rotkin Abroad Tokens
1 Current Alliance Token	10 Warlord Cards	Instructions

Redundant Contents

The 8 Role Cards from Foreverot were replaced by 8 new versions of those same Role Cards in Chronicles of Core. These replaced cards have no game effect and should remain in the box once replaced.

The 10 Core, Depal, Onus, Arctos, and Murrod Warlord Tokens and 5 Core, Depal, Onus, Arctos, and Murrod Obliviate Tokens from Foreverot were replaced by new versions of those World Tokens in Chronicles of Core, Dooms of Depal, Omens of Onus, Archives of Arctos, and Missives of Murrod. These replaced tokens are now **Scrap Tokens**.

Promotional Contents

A variety of additional content for Spiralchain: Foreverot has been made available through different promotions. If you are a completist or a collector, consider this a checklist:

Dragon Tokens: Core, Depal, Onus x2, Arctos x2, Murrod x2
Event Cards: Political Pivoting, Revisionist History, Guardian Actuator, Exploratory Quest
Faction Cards: Order of Core, Veil Expediters
Foreverot Cards: Reduce Current Alliance to Zero
Madness Cards: Chaos Infection *[This card is missing a Promo symbol]*
Role Cards: Yettim
World Cards: Park Carousel (Core), Antriban Theatre (Depal), Gar Reflectory (Onus)

Component Descriptions

Alliance Track Board: Tracks the players' Alliance points. These points are spent to move from world to world (among other things).

Bindmetal Tokens: Represent a rare form of metal that may help defeat the Rot. *Bindmetal is not Energy.*

Current Alliance Token: Used to keep track of the current Alliance points on the Alliance Track Board.

Energy Tokens: Represent the main four resources in the game. Used to primarily to defeat Obliviates, Warlords, and Rot Tokens. Blue represents Purpose, Black represents Sorcery, Red represents Technology, and Yellow represents Hope.

Event Board: Holds the Event Cards and the Obliviate Discard Pile and summarizes Event Card icons and how the Event Deck advances.

Event Cards: Depict special events that unfold as the game progresses.

Extra Action Cards: Used primarily to balance games with certain numbers of players, these grant an extra action.

Faction Cards: Represent the political factions of the Spiral of Worlds that can be called upon to aid the players through *Call in Favors* actions. Each card has a game effect on its top half and a bit of flavor text that describes the faction on the bottom half. Each card has a colored orb at the bottom called a **Political Link** that is referenced by some game effects.

First Player Marker/Rules Summary: Indicates who goes first, summarizes the actions available, and explains the steps in the Foreverot Roll.

Foreverot Cards: Show the effects of the Rot on the Spiral. When they are all gone, the players are about to lose.

Influence Tokens: Represent favors, leverage, and political power that can be spent to motivate the various factions of the Spiral of Worlds to get involved in the war against the Foreverot. All Influence Tokens are identical. The back side of these tokens show a pawn icon which is used by some Faction Cards.

Lore Tokens: Represent special skills gained by player roles throughout the game. Each shows a Skill Icon that can assist in confronting foes.

Obliviate Tokens: Represent the Rot's servants. Obliviate Tokens, like Warlords and Rot Tokens, show the Confrontation Cost needed to discard them.

Madness Cards: Represent dangerous side effects of interacting with strange magic and technology.

Pawn Color Tokens: Used by players to indicate which color of Player Pawn is theirs.

Permanent Gate Cards: Acquired from a location on Murrod, these can help make it easier to travel from world to world.

Player Pawns: Represent the players or their reinforcements.

Player Role/Action Cards: Tell a player what special abilities they have, what skills they possess, and what actions they have available. Some Role Cards have a special icon called an Army of All Worlds symbol that comes in one of seven different colors and is used by some game effects.

Prophecy Cards: Represent visions of the future that can be used to interrupt the ordinary flow of the game.

Re-Roll Tokens: Grant re-rolls of the die during player actions. The Special side grants a re-roll during the Foreverot Roll.

Relic Tokens: Represent powerful items that allow a player to spend their Bindmetal Tokens in new and more efficient ways.

Rot Tokens: Represent the evil at the Rot's heart. Players win when the last Rot Token is discarded*. Rot Tokens are **not** Rotkin Tokens.*

Rotkin Tokens: Represent special guardian enemies that must be overcome on Nur before the players can start to discard Rot Tokens and win the game. *Rotkin Tokens are **not** Rot Tokens.*

Rotkin Abroad Tokens: Represent powerful guardian enemies that have begun to appear on worlds beyond Nur. Rotkin Abroad Tokens are treated like Obliviate Tokens for all game effects.

