

# ROLL FOR ADVENTURE

FATE LIES IN YOUR HAND!

FOR 2-4 PLAYERS, AGES 10 AND UP

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## GAME OVERVIEW

The old kingdom is in grave danger. Dispatched by the Master of Shadows, enemy armies are attacking from every direction. Now only you can save the ancient kingdom by banding together and destroying those armies. During the game, each turn consists of several dice rolls. A player starts by rolling all of his or her dice. The player then selects a number from the rolled dice and places one or more dice with matching numbers in any of the four territories of the game board. If, after this, the player still has dice remaining, he or she must re-roll the remaining dice and once again choose a number to be placed on the game board. This continues until the player has no more dice remaining. Through the placement of dice the players complete tasks in order to obtain power stones that can then be used to defeat the evil armies. At the end of each player's turn, the top enemy card is revealed and placed in its matching territory. This is where the enemy's attack takes place. As a result of this enemy attack, you will either lose dice or sustain damage in that territory. In addition to using dice to complete tasks, players can also use them to attack enemies or to retrieve lost dice.

In this cooperative game, **all of the players win** when they have received as many power stones as their chosen adventure board specifies. **All of the players lose** when the Master of Shadows and his armies conquer one of the four territories of the kingdom or when **no player** has any more dice available to defend the kingdom. Will your team of adventurers defeat the Master of Shadows?

## GAME MATERIALS

### 4 Game board pieces (double-sided)



### 20 Hero dice



(four colors; five of each color)

### 4 Bonus dice



### 4 Skulls



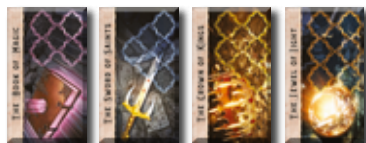
### 1 Territory die



### 10 Hero boards



### 4 Adventure boards



### 54 Cards:

24 Enemy cards (four colors with three 1's, two 2's, and one 3)



### 1 Master of Shadows card



### 24 Special enemy cards (including six blank cards)



### 4 Turn overview cards



### 1 overview card for "The Master of Shadows Appears"



### 1 Boundary tile



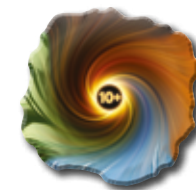
### 5 Chain tiles



### 4 Game board connectors



### 1 Vortex of Resurrection



### 8 Power stones



### 6 Barrier tiles



### 4 End-of-game markers



### 1 Storage chest



### 1 Card holder board



# GAME SETUP

All parts must be carefully removed from their frames before the first game.

Put the **four game board pieces** (territories) together in the middle of the table to form the **game board** and place the matching-color connector pieces between the boards to prevent them from shifting, making sure all territories **are on their A-sides** (letters in lower right) for your first game. You will be able to lay out your own territory configurations or play with all of the B-sides facing up in later games; for now use all A-sides.

At each of the four corners of the game board, place the **storage chest**, the **card holder board**, the **Vortex of Resurrection**, and **one of the adventure boards**. If this is your first time playing a cooperative game, then you should use the "The Book of Magic" adventure board, with which you will only need five power stones to win. If you have played cooperative games before, use "The Sword of Saints" board, with which you need to gather six power stones to win.

Each section of the game board (territory) has a **damage track** along the bottom edge. Place one **skull** in the starting hole of each track. These are the holes on the left side of each territory, indicated by an arrow.

On the **fortress territory**, place a **barrier tile** on each of the blank squares below each of the dice spaces.

**Note:** The other three barrier tiles will not be needed for the A-side territories. These barrier tiles, the five chain markers, and the four end-of-game markers will also not be needed during this first game.

The **boundary tile** must be placed on the **forest territory** on the first boundary line located between the sixth and seventh dice space.

Fill the **storage chest** with as many **power stones** as specified by your selected adventure board; i.e., five or six power stones for the first game. You may select any of the colors you wish. It will make no difference in the game.

Take these heroes for your first game, from the ten **hero boards** available: **Adventurer, Fighter, Healer, Warrior**

Shuffle these four hero boards face down and give each player a hero or heroine, which will then be placed face up in front of them. If there are less than four players, put the remaining hero boards back in the box.

