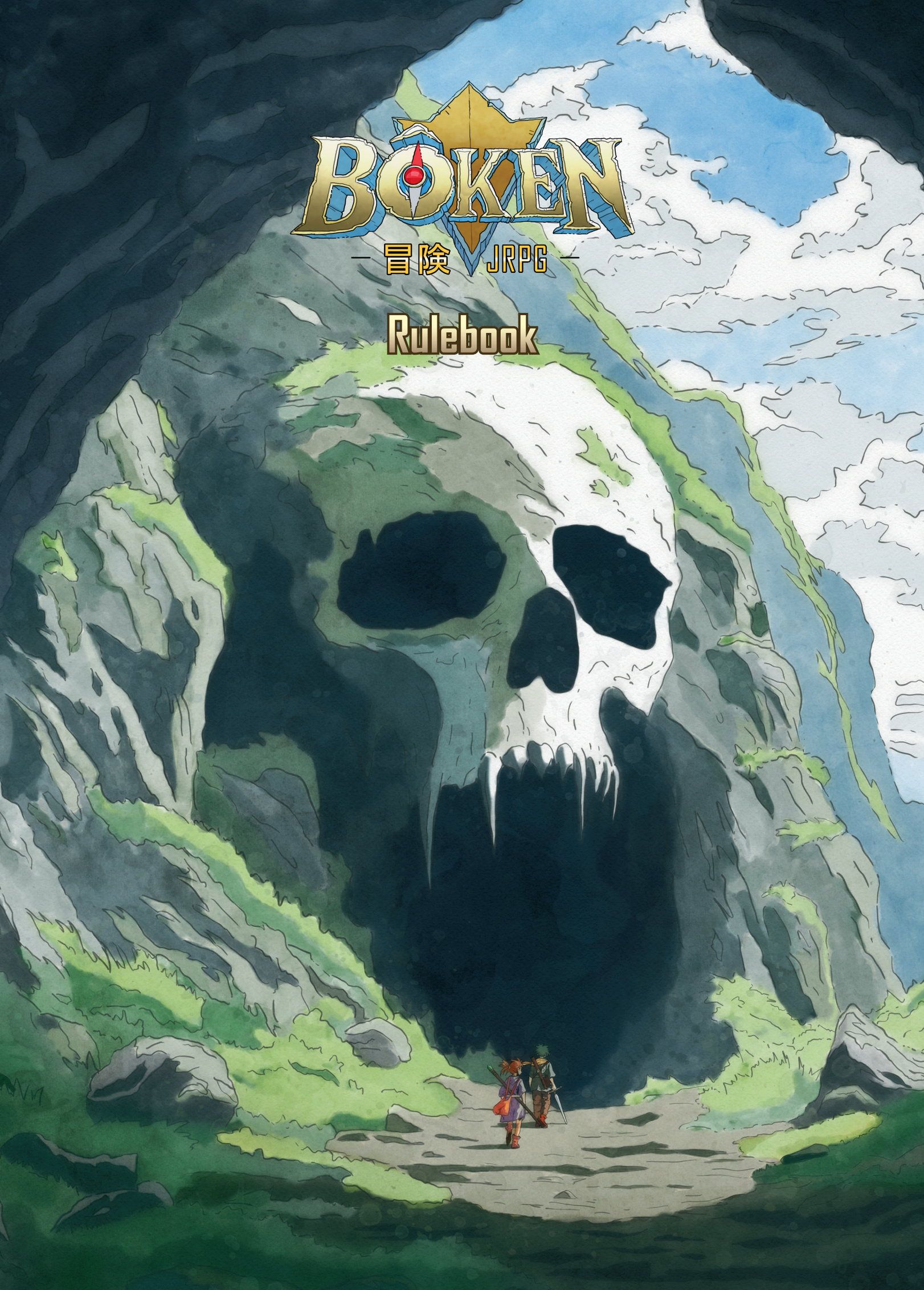
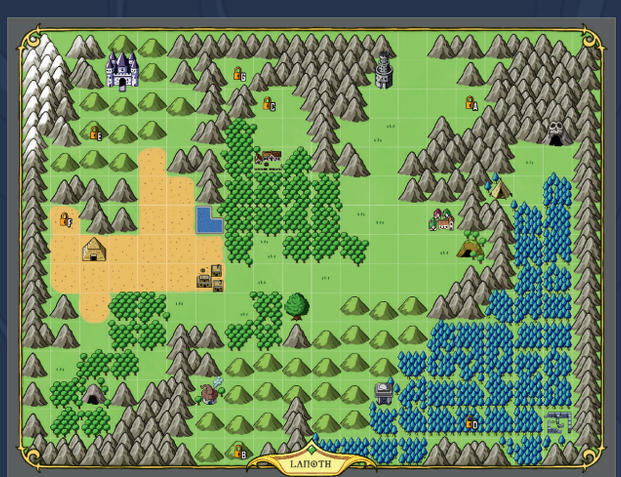