Ruin Tokens: Represent devastation of a location, showing that it can no longer be accessed. Also used to indicate destroyed Dragons and other miscellaneous game effects.

Scrap Tokens: These tokens are previous game components that have been replaced by expansion contents. They are kept face-down (world name side showing) and used by a variety of game effects as generic tokens. If the players ever need more Ruin Tokens than are available, Scrap Tokens can be used to supplement the Ruin Token supply.

Time Card and Time Token: This card and token depict the passage of time in the Spiral, with the Foreverot Roll growing even more perilous and resource-draining at night time.

Verge Indicator: Represents the boundary of the Rot's territory. It is safer to move above that boundary than below it.

Warlord Cards: Explain the special actions and abilities that their matching Warlord Token possesses.

Warlord Tokens: Represent enemies of the Spiral that work against the players even if they do not work for the Rot. Like Obliviate Tokens and Rot Tokens, they show the Confrontation Cost needed to discard them as well as the Action Number on which they activate.

World Boards: Represent the worlds of the Spiral. On most the fronts show locations and dragons. The backs describe what happens if that world is lost.

World Cards: Represent additional locations accessible on their world. Each world has its own deck of World Cards, and each card has both a game effect and a quest effect, which are activated in different ways.

World Tokens: Include Warlord, Obliviate, and Ruin Tokens. They should be grouped into stacks of 6 based on their common backs.

Part Two: Setup

1. Arrange the 8 World Boards on the table in numerical order from 1 (Nur) to 8 (Pithysia). Place the Verge Indicator between Onus and Arctos. Place the Event Board nearby.

> 1A. Shuffle each deck of World Cards and place each deck, face-down, near its respective World Board.

2. Deal a Role Card to each player and give each player a Player Pawn and the matching Pawn Color Token. *In 1 or 2 player games, deal two Role Cards to each player. Each player still only gets one Player Pawn* and its matching Pawn Color Token.

3. Randomize each of the seven groups of World Tokens with matching backs. Place one token face-down on each white location on the world shown on their backs. There will be one excess token for each world - turn those face up. Return all excess Warlord or Obliviate Tokens to the box. Make a pile of unused Ruin Tokens near the playing area.

4. Turn all World Tokens face up. Move all Ruin Tokens to the pile with the others - this is the Ruin supply. Leave any Obliviate or Warlord Tokens in place.

> 4A. If any Warlords with names printed on their tokens are turned face up, place the matching Warlord Cards near their worlds for players to reference. Return any Warlord Cards that do not match a face-up Warlord Token to the game box.

5. Randomly choose eight Rot Tokens and place them in stacks of two, face-up, on each of the Rot Stack spaces on Nur.

> 5A. Randomly place one Rotkin Token, face up, on top of each Rot Stack.

6. Deal eight random Foreverot Cards, face-down, into a deck on the Foreverot Card space on Nur.

7. Place the Alliance Track Board somewhere easily accessible to all players and place the Current Alliance Token on the value equal to the number of Role Cards in play. Place the Time Card next to the Alliance Track Board and put the Time Token Day-side up in its center. Be careful not to use the Broken Time side of the card.

8. Place the four colors of Energy Tokens, the Bindmetal Tokens, the Re-Roll Tokens, the Obliviate Tokens (including the Rotkin Abroad Obliviate Tokens), the Influence Tokens, the Lore Tokens (face-down), the Relic Tokens (face-down), and the Permanent Gate Cards in piles near the board. Shuffle the Madness Cards to form a deck. Shuffle the Faction cards to form a deck. Shuffle the Prophecy Cards to form a deck. This is the rest of the supply.

9. Decide which player is going to begin play - they take the First Player Marker. *Randomly distribute Extra Action Cards (two in a 5-player game, four in a 7- or 8-player game).*

10. Place all players' pawns in the center of the world board of their choice. *In a 1-, 2-, or 3-player game, place extra pawns on this same world to bring the total number of pawns there to four. These are Reinforcement Pawns.*

> 10A. If the World Board chosen has a World Deck, each player draws one of that world's World Cards as a Quest and keeps it face-up in their play area. Rotate the card sideways so the white text box is correctly oriented for reading.

11. Shuffle the Event Cards and draw until you find a card with the **Continuous Icon**. Place it face up in the Event Card Discard Pile on the Event Board. This is the active Event. Reshuffle all other Event Cards and place them on the Event Card Deck space.

12. Determine the challenge you wish to face (see Challenge Chart, below). Flip over the indicated number of Foreverot Cards and follow the directions on each of them in the order they were revealed.