**Note:** In later games you can shuffle all ten hero boards and simply draw from them or you can select specific heroes.

Each player receives **five hero dice**, all of the same color.

If there are less than four players, then each player additionally receives the dice of **one** unused hero color as **ally dice**: in a **game with three players**, each player receives **one ally die**; in a **game with two players**, each player receives **two ally dice**. Any leftover dice go back in the box. Place all of your dice **on** your hero board.

In addition, each player receives a **turn overview card** in his or her own color for reference during the game.

The **overview card** for "The Master of Shadows Appears" should be placed next to the card holder board.

Place the **four gray bonus dice** on the large space located on the **ice cave territory**.

Place the large **territory die** next to the card holder board.

Sort out the special enemy cards from the rest of the enemy deck. There will be: **six dragon cards, six phantom cards, six giant cards, and six blank cards**. These cards are **not needed** in the first game and should be returned to the box.

Search for the "Master of Shadows" card from the remaining **25 cards** and place it initially off to one side. Thoroughly mix the remaining **24 enemy cards** face down and count out **three equal stacks**; each stack will have eight cards.

Place one stack directly on the card holder board within the designated space.

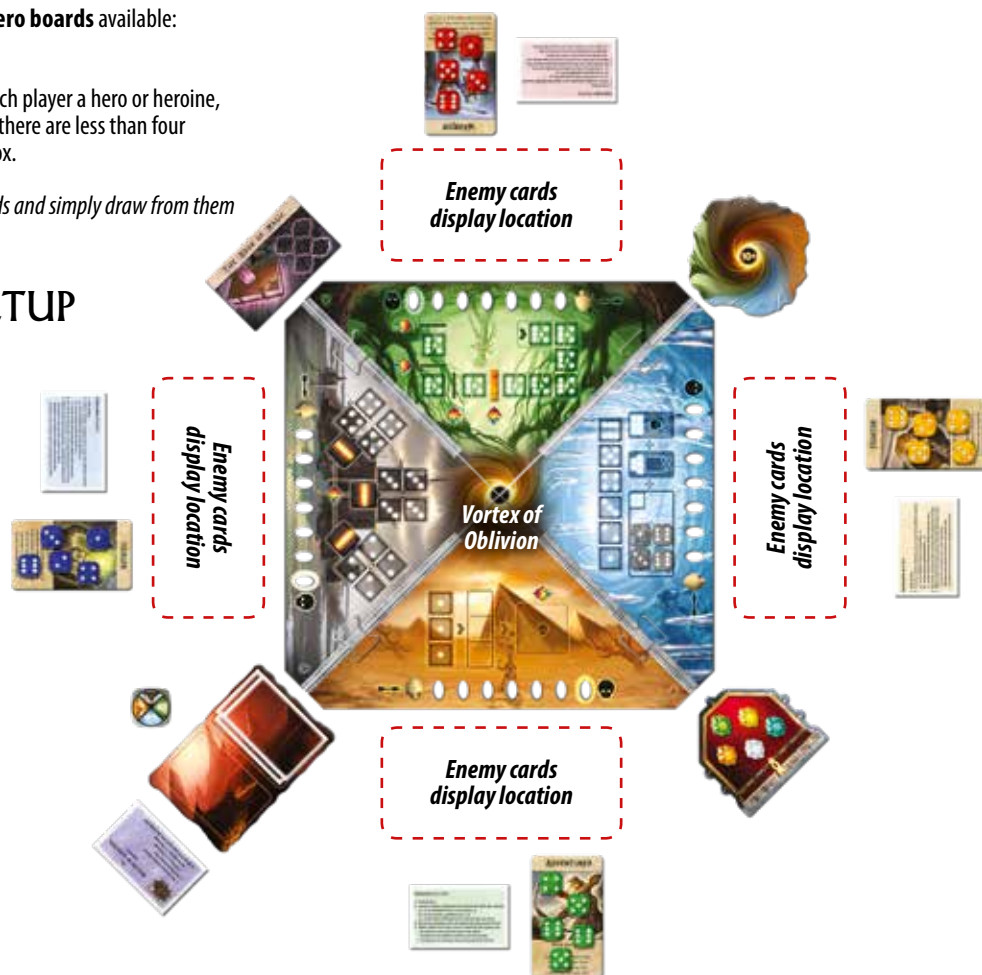
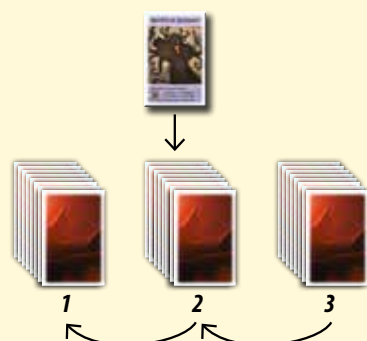
Shuffle the "Master of Shadows" card **face down** into the second stack and place this stack on top of the first. And then the third stack is placed on top of the second stack. This completed deck forms the draw deck, subsequently referred to as the **enemy deck**.