BOKEN
— 冒険 JRPG —
Rulebook

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COMPONENTS

Magnetized
game board (World map)



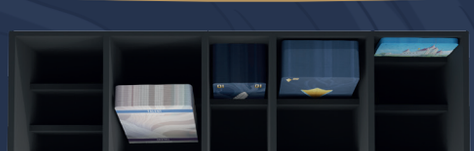
Magnetized Hero Sheets
with **15** magnetic tokens X**2**



Party tokens
X**2**



Removable
card organizer



Removable storage



Encounter card holder



Hide Encounter
cards X**2**



Transparent KO'd Enemy
card



1 Movement die
+ 1 Mount die



Battle dice X**2**



Standard six-sided dice (D6) X**2**



Magnets for mini-maps and Markers X**10**



Large Encounter cards X**22**



Small Item cards X**110**



Game Over cards X**15**



Quest cards X**83**



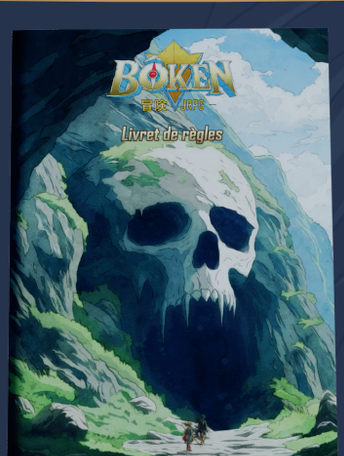
Skill cards X**31**



Large Location cards X**19**



This rulebook



Acolyte card X**1**



Exploration cards X**10**



Sleeves



COMPONENTS NOTE

The illustrations of the components shown in this rulebook are based on 3D prototypes. The end product that you receive may have some minor differences.

INTRODUCTION



Bôken recreates the experience of a classic console JRPG (Japanese Roleplaying Game) from the 80s and 90s as a board game. A one- to two- player adventure game blending classic JRPG mechanics with board game strategy—team up or go solo to win!

In a two-player game, each player controls one hero each, while solo players can play as one hero or both at once.

GAMEPLAY

Before starting the campaign, which lasts from 15 to 30 hours, you need to choose your hero(es). Use Exploration cards to explore the kingdom of Lanoth by moving the party token on the world map and on mini-maps. The end of your movement triggers a battle if you end it on a terrain space (on the world map). With strategy and a little luck, you can win battles and receive rewards, including experience points, to make your heroes stronger. Becoming more powerful will help you face stronger monsters as you continue your quests.

If you find yourself on a Location space on the world map, you can reveal the corresponding Location card and explore that Location by continuing your movement on a mini-map. These mini-maps may be peaceful places such as towns and villages, or hostile places such as dungeons.

In peaceful places, you may interact with NPCs (Non-Player Characters) by stopping on an adjacent space. You may then draw a Quest card as indicated above the NPC to discover what this character has to tell you.

You may also visit shops to buy rare items, rest at the inn, visit the healer, etc. The quests you receive gradually reveal your destiny and set short- and medium-term objectives until your ultimate objective is revealed. Once that final quest is complete, the game will tell you if you are victorious.