13. The game is now ready to play!

Challenge Chart						
Level	Practice	Beginner	Easy	Medium	Hard	Extreme
Resolve This Number of Foreverot Cards at Setup	1	2	3	4	5	6

Special Terminology in Spiralchain: Foreverot

- Worlds are **adjacent** when their world number is one lower or one higher than another. Losing worlds does not change adjacency.
- **Above** means moving towards higher numbered worlds, while **below** means moving towards lower-numbered ones.
- When the rules say **the world you occupy** or **your world**, they mean the world on which your Player Pawn is currently located.
- When the rules say to **spend** or **pay** a resource, that resource is discarded and returned to the supply unless otherwise indicated. This works a little differently for Alliance (*see Using the Alliance Track Board* in *Part Five*).
- Something is **in play** when it is on a World Board.
- Often in the game, enemy tokens (Obliviate, Warlord, and Rot Tokens in particular) must be **Confronted**. To Confront means to discard a token by taking a specific type of action, paying the resources listed on the face of the token, and, if indicated on the face of the token, rolling a 6-8 on the die.

- The **current player** is the player who is currently taking actions. If a game effect calls for the current player to make a choice during the Foreverot Roll, the person who rolled the die and still holds the First Player Marker is considered the current player.
- The **play area** is the name for the area of the table in front of a player where their Role Card, Quest World Cards, and all other game components are kept. Anything that counts components in a play area looks at all cards and tokens in that space.

The Golden Rules

Whenever the rules indicate something is **your choice**, make the choice democratically among the players. If the result is a tie, the current holder of the First Player Marker makes the call.

When using components from a Saga Expansion, use **all** of that Saga Expansion's components.

Saga Expansions should be added in order: First Chronicles of Core, then Dooms of Depal, then Omens of Onus, then Archives of Arctos and Missives of Murrod.

Do not mix Saga Expansions and Feature Expansions.

Rounding Rule: Whenever a game effect requires that a number of halved, always round up unless the text of that game effect says otherwise. If two halving effects occur at the same time, halve the original number (rounding up if needed) then halve the resulting number (rounding up if needed).

Part Three: Playing the Game

Spiralchain: Foreverot is a cooperative game, meaning that all players work together to win the game.

Winning and Losing
Players *win* a game of **Spiralchain: Foreverot** by removing all Rot Tokens and Rotkin Tokens from the Nur World Board. When the last of these tokens is discarded, the players immediately win!

Players *lose* a game of **Spiralchain: Foreverot** if the rules ever indicate that a Foreverot Card should be revealed but there are no more Foreverot Cards on the Nur World Board to reveal. If this happens, the players immediately lose!

Taking Actions
Each round of the game consists of two phases: the **Player Phase** (also called *Taking Actions*) and the **Foreverot Roll**.

During the Player Phase, the first player takes a number of actions (*see chart below*) before the next player clockwise takes their actions. Play continues in this fashion until each player in the sequence have completed their actions. The second phase, the Foreverot Roll, occurs after all players have completed their actions. The first player completes the steps of the Foreverot Roll and passes the First Player Marker to the next player clockwise to being the next round.

Actions								
Number of Players	1	2	3	4	5	6	7	8
Number of Actions	12	6	4	3	2*	2	1*	1*

Player Numbers
The players get a total of twelve actions per round. When playing with 5, 7, or 8 players, Extra Action Cards are used to reach that total. An Extra Action Card entitles the holder to take an additional action. *When the round ends, each of these cards is passed to the next player clockwise.*

Actions Explained
On each turn, a player takes the number of actions indicated on the Actions chart (*above*). For ease of reference, the main actions are listed on the back of each Role Card and explained in greater detail on the back of the First Player Marker.

✪ *The same action can be taken more than once on a turn.*

Gate to a New World
Pawns may be moved from one World Board to another as an action. In addition to costing one of your actions, *Gate to a New World* also costs points of Alliance based on how far you are

traveling. It costs 1 Alliance to move to an adjacent world, 2 Alliance to move to a non-adjacent world, and 3 Alliance to move to or from Nur. If the Alliance Track doesn't have enough points of Alliance to pay the cost, you cannot take the action.

Gate Actions and the Verge Indicator

If you use a *Gate* action and the destination world is **below** the Verge Indicator, then you must roll to see if a random Obliviate Token from the supply is placed on the destination world. On a roll of 6-8, no Obliviate Token is placed. On a roll of 1-5, an Obliviate Token is placed. To determine where the Obliviate Token is placed, see *Placing Tokens on World Boards* in Part Five: Special Rules. *Note that you ignore the effects of the Verge Indicator when your destination world is Nur—Obliviate Tokens cannot be placed on Nur.*

Engage Location

As an action, you may follow the directions on any one location on your world. Most spaces either grant resources or allow you to roll the die to accomplish something. There are two situations in which you may not engage with a location space:

1. Before you can *Engage Location* on a world, you must first outnumber that world's Warlords. If the number of pawns occupying a world **is greater than** its number of Warlord Tokens, you may use *Engage* actions. **If it is not, you may not.** Reinforcement Pawns count as pawns for this purpose. See *Part Six: Balance Rules* for more information.
2. You may NOT *Engage* a location space if that space contains an Obliviate, Warlord, or Ruin Token. Such locations are **blocked** and can only be used once the thing that blocks them has been removed.