**Note:** You can add some of the special enemies to this enemy deck in later games (refer to page 6).

The player who is determined to be the most heroic is the **starting player**.

## FOUR-PLAYER GAME SETUP

### Setting up the enemy deck:





# GAMEPLAY

## COURSE OF A TURN

### 1. ROLL AND PLACE AVAILABLE DICE

The active player's turn consists of several dice rolls. At the beginning, the active player rolls **all of the dice on his or her hero board**. Then the player places at least one or more dice of the same number on any one territory, active enemy, or on the Vortex of Resurrection.

If the active player still has dice available, he or she **must** roll them again and use them as described above. The player can select the same territory or a different one from before. The player continues this process until he or she has no dice left to place.

**Important:** The player may not end his or her turn early.

If there are no more spaces available in a territory for a specific die number, then no more dice with this number can be placed there.

You cannot take back any dice that you have previously placed. You only get them back when you complete a subtask or task, defeat an enemy, or free the dice from the Vortex of Oblivion (located in the center of the game board).

**Important:** If you get dice back during the course of a turn, place them on your **hero board** and only roll them again at the beginning of your **next** turn.

**Note:** Sometimes a player manages to complete a subtask or task alone. But most of the time you should try to work together with the other players over several turns.

**Important:** You may discuss your actions at any time. If you cannot reach an agreement, then the decision falls to the active player.

### 2. REVEALING THE TOP MOST ENEMY CARD AND EXECUTING THE ENEMY ATTACK

At the end of his or her turn, the active player reveals the top card from the enemy deck causing a new enemy to emerge and attack immediately (refer to page 5).

**Important:** If a player has no dice at the beginning of his or her turn because the dice have been placed or have been lost to the Vortex of Oblivion, the player still has to reveal the topmost card of the enemy deck.

**Play then proceeds clockwise to the next player, who is now the active player.**

## THE HEROES



Every player has a hero or heroine card with special abilities. **During each turn**, the **active player** may take advantage of his or her hero's ability.

## RECEIVING POWER STONES



You can collect power stones by placing the required dice in three territories: desert, fortress, and forest.

If you have placed enough dice in a territory in order to complete a task, then you will receive a power stone. Take one power stone of any color from the storage chest and place it on an empty space of the adventure board. Then return any dice which were used to complete the task in that territory to the appropriate player.

**Important:** If any **ally dice** are retrieved from a task (in games with two and three players), they are **all** returned to the **active** player — regardless of who placed them.

When all the spaces on the adventure board have been filled with power stones, you have all won the game. Congratulations!

## THE TERRITORIES (A-SIDES)

### THE DESERT



There are **three sections** in the desert.

As soon as you have **filled in** the first section with **three dice** each displaying a one, you have completed a subtask. Then, place **one die chosen** from those placed **on the next section**. The other dice are returned to their respective owners. Now in the first section there are once again three spaces ready to be filled.

Once you have **placed the required dice** on the **first section three times**, there will be three dice in the second section. Choose **one** die out of these three in the second section and move it **to the third section** returning the other two dice to their respective owners. You have now fulfilled the desert task and receive one power stone. You can now begin once more to place dice on the first section and tackle the desert task again.

**Important:** The die that is placed on the third section will be devoured by the desert and remains on the skull space of the desert territory for the rest of the game.