You can pause a game of Bôken at any time outside battle. The game has been designed to be easily paused (saved), stored, and continued later. This makes it easy to play sessions of any length.
The game is full of surprises that you will discover throughout your adventure. Once your final quest is complete, you can choose to restart the game: either in solo mode if you used two heroes in the previous game, or try to improve your final score.
This score is based on the number of times you are defeated, usually after a battle (Game Over), and your level when you face bosses and sub-bosses.

TERMINOLOGY

Here are a few terms that you will encounter in the game and in this rulebook. You may recognize many of these terms from the English versions of Japanese roleplaying games.

- **NPC**: NPCs are non-player characters. As you explore the world of Lanoth, you will meet characters and creatures you can interact with.
- **HP**: Short for “Hit Points”, which are life points.
- **MP**: Short for “Mana Points”, also known as mana.
- **XP**: Short for “Experience Points”.
- **LVL** : Short for “Level”, which is your hero’s level.
- **SP**: Short for “Stamina Points”, your hero’s endurance.
- **G**: Short for “Gelos”, the currency of the kingdom of Lanoth.
- **DP**: Short for “Difficulty Points”.
- **D6**: A standard die with 6 sides numbered 1 to 6.
- **DIRECT DAMAGE**: Direct damage is damage which cannot be reduced by any means (armor, skill, or other means).
- **DISCARD A CARD**: Discarding a card means that you must put the card in the discard pile (in the card storage box).
- **STORE A CARD**: When instructed to “store a card”, put it in the card organizer, keeping the cards in numerical order.



WARNING!

This is a narrative game, which means it is strongly recommended that you do not read the front of the cards (Item, Location, Skills, Encounters) until the game tells you to. The back and front of Quest cards include information which should only be revealed at the right time. Keep the Hide Quest card on top of the Quest deck.

GOLDEN RULE

In the event of any disagreement between the text on a card and the rules in this rulebook, the text on the card takes precedence. For example, you cannot normally attack during the enemy turn. However, if an item card says “discard this card when an enemy attacks you to...”, you may then do so.

CARD ORGANIZER

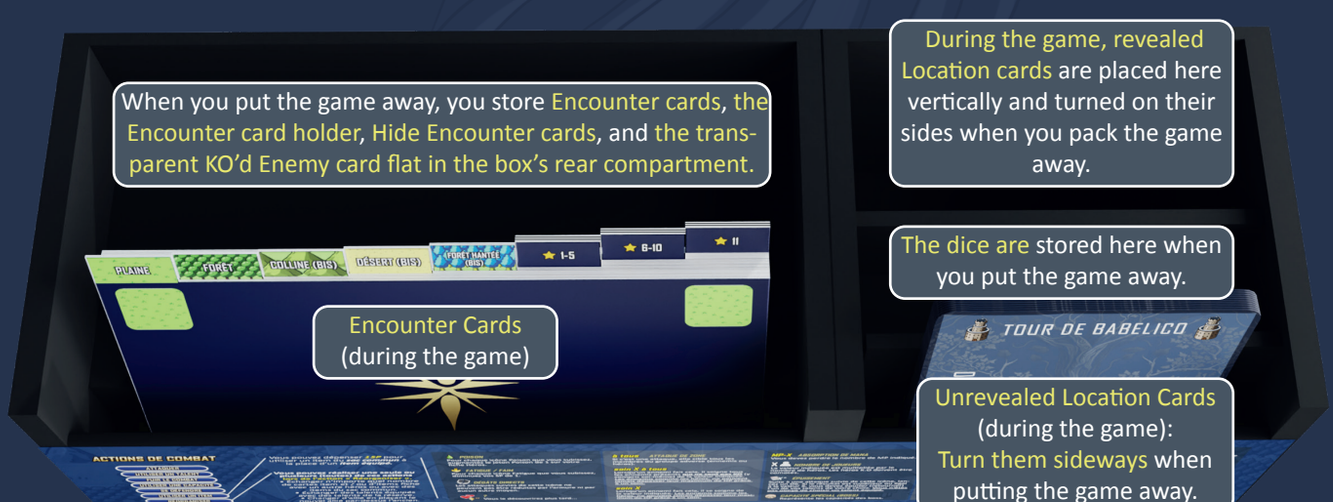
Skill, **Item**, **Quest**, and **Game Over** cards must be placed in the card organizer in their respective compartments (**feel free to protect them by putting them in the card sleeves provided with the game!**). You can then take out or put away the card organizer for storage and setup.
This card organizer is larger than needed so the cards can be protected with sleeves and to allow space for future expansions.