> ✪ *You may only use the same location a maximum of two times in a turn (and each use counts as one* **Engage Location** *action).*

Exchange Energy Locations

Many worlds have a location with this icon. This icon means that you can spend the resources on the left to gain the resources on the right.

World Card Locations

When the location with this icon on a world with a World Deck is unblocked, you may use an *Engage Location* action to draw the top card of that world's World Deck and carry out the directions in the card's black box. The white box text of the card is ignored when drawn in this way. After being resolved, a World Card is placed in a discard pile near its deck.

> **World Deck Maintenance Notes:** When a World deck is empty, do not shuffle the discard pile to form a new World Deck. No new cards can be drawn from that deck until a game effect explicitly directs the World Deck Discard Piles to be reshuffled into their decks.

Confront Obliviate

If there is an Obliviate Token on your world, you can use an action to Confront (attempt to discard) it. Every Obliviate Token has a **Confrontation Cost** printed on it that indicates the types and amounts of resources required to discard the Obliviate Token. If you have the necessary resources, roll the die. On a result of 6-8, pay the token's Confrontation Cost to discard the Obliviate Token to the Obliviate Discard Pile on the Event Board. If you roll too low, nothing happens and you do not pay the cost, but the action is wasted. To remind you that the Obliviate requires a roll of 6 or higher to discard, look for this icon. Certain Obliviate Tokens, called Rotkin Abroad Obliviate Tokens, have two die icons. The die must be rolled twice on the same action, with a result of 6 or higher on both rolls, before paying the Confrontation Cost and discarding the token.

Confront Warlord

If there is a Warlord on your world, you can use an action to Confront the Warlord. Warlords are discarded back to the box by paying the Confrontation Cost on their token. Note that unless otherwise indicated, you do *not* need to roll a die and get any specific result when Confronting a Warlord.

Rouse Dragons

Each world (except for Nur) has between 1 and 4 Dragons protecting it. These Dragons are represented by Dragon icons on the corners of the World Board. If your world has any Dragons that have not been Destroyed, you may use an action to *Rouse a Dragon* to discard a Warlord or Obliviate Token from your world, ignoring the token's Confrontation Cost. When *Rousing a Dragon*, roll the die. If the result is 5-8, the enemy token is discarded to the appropriate place (Obliviate Discard Pile for Obliviates, the game box for Warlords). If you roll a 1-4, the Dragon fails and is Destroyed. When a Dragon is Destroyed, cover its symbol on the World Board with a Ruin Token. *A world with no Dragons remaining is especially vulnerable to being lost during the Foreverot Roll.*

> ✪ **Rouse Dragon** *actions are successful on a roll of 5-8. In almost every other instance, desirable game effects ask for a roll of 6-8.*

Confront Rot

If you occupy Nur, you may use a *Confront Rot* action to Confront a single Rot or Rotkin Token that is visible on top of one of the four Rot Stack spaces on the Nur World Board. The token is returned to the box by paying its listed Confrontation Cost, which can range from a successful die roll of 6-8 (for Rotkin) to a variety of resources (for Rot). If there is an additional token under the one you have just confronted, it is only revealed (and thus able to be Confronted) *after* the first one is discarded.

Transfer 1 Energy

If your world has an unblocked location with a Transfer icon, you may use an action to give one of your Energy Tokens to another player or to take one Energy from another

player with their consent. The player with whom you are transferring energy must also be on a world with an unblocked Transfer location. This action can be taken between players occupying the same world even if the Transfer location on that world is blocked.

> ✪ *Bindmetal is not Energy and cannot be transferred in this way.*

Deploy Reinforcements

If you are playing a game using Reinforcement Pawns (*see Part Six*), you may move a Reinforcement Pawn up or down one world with a Deploy Reinforcements action. This does not cost any Alliance points and does not require a roll if the destination world is below the Verge Indicator. Reinforcement Pawns ignore lost worlds when moving.