**Example:** Player Red has rolled her five dice. She places two dice with a value of one on spaces in the first section. Since there is already one die from player Blue here, the subtask is fulfilled. Player Red then moves one of her dice to a space in the second section and returns the remaining placed red die to her hero board and the blue die to player Blue, who places it on his hero board. Then Red rolls her remaining three dice again.



### THE FORTRESS

In order to win a power stone at the fortress, you must complete **three subtasks**. To do this, you must place dice with the values of two, three, and four on the three sections of the fortress and overcome the barriers.

Every subtask is comprised of four spaces that must be completely filled with dice that match the numbers represented in each of the spaces.

When all four spaces of a subtask have been filled, remove the barrier tile below (place it in the storage chest) and return the dice to their respective owners. Only when the barrier tiles have been removed from **all three subtasks** have you completed the fortress task and can retrieve the power stone.

After you've completed the three subtasks, the barriers will be magically reconstructed: Place the barrier tiles back on the appropriate spaces. You can tackle the fortress task several times in the same game.

**Example:** Player Blue has rolled four 3's and one 4. Since there is already one red die on the fortress section showing a three, player Blue adds three of his 3's to it. This subtask is now complete. The barrier tile is removed. Player Blue and player Red now retrieve their dice and place them back on their hero boards. Player Blue then rolls his remaining dice again. He is not allowed to use the 4 die on the fortress in addition to the 3 die from the same roll, since only one number represented on the dice during each roll is playable.



**Important:** Once a barrier tile has been removed from a fortress section, no dice can be placed there again until all three barrier tiles have been removed.

## THE FOREST



The path leads deeper and deeper into the forest. Every space along this path requires a die with a value of five or six. Starting from the first space (arrow), you will need to place dice all along the path. You can place a five or a six in any order along the path.

When you have placed the dice required to reach the boundary tile, you have completed the first forest task and receive one power stone.

Return the placed dice to their respective owners' hero boards and then move the boundary tile one space deeper into the forest.

To obtain the first power stone in the forest you will need six dice; for the second task, seven; then eight; and finally nine dice are needed to complete the task.

**Example:** Player Red still has three dice on her hero board. She rolls them and gets two 6's and a 5. Since there are already three dice on the forest path, there are only three more dice needed. However Player Red may only place dice that have the same value during each roll. She places her two 6's and rolls the remaining die again: it's a 1. She places this die on the desert since it cannot be placed here.



## THE ICE CAVE



You do not **receive any power stones** in the ice cave. Instead, here you can summon the spirits of your ancestors and receive **bonus dice and other benefits** from them.

On the ice cave territory there is a row of dice represented in the spaces. Each die is a different number. You can place the dice in **any order**, on the matching space.

**Important:** You may only place one die per roll on any open space of the ice cave.

As soon as you are able to position four dice, you must then decide whether you want to receive a reward or continue until you can occupy five or even all six spaces and receive multiple rewards.

**Note:** The four dice do not all have to be placed together. There can be open spaces left between them.

## The Rewards in the Ice Cave:



### Four dice: bonus dice

Each player who has placed at least one die of his or her own color on a space in the ice cave will receive a bonus die.

If only one player has placed dice in his or her color, then only that player receives a bonus die, and they only receive one bonus die.

If there are not enough bonus dice left in the ice cave to satisfy the number of participating players, then the active player decides who does not receive a die.

The bonus die is rolled by the active player at the beginning of his or her turn with his or her other dice. You can only use a bonus die **once**. If you get a bonus die back, it is returned to the ice cave.

**Important:** If you have used bonus dice in order to complete the task, you may not take those bonus dice back. They are returned to the ice cave.



### Five dice: Bonus dice + Defeat one enemy

In addition to the bonus dice, you may immediately defeat an active enemy.



### Six dice: Bonus dice + Defeat one enemy + Reset damage

In addition to bonus dice and defeating an active enemy, you can immediately remove any damage from any territory and place the skull back in the starting hole of the selected damage track.

## THE ENEMIES

The enemies of the ancient kingdom attack in certain territories depending on what kind of enemy they are.

When the active player has finished his or her turn, he or she then reveals the top card of the enemy deck, leaving the card face up on the deck.

The enemy **attack consists of two stages:**

**1. First, compare the rank** (number in the top right corner) of the new enemy card with the ranks of all the other enemies that are face up in **all** territories. The higher-ranking enemy commands all the enemies of a lower number (i.e., lower rank) to immediately attack their territory again.