Quest and **Item** cards are numbered, so they **must not be shuffled**. They must be stored in ascending order, beginning with the lowest number which must be at the front. The Skill cards are not numbered, but are in a specific order. You may choose to shuffle them or leave them as they are for your first game.



REMOVABLE STORAGE

The compartments at the front of this box allow the Encounter and Location cards to be displayed so that they are accessible during the game, as shown below. The compartments at the back are for storing game components at the end of a session.



SETUP

Bôken can be played solo or as a two-player co-op adventure. In a co-op game, players work together to win. If you play solo, you can control two heroes just like in a two-player game. However, if you play solo using a single hero (pure solo mode), the setup is slightly different to the setup described in this section. Pure solo mode setup is explained at the back of this rulebook.

Bôken has been designed to be quick and easy to set up. Simply take the components out of the box and put them on the table. For your first game with two heroes, set up the game as shown in Figure A.

1 Put the **hero sheets** in front of the player(s) controlling them (one per player or two in solo mode). There are two types of hero in the Bôken base game: A and B. Their type is shown next to their portraits on their respective hero sheets. Hero A is a **warrior**, while Hero B is a **mage.**

2 2 B Take all the **Starter item** and **Starter skill** cards. Give all the **Starter skill: A cards to Hero A** and **Starter skill: B cards to Hero B**. Do the same for the **Starter item** cards. You may then shuffle the remaining Skill cards (although this is not required), then put them back in the card organizer. However, do not shuffle the Item cards.

3 Each player receives a **battle die**  and a **D6**  .

4 Put the **world map** on the table (the party token will be put on a specific space on the world map after you read the scenario introduction text at the end of this rulebook).

5 Put the **removable card organizer** here.

6 Put the **removable storage box** containing the **Encounter** and **Location** cards here in **card holder mode.**

7 7 B Put the **Encounter card holder** here, with the **A and B battle tokens**, and put the **Hide Encounter** and **KO'd Enemy** cards to one side.

8 Take the **Acolyte** card and place it where all players can see it with the **Normal Mode** side face up.

9 Shuffle the **10 Exploration cards** and put the deck face down in reach of all players or on the game board.

Finally, choose a name or names for your hero(es) and write them down in a notebook or on a piece of paper.



Grey spaces must be kept clear for items or elements that you may acquire or put there later. They are used for the following:



10 **Pile** any
Quest cards you acquire during your adventure here.

12 **Pile** any
Item cards in your shared bag here.

14 **Pile revealed Location** cards here, or put them in the **back right** compartment of the **removable storage box** (6).

11 **Pile** any
party Ability cards you acquire during your adventure here.

13 Put individual Ability cards you acquire during your adventure here.

15 **Pile** any
remaining Skill cards here.

HERO SHEETS

For your first game, put the tokens on your hero sheets as shown in Figure A (Hero A and Hero B have different HP and MP). When you pause your game, you can put the hero sheet away and the magnets on the tokens make sure everything stays in place.

1. **LVL BAR** (level): These spaces show **your hero's current level** and your current **maximum HP and MP**. At the beginning of your adventure, the LVL token must be placed on the **first space (LV1).**

2. **HP BAR** (health points): This bar **shows your hero's HP.** When the heart token lands on **the same space as the poison token**, **your hero is KO'd.** The **HP** token can **never** move to a space **beyond** the **poison token**. If it reaches or would pass the poison token, stack them on top of each other.
   At the beginning of your adventure, the heart token must be placed on the position corresponding to your hero's **maximum health points** at that level. At level **1**, this is **18 HP** for **Hero A** and **14 HP** for **Hero B**. The poison token must be placed on **space 0** on the **HP** bar. **HP can never go below 0.**

3. **MP BAR** (magic points): This bar **shows your hero's MP.** This MP can be **spent to use magic** (skills) or other techniques. At the beginning of your adventure, the MP token must be placed on the space corresponding to the **maximum MP** for your hero's level. At level 1, this is 5 MP for Hero A and 7 MP for Hero B.