Call in Favors

This action can only be taken if you have at least 1 Influence Token. Shuffle the Faction Deck and draw a number of cards from the top equal to your current number of Influence Tokens plus one for each additional Action you choose to spend for this purpose. You **may** then choose one of those cards to play by spending 1 Influence Token and following the chosen card's game effect text. The chosen card is then returned to the game box, while those cards not chosen are placed on the bottom of the Faction Deck.

> **Faction Deck Maintenance Notes:** There is no Faction Card Discard Pile. Whenever a Faction Card would be discarded, it is returned to the game box. When the deck is empty, no new Faction Cards can be drawn.

Influence Tokens as Reinforcement Pawns

Some Faction Cards and game effects indicate that a player should "Deploy the Influence Token used to pay for this card as a Reinforcement Token." When this happens, the Influence Token is placed face-up (showing the pawn icon) on a world in accordance with the game effect's text. From this point on, the Influence Token is treated exactly like a Reinforcement Pawn. If it is removed from play, it will be returned to the supply as an Influence Token.

Special Actions

Each player has an additional action available to them that is unique to their role. All the necessary rules for this action are printed on their Role Card. Additionally, the current Event Card may offer another special action.

Special Effects

Role Cards also have Special Effects that change the rules for the player with that Role Card in a specific way. Using a Special Effect is NOT an action.

Part Four: Foreverot Roll

After all players have taken a turn, the First Player carries out the steps of the Foreverot Roll. This begins by rolling the die, then following these five steps in order.

1. **Beware the Fall of Night:** Check the Time Token.
   a. If it is Night: Players must collectively discard a number of tokens equal to the number of players. Tokens allowed are Energy, Bindmetal (and Relics), Lore, Re-Roll (and Special Re-Roll), and Influence.
   b. If it is Day: Nothing happens in this step.
2. **The Rot Spreads:** If the result is less than or equal to the number of Obliviate Tokens in play (including any Permanent Obliviates on face-down World Boards), reveal the topmost Foreverot Card on Nur. Carry out its instructions immediately.
3. **The Chain Corrodes:** Check the World Board that corresponds to the number rolled on the die.
   a. If the matching world has already been lost (flipped to its reverse side), immediately carry out the instructions from the Chaos Effect printed on the back of the board.
   b. If the matching world is still face-up, but all of its Dragons have been Destroyed, the world is now lost (*see Losing a World in Part Five, below, for directions on what to do when this happens*).
   c. If the matching world is still face-up and still has Dragons remaining, Destroy one by covering its symbol with a Ruin Token.
4. **The Warlords Advance:** Locate any Warlords in play with an Action Number (the number in the gold triangle on their Warlord Token) that matches the die result.
   a. If the Warlord has a name printed on it, see Activating Named Warlords, below.
   b. If the Warlord does not have a name printed on it: Place a Ruin Token on the location the Warlord Token currently occupies, then Advance the Warlord by moving it clockwise to the world's next unblocked location. If there are no unblocked locations for a Warlord Token to Advance to, that Warlord is discarded back to the box after the Ruin Token is placed.
5. **Time Runs Out:** If the die result shows an even number (2, 4, 6, or 8), flip the Time Token over.

After resolving all five steps of the Foreverot Roll, the first player passes the First Player Marker to the next player clockwise. The next round begins with that player. *If playing with Extra Action Cards (see Part Six), those should also be passed clockwise at this time.*

Activating Named Warlords
A Named Warlord is a Warlord Token with a name (and a Skill Icon) printed on its face. All Named Warlord Tokens have a matching Warlord Card that shows their basic traits (Name, Action Number, Confrontation Cost, and Skill Icon). Whenever the Foreverot Roll would activate a Named Warlord, consult its Warlord Card and carry out the directions on that card found next to

the symbol matching the location the Warlord Token occupies. If the card indicates that the Warlord Advances, it follows the rules outlined under Step 3b, above.

✪ *If a Warlord Token is returned to play after being defeated, its Warlord Card is not returned to play. In such a case, the Warlord is treated like a standard Warlord when activated and follows the ordinary procedure outlined above under* **The Warlords Advance.**

Part Five: Special Rules

There are a few additional rules in **Spiralchain: Foreverot** that you will need to know in order to play the game. These rules govern how different game effects are carried out and cover additional content introduced in **Saga Expansions**.

Using the Alliance Track Board

When you are instructed to gain Alliance, move the Current Alliance Token the indicated number of spaces on the track following the arrows. If you spend or lose Alliance, move the opposite direction. If you ever reach space 21 or the space immediately before a Ruin Token on the track, you can gain no more Alliance until you have spent some. Whenever the Current Alliance Token reaches the highest possible space, discard the top card of the Event Deck (see *Event Cards*, below).