**Note:** This is omitted with the first enemy as no additional enemy is in play.

**2. The newly revealed enemy then also attacks.** Place it on the **matching colored territory**. Each enemy of each territory has its own type of attack (refer to page 5, "The Enemy's Attacks").

**Important:** The enemy remains laying there after the attack.

If an attack results in **dice having to be removed from a territory**, then these dice are placed in the middle of the game board, on the **Vortex of Oblivion**. These dice are no longer available to the players and can only be freed again later with the help of the Vortex of Resurrection or by specific heroes.

If during an enemy attack, the required number of dice cannot be removed from a territory, then the affected territory is **damaged**. To record the damage done by the enemy attack, the skull on the damage track in this territory is moved one hole to the right.



**Example:** During the enemy attack, a Crypt Spirit is revealed (Rank 2). Therefore, the already active enemies (Sand Devil and the two Tree Shrikes, all Rank 1) attack their territories again. The Cave Troll (Rank 2) and Black Knight (Rank 3) do not attack because they have the same rank as, or a higher rank than, the Crypt Spirit.



## THE ENEMY'S ATTACKS

After a newly revealed, higher-ranking enemy has commanded all of the active lower-ranking enemies to attack again, the newly revealed enemy also attacks:

### DESERT ENEMY



If a desert enemy attacks, then you must remove **one die** from the **first** desert section and place it on the Vortex of Oblivion. Dice on the second or third section are not affected. Only if you cannot remove any dice will the desert receive one damage.

**Note:** Up to two dice are removed from the B-side of the desert.

### FORTRESS ENEMY



If a fortress enemy attacks, then you must remove one die **from every fortress section** as long as this is possible (therefore, one 2 **and** one 3 **and** one 4). Only if you cannot remove any dice will the fortress receive one damage.

**Note:** It is sufficient to remove one die from only one section of the fortress in order to avoid damage if there are no dice in the other sections.

### FOREST ENEMY



If a forest enemy attacks, then you must remove one die of your choice with a value of five **and** one die with a value of six from the forest path as long as this is possible. If gaps occur, then the dice will be pushed together on the path. Only if you cannot remove any dice will the forest receive one damage.

**Note:** It is sufficient to only remove one of the dice with a value of five or a value of six from the path in order to avoid the damage.

### ICE CAVE ENEMY



If an ice cave enemy attacks, then you must remove the dice with the **highest number** from the dice row. If a dice with a 6 is placed here, then it must be removed. If there is no 6 present, then the 5 is removed and so on. If there are no dice at all on the dice row, then the ice cave receives one damage.

## DEFEATING ENEMIES

Instead of using dice after a roll in one territory, the active player can use dice of **one** number to defeat **one** enemy. The player must place dice that have a **total value of six or more** on it; e.g., a single 6, or two 4's. An enemy can be defeated in a single roll or in multiple rolls — as well as by different players.

**Example:** Player Red places a 2 on a Tree Shrike during her turn. This is not enough to defeat the enemy. Player Blue places a 5 on the same enemy in a later turn. As there are now dice with a total value of seven, which is greater than the required six, the players have defeated the Tree Shrike.



If an enemy is defeated, then its card is placed face up on the card holder in a discard pile next to the enemy draw deck. This enemy is now out of the game. Return all of the placed dice to their respective owners, who place them on their own hero boards.

**Important:** As long as an enemy has not been defeated, it can attack again and again. This also applies when there are dice on it as long as its total value is less than six.

## THE MASTER OF SHADOWS APPEARS



The Master of Shadows was shuffled into the middle part of the enemy deck at the beginning of the game.

If the top card of the enemy deck is revealed to be the Master of Shadows, leave it face up on the enemy deck.

**His attack** consists of three stages:

1. **All** enemies already revealed and placed on territories immediately attack their territory again, regardless of their rank.
2. The Master of Shadows then attacks. Roll the large **territory die** to determine the results:



**One Territory:** If one of the four territories is rolled, then the Master of Shadows inflicts two damage on that territory.



**All territories:** The Master of Shadows inflicts one damage on every territory.



**No territory:** You were lucky! The Master of Shadows does not inflict any damage on the territories.

**Important:** The territory die only inflicts damage on the territories. Dice that are currently placed on the territories are never removed.

3. Once you have dealt with all of the attacks, shuffle the Master of Shadows card **face down into the enemy deck again**. The Master of Shadows can never truly be defeated and will always reappear.

**Important:** Once all the enemy cards have been revealed, the Master of Shadows remains, continuing to attack with all active enemies and inflicting damage to the territories himself, after every player's turn.

## DAMAGE

If damage is inflicted on a territory, then you move the skull on the damage track of that territory one hole to the right towards the skull symbol.

If you must put a skull in the last hole of the damage track, then the territory falls to the Master of Shadows. You immediately lose the game (refer to “End of Game”).

## VORTEX OF RESURRECTION

Any dice that you must remove from the territories due to enemy attacks end up on the Vortex of Oblivion in the middle of the game board. You can free them from the Vortex of Oblivion with the help of the counter vortex, the Vortex of Resurrection.

To summon the counter vortex, you must place dice that have a total value of **ten or higher** on the Vortex of Resurrection.

After rolling, the active player can place any number of dice of **the same** value on the Vortex of Resurrection.

**Important:** Placing dice on the Vortex of Resurrection ends a player's turn. Even if he or she still has more dice to use, he or she may not roll or place them in this turn.

If the total value of ten or higher is reached on the Vortex of Resurrection, then all dice are immediately freed from the Vortex of Oblivion in the middle of the game board. Their owners receive their dice back, as well as the dice which were placed on the Vortex of Resurrection.

Bonus dice are returned to the ice cave. Any ally dice go to the active player.

**Example:** A die with a value of five has already been placed on the Vortex of Resurrection. Player Red rolls three dice with a value of three and one die with a value of four. She positions two of her 3's on the Vortex of Resurrection. As the sum of 11 has been reached, the players get all of their dice back from both vortexes and lay them on their hero boards. Since player Red has placed dice on the Vortex of Resurrection, her turn is over. The two dice she has not placed cannot be rolled or placed again.



## END OF GAME

### THE MASTER OF SHADOWS IS DEFEATED

If you have received enough power stones to fill all of the spaces on your initially selected adventure board, then you have defeated the Master of Shadows and you have all won the game.

### THE MASTER OF SHADOWS TRIUMPHS

If a skull reaches the last hole of the damage track in any of the four territories, then the Master of Shadows has covered this territory in darkness and you have all lost the game.

You also lose the game if — at the beginning of a player's turn — no player has any dice left at his or her disposal because they are all on territories, enemies, the Vortex of Oblivion, or the Vortex of Resurrection.

## THE GAME WITH SPECIAL ENEMIES

After your first game, you can add the **special enemy cards** to the game.

In order to do this, add the six cards of **one type** of special enemy into the enemy deck before creating the three equal-size stacks and adding the Master of Shadows into the middle one.

When first adding the special enemy cards it is recommended to start with the six dragons, then next game add the six phantoms, and finally the six giants.

If you are playing with **a special enemy**, then select “The Sword of Saints” (six power stones) or “The Crown of Kings” (seven power stones) for the adventure board at the beginning of the game.

Once you have successfully completed the game with one set of the special enemy cards, you can try adding two or even all three types of special enemies. If you are using multiple special enemies then you must select the adventure boards “The Crown of Kings” (seven power stones) or “The Jewel of Light” (eight power stones).

## THE DRAGON



Dragons are unpredictable and they can inflict serious damage. But sometimes you will get lucky and the attack fails.

When a dragon is revealed, it attacks all the dice on the territories and the Vortex of Resurrection which show the same number as the one on the top right corner of its card. There are dragons with the numbers 1 through 6.

**Note:** On the A-side of the desert territory, dice on the second and third section are not affected.

All affected dice are immediately moved to the Vortex of Oblivion. The card is then discarded, placed face up in the discard pile on the card holder next to the enemy deck, and is out of the game.

If no dice can be removed, then nothing happens. You got lucky this time.

## THE PHANTOM



The phantom can change its appearance. It can slip into the role of any enemy and attack like that enemy.

If the phantom is revealed, you first compare its rank with that of **all** other enemies that are exposed. All enemies with a lower rank attack again.