Placing Pawns

Pawns are never placed on location spaces—they are placed in the center of World Boards. Pawns on Nur can be placed anywhere on that board.

Placing Tokens on World Boards

When placing tokens on World Boards, such effects can typically be classified as either **Voluntary** (happening as a result of a player action or choice, such as when the Boltsender's Special Action is used to place a Ruin Token and gain a benefit) or **Involuntary** (happening as a consequence of a die roll or card reveal, such as when an Obliviate Token is placed by a failed roll triggered by the Verge Indicator).

- **Voluntary with one or more valid unblocked locations for placement:** The token can be placed in the valid unblocked location of the current player's choice.
- **Voluntary with no valid unblocked locations for placement:** This token cannot be placed. Whatever beneficial effect was desired does not occur since the token cannot be placed.
- **Involuntary with one or more valid unblocked locations for placement:**
  - If the token is a Warlord or Obliviate, it is placed on the top-center location on the World Board. If that space is blocked, place the token in the first unblocked location moving clockwise.
  - If the token is a Ruin Token, the current player decides which unblocked location into which to place it.
- **Involuntary with no valid unblocked locations for placement:** The current player decides where to place the token and discards the token blocking the space to make room. Locations blocked by Warlord Tokens must be chosen unless there are no Warlord Token-blocked locations to select, in which case an Obliviate may be discarded to make room instead. Ruin Tokens may never be discarded in this way.

Losing a World

A world can be lost in one of three ways:

1. If all five location spaces on a world are covered by Ruin Tokens
2. If the Foreverot Roll results in the world's number and all its Dragons have been Destroyed
3. If a revealed card (such as a Foreverot Card) says to lose a world

To indicate that a world has been lost, flip the board over, face-down, and return all tokens on it to the supply or box (as appropriate). If any Player or Reinforcement Pawns are on the world when it is lost, move them to Nur. As directed by the text at the top of the reverse of the World Board, place a Ruin Token on Space 19 on the Alliance Track Board. If there is already a Ruin Token anywhere on the Alliance Track Board, instead move the existing Ruin Token three spaces closer to 0 (do not place a second Ruin Token).

A lost world cannot be interacted with in any way. Losing a world does not change adjacency for *Gate to a New World* actions but does shorten distances for *Deploy Reinforcements* actions.

Lost Worlds During the Foreverot Roll

The back of each World Board shows a printed Permanent Obliviate. During the **Rot Spreads** step of the Foreverot Roll, include this Obliviate in the count. There is no way to discard this Permanent Obliviate. If the lost world's number is rolled for the Foreverot Roll, during the **Chain Corrodes** step the game effect listed as the *Chaos Effect* will be carried out.

Running Out of Tokens

If you gain a token (such as Energy or Bindmetal Tokens) and none of its type are available in the supply, the action that granted that resource has no effect. It is possible to partially collect (for instance, if a location says to Gain 2 Red Energy but the supply has only 1 Red, take the 1 Energy that is available).

Event Cards

The Event Deck contains cards that change the game in sudden and unexpected ways. When a game begins, one card from the Event Deck is face-up on top of the Event Card Discard Pile, and that card's effects remain active until another card is placed on top of the Event Card Discard Pile. The card visible on top of the Event Card Discard Pile is referred to as the Active Event.

Each time an Obliviate Token is discarded, the active Event Card is covered with a new Event Card from the top of the Event Deck.

Event Cards come in one of two types: continuous and instant.

Continuous Events

Continuous events are marked by this symbol. These events remain in effect for as long as they are the Active Event. Continuous events often alter the game's rules or provide additional Special Actions that players might take.

Instant Events

Instant events are marked by this symbol. These events have an effect that occurs just once. Their effect is carried out the moment they become the Active Event. Instant events often provide players with a one-time advantage or change the state of the game by adding tokens or cards into play.

> **Event Deck Maintenance Notes:** If the Event Deck is ever searched, reshuffle it afterwards unless told otherwise by a game effect. If the Event Deck ever runs out of cards, the Event Card Discard Pile is not shuffled to form a new Event Deck—no new Event Cards will be drawn for the rest of the game.

Quests

When you are directed to "draw a World Card as a Quest", ignore the black box text on the card drawn. Turn the card sideways and read the white box—this represents a benefit you can collect if you meet the specific condition(s) printed on the card. Keep the card turned sideways in your play area until you discard it by meeting its conditions to gain its reward. Collecting a Quest's benefits can only be done on your turn and does not count as an action.