You then roll the **territory die**:



**One Territory:** If one of the four territories is rolled, then the phantom attacks that territory as if it were a normal enemy of that territory. Remove the necessary dice or inflict one damage on the territory.



**All territories:** The phantom attacks every territory as if it were that territory's normal enemy.



**No territory:** You were lucky! The phantom does not attack any territory.

**Example:** The forest has been rolled. The phantom removes one die with a value of five and six respectively from the forest territory.

**Important:** The phantom will then be placed face up next to the adventure board. It can attack again in the future using the territory die when an enemy with a higher rank or the Master of Shadows is revealed.

The phantom can be defeated like a normal enemy by placing any number of dice with a total value of six or higher on it.



## THE GIANT



The giant is a powerful opponent. When he attacks, he devastates the land and inflicts permanent damage on the territory.

If you are playing with the Giant, you will need to set up the **four end-of-game markers** at the beginning of the game. Place these tiles on the skull symbols located on each territory.



When the giant is uncovered, **all** enemies with a lower rank (Ranks 1 and 2) attack again.

You then roll the **territory die**:



**One Territory:** If one of the four territories is rolled, then the giant will inflict permanent damage on this territory. Move the end-of-game marker for this territory one hole to the left.



**All territories:** The giant inflicts one permanent damage to every territory. Move the end-of-game marker one hole to the left on every territory.



**No territory:** You were lucky! The giant does not damage any territory.

**Important:** The giant is now placed face up next to the adventure board. It can attack again in the future using the territory die when the Master of Shadows is revealed.

The giant can be defeated like a normal enemy by placing any number of dice with a total value of six or higher on it.

When a territory has sustained permanent damage, then the damage track of that territory is shortened by one hole. The game ends when the skull is placed in the last available hole on the damage track.

## THE BLANK CARDS



The six blank cards are used to make your own special enemies with their own special rules. You can decide whether you want to mix your special enemies with others in the enemy deck.

## THE TERRITORIES (B-SIDES)

When you have played the game a few times and survived a few adventures, you can then choose to play some or all of the B-side territories in the game.

### THE DESERT



When you play with the B-side of the desert, you must try to defeat the giant desert worm. To set up this territory, you must place the **five chain tiles** on the corresponding illustrations at the top of the dice spaces.



The active player may place one or more dice with a value of one on any free dice space.

As soon as two, three, or four dice form a **continuous** connected chain (connecting a chain tile above with an empty chain tile space below), then a subtask is completed. The chain tile shifts from the upper end to the space at the opposite lower end of the connection to complete the task and the chain.

After that, you have to decide if you want to take back some or all of the dice you just used and give them to their owners. If you leave dice, it's easier to make more connections. But you risk losing your dice.

**Important:** Only the dice in a straight closed connection may be taken back. This is not possible later on.

**Example:** Player Blue has closed the connection with three dice. He leaves one die, which is part of a not-yet-closed connection. The other two dice are returned to players Blue and Red.



When you have closed all five connections, you have completed the desert task and receive one power stone. Return all the dice from the desert spaces and give them to their owners. Put the five chain tiles back on the illustrations above the desert spaces, you can now attempt this task again during the same game.

**Important:** If a desert enemy attacks, then you must remove **two dice** of your choice, if possible, from the desert spaces when using the B-side. Only if you cannot remove at least one die will the desert receive one damage.

## THE FORTRESS



When you play with the B-side of the fortress, then you will need to use all **six barrier tiles** on the **yellow framed** dice spaces.



The B-side of the fortress is made up of three sections. As on the A-side, you must place dice with values of two, three, and four to complete the subtasks.

You can receive one power stone in every section. To do this, you will have to overcome the barriers of each section by completing three subtasks.

You must initially place **three dice** of the same value. As soon as this has been done, remove the first barrier tile (place it on the storage chest) and return the placed dice to their respective owners.

The next subtask of this section requires that you place **four dice** of the same value. Once completed, the next barrier tile will then be removed and the placed dice are again returned to their owners.

In order to finally receive the one power stone, you must then place **five dice** of the same value on this section. If you have achieved this, then you will receive one power stone.