Skill Icons

Skill Icons appear in the upper right corner of Role Cards as an additional advantage for players of specific roles. Skill Icons can also be granted by other game effects, such as World Cards or Lore Tokens. Skill Icons most notably impact the game during *Confront* actions, and the effect they have varies based on the situation:

- If *Confronting a Warlord*, each Skill Icon on your Role Card that matches a Skill Icon on the Warlord reduces the Warlord's Confrontation Cost (in Energy or Bindmetal) by one.
- If *Confronting an Obliviate*, each Skill Icon on your Role Card that matches a Skill Icon on the Obliviate eliminates the need for one die roll.
- If *Confronting a Rotkin Token*, each Skill Icon on your Role Card that matches a Skill Icon on the Rotkin eliminates the need for one die roll.

✪ *Not all Obliviate and Warlord Tokens have Skill Icons on them, so Skills will not always have a beneficial effect.*

Madness Cards

Whenever a game effect directs a player to draw a Madness Card, the player draws the topmost Madness Card from the Madness Deck in the supply and places it face-up in their play area. While a player has a Madness Card, they must abide by the rules described in its left-side box. The text box on the right side of the card describes when the card will be removed from play. A player may only have one Madness Card at a time; ignore any game effect that would cause a player to gain an additional Madness Card.

Madness Deck Maintenance Notes: If the Madness Deck is ever searched, reshuffle it afterwards unless told otherwise by a game effect. There is no Madness Discard Pile; discarded Madness Cards are always placed at the bottom of the Madness Deck, which is then shuffled. If the Madness Deck ever runs out of cards, no new Madness Cards can be drawn until some are returned to the deck.

Prophecy Cards/The Prophecy Deck

When a game effect directs a player to take a Prophecy Card, the top card of the Prophecy Deck is taken and placed face-up in that player's play area. Each Prophecy Card describes a specific situation that the holder of the card may interrupt in order to resolve the card's text. At any time on any player's turn or during the Foreverot Phase when the conditions of the interruption printed on the card are met, they *may* carry out the card's directions and discard the card. Performing the interruption on a Prophecy Card is not an action. Once a Prophecy Card's interruption has been performed and its game text resolved, it is placed in the **Prophecy Discard Pile**. There is no limit to the number of Prophecy Cards a player may possess.

Prophecy Deck Maintenance Notes: If the Prophecy Deck is ever searched, reshuffle it afterwards unless told otherwise by a game effect. If the Prophecy Deck ever runs out of cards, no new Prophecy Cards can be drawn until a game effect directs the Prophecy Discard Pile to be shuffled back into the deck.

Day and Night

The Time Token on the Time Card dictates whether any moment in time is Day or Night. The game plays normally during Day time, but the Foreverot Roll becomes more perilous when it is Night time. The Time Card summarizes the rules for Day and Night. The game always begins with the token Day side up. Ignore the "Broken Time" side of the Time Card for now. Game components may reference Day and Night; carry out the effect listed next to the time showing on the Time Token at the time of resolution.

Part Six: Balance Rules

The following rules don't apply in every game of **Spiralchain: Foreverot**—they are used only in games with specific numbers of players.

One-Player Games (Solo Play)
The player gets two Role Cards and can use the Special Actions and Special Effects on both, but uses only one Player Pawn and has only one play area in front of them. The player also gets three Reinforcement Pawns that start the game on Onus.

Two-Player Games
The players each get two Role Cards and can use the Special Actions and Special Effects on both, but each player uses only one Player Pawn and has only one play area in front of them. The team also gets two Reinforcement Pawns that start the game on Onus.

Three-Player Games
The team gets one Reinforcement Pawn that starts the game on Onus.

Four-Player Games
There are no special rules for games with four players. This is the simplest way to play the game!

Five-Player Games
During Step 9 of Setup, randomly choose two players who did not get the First Player Marker and give each of them an Extra Action Card. Remember that each time the First Player Marker is passed clockwise, so are both Extra Action Cards.

Six-Player Games
There are no special rules for games with six players. This is the simplest way to play the game with a larger group.

Seven-Player Games
During Step 9 of Setup, randomly choose four players who did not get the First Player Marker and give each of them an Extra Action Card. Remember that each time the First Player Marker is passed clockwise, so are both Extra Action Cards. **At the beginning of the first player's turn each round, gain 2 Alliance.**

Eight-Player Games
During Step 9 of Setup, randomly choose four players who did not get the First Player Marker and give each of them an Extra Action Card. Remember that each time the First Player Marker is passed clockwise, so are both Extra Action Cards.

Part Seven: Player Area Token Rules

This section provides additional details about the various types of tokens that players can collect during a game of **Spiralchain: Foreverot**.