Once completed, the barriers will be magically reconstructed: Place the barrier tiles back on the spaces again. You can tackle the fortress task numerous times in the same game.



**Important:** You can work on more than one section simultaneously, though you risk losing more than one die then.

## THE FOREST



When you play with the B-side of the forest, you will have to place dice with values of five and six like on the A-side. However, you will now place dice starting at both ends of the curved path.

Place the boundary tile below the arch during game setup.



When you start on the right-most space, you must place a die with a value of five. All dice continuing the path from the right must have a value of five. When you start on the left-most space, you must place a die with a value of six. All dice continuing the path from the left must have a value of six. You start paths from both sides and they meet somewhere in the middle. When all of the spaces in the arch are filled, you have to then place the boundary tile on the boundary area located between the two dice values that completed the path. To do this, you must sacrifice a rolled die that has a value matching what is shown on the boundary area by placing it on the Vortex of Oblivion. Then you may place the boundary tile and receive one power stone.

Following completion of the forest task, return all of the placed dice to their respective owners and put the boundary tile back below the arch. You can tackle the forest task numerous times.

**Example:** Player Blue has closed the curved path. However a die with a value of four is still needed. This must be placed on the Vortex of Oblivion in order to set the boundary tile between the blue and yellow dice and fulfill the forest task.



## THE ICE CAVE



As on the A-side, you do not **receive any power stones** on the B-side of the ice cave. Here, you summon the spirits of your ancestors to receive various benefits.

The **four bonus dice** are placed on the storage chest before the game.



The active player may place **one die of any** value on any available dice space during a roll.

**Important:** If a die is placed either **horizontally or vertically** adjacent to an already placed die, then the new die must show a **different** value. No dice of the same value may be adjacent to each other; however, this is allowed diagonally.

Following the placement of a die, if there is now a **continuous line** of two or three dice, you must decide whether you want to receive the corresponding reward and withdraw the dice. Or you may leave the dice as they are placed in order to complete more tasks and receive multiple rewards at once. By leaving the dice placed in position, it will be easier to complete more continuous lines, as one dice can count for two lines. However you also risk losing those dice.

**Note:** As on the A-side, an enemy attack will remove the dice with the highest value. If there are multiple dice with this value, then you may select the one you need to place on the Vortex of Oblivion.

### The rewards in the ice cave:



The active player receives two bonus dice from the storage chest, if there are any present.



You may immediately defeat any enemy in play.

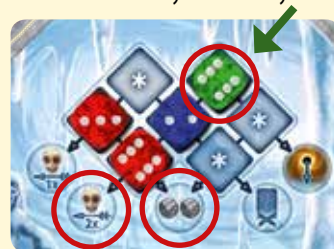


The active player may free any one die from the Vortex of Oblivion and return it to its owner.



You may reset a skull by one and/or two holes in any territory.

**Example:** Player Green places a die completing a second line. She then decides to receive the rewards from both lines. This gives player Green two bonus dice and the ability to move the skull back two holes on any one territory.



## The Authors:

**Matthew Dunstan** was born in Sydney, Australia in 1987. His oldest memories of playing parlor games go back to playing card games with his grandmother and to a travel chess game that he had received from his aunt as a 6-year-old — with which he annoyed everyone by asking them to play with him. Today he works as a chemist at the University of Cambridge in England and is researching materials for the capture and storage of CO<sub>2</sub>. After releasing his first game "Relic Runners" in 2013, he went on to release 11 more games, and additionally with Brett J. Gilbert, a number of free micro games, which they offer for download in the series Good Little Games.



**Brett J. Gilbert**, born in 1971, grew up in Leicestershire in the middle of England. After studying materials science and metallurgy at Cambridge University, he worked for a time in editorial and design management, but

he is now a full-time game designer. After coming into contact with modern board games and the vibrant game design scene in the UK a couple of years ago and getting to know Matthew Dunstan, he has now published a complete series of games, including "Divinare" which the jury recommended as game of the year and, together with Matthew Dunstan, "Elysium" which was nominated for the connoisseur's game of the year.

Their simple and at the same time always exciting and varied dice adventure "Roll for Adventure" is the second game from the two authors at Kosmos after "Fußball Duell."

The author and the publisher wish to thank all of the play testers and rule readers.

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