Bindmetal Tokens

All Bindmetal Tokens are identical. When a game effect directs a player to take a Bindmetal Token, a Token is taken from the supply and placed in the player's play area. Bindmetal can be spent as part of a specific Confrontation Cost or in accordance with any game effect that specifically mentions Bindmetal. Bindmetal Tokens that are discarded are returned to the supply. There is no limit to the number of Bindmetal Tokens a player may possess.

Energy Tokens

Energy Tokens come in four colors, but all Energy Tokens of the same color are identical. When a game effect directs a player to take an Energy Token, a token of the indicated color is taken from the supply and placed in the player's play area. Energy can be spent as part of a specific Confrontation Cost, transferred with an appropriate action, or in accordance with any game effect that refers to Energy. Energy Tokens that are discarded are returned to the supply. There is no limit to the number of Energy Tokens a player may possess.

Re-Roll Tokens/Special Re-Roll Tokens

All Re-Roll Tokens are identical. The side that is face-up when the token is placed in a player's play area determines whether the token is a regular Re-Roll Token or a Special Re-Roll Token. Any game effect that directs a player to take a Re-Roll Token without explicitly indicating that a Special Re-Roll Token can or should be taken provides a *regular* Re-Roll Token. Regular Re-Roll Tokens can be discarded back to the supply to allow a player to re-roll any one die they just rolled *except the Foreverot Roll*. Special Re-Roll Tokens can be discarded back to the supply to allow the First Player to immediately re-roll the Foreverot Roll. There is no limit to the number of Re-Roll Tokens and/or Special Re-Roll Tokens a player may possess.

Influence Tokens

All Influence Tokens are identical. When a game effect directs a player to take an Influence Token, a token is taken from the supply and placed in the player's play area, face up. A player who has at least one Influence Token is allowed to take the *Call in Favors* action. As part of that action, an Influence Token is typically spent to play a Faction Card. Spent Influence Tokens are returned to the supply. The back side of Influence Tokens features a Reinforcement Pawn icon—this side is used if a purchased Faction Card directs a player to "deploy an Influence Token used to buy the card as a Reinforcement Token," at which point this token is treated as a Reinforcement Pawn and will remain so for the rest of the game unless explicitly returned to the supply by another game effect. If a player is allowed to play a Faction Card without spending an Influence Token and the card directs that the token used to pay for the card be deployed as a Reinforcement Pawn, use an Influence Token from the supply for this purpose. There is no limit to the number of Influence Tokens a player may possess.

Lore Tokens

There are four different faces on Lore Tokens and they are kept face-down and randomized in the supply. When a game effect directs a player to take either a random or specific Lore Token, that Token is taken from the supply and placed in the player's play area, face up. Any Skill Icon printed on the face of a Lore Token in a player's play area is considered to be showing on their Role Card for any game effect that counts Skill Icons in this way, including paying Confrontation Costs. Lore Tokens that are discarded are returned face-down to the supply. There is no limit to the number of Lore Tokens a player may possess.

Relic Tokens

Each Relic Token has a different conversion on its face and the tokens are kept face-down and randomized in the supply. When a game effect directs a player to take a Relic Token, that Token is taken from the supply and placed in the player's play area, face up. At any time during their turn, a player may exchange Bindmetal Tokens from their play area for the resources indicated by the conversion on one of their Relic Tokens; this is not an action. Relic Tokens count as Bindmetal Tokens: they can be spent as though they were Bindmetal, including to take advantage of their own conversion. Relic Tokens that are discarded are returned face-down to the supply. There is no limit to the number of Relic Tokens a player may possess.

Part Eight: Strategy

This section provides a few helpful hints for how to approach your first games of **Spiralchain: Foreverot**.

Opening Moves

Initial setup of the World Boards drives the opening turns of play, especially in games with lower player count. In most games, the first priority is to gain Alliance. Without it, you can't move around! In a lucky setup, the Alliance-generating space on the starting world is unblocked when the game starts. If it is not, consider *Rousing a Dragon* to clear that space. Once you go to the trouble of getting access to that location and its ability to start stockpiling Alliance, make sure to do so before anyone leaves the starting world. Remember that the number of Player/Reinforcement Pawns on the world must exceed the number of Warlords in order to *Engage Locations*!

Priorities

For the first few turns, focusing on eliminating Obliviates (without spawning new ones too often from the Verge) helps to buy critical time to stockpile resources for Confronting Rot that you will need. On the worlds above the Verge, *Rouse Dragons* to make short work of Obliviates with little risk… but be cautious about endangering the loss of the resource-rich worlds of Core and Depal by gambling their Dragon away. Defeating Warlords is a matter of taste—if you know there is a world you need to pillage for supplies, take out the Warlord(s) there to make that easier, but remember that you don't need to defeat all of the Warlords to win the game.