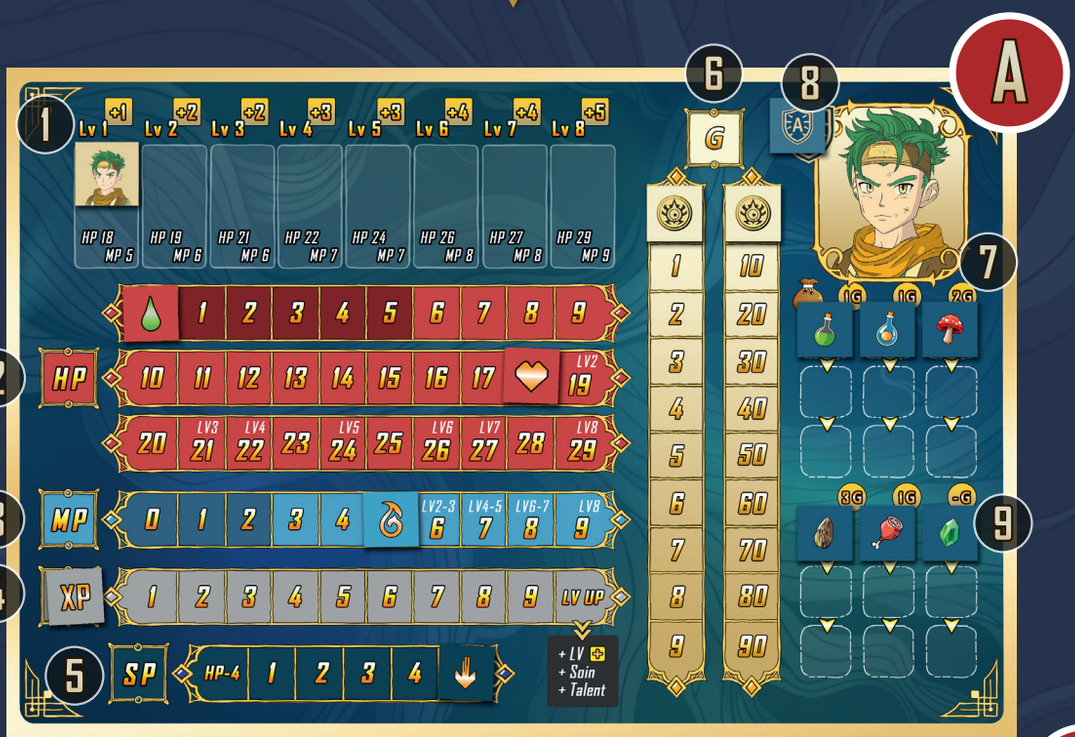
4. **XP BAR** (experience points): This bar shows **the experience points you gain** during the adventure. When this bar reaches the "LVL UP" position, your hero goes up to the next level. At the beginning of your adventure, the XP token must be placed on the **"XP" space (before space 1).**

5. **SP BAR**: This bar shows your **hero's stamina (fatigue).** When the stamina token lands on space 0 "HP-4", your hero **immediately takes 4 direct (unblockable) damage**. At the beginning of your adventure, the **SP** token must be **placed on space 5.**

6. **G BARS** (money): The G bars **show your Gelos (in-game money)**. The bar on the left shows single digits, and the one on the right shows tens. For example, if you had 24 G you would put the left token on the 4 and the right token on the 20. At the beginning of your adventure, the two tokens must both be **on space 0.**
   A hero can have a maximum of 99 G.

7. **BASIC ITEM COSTS**: The **cost of an item is shown** by a number and the letter "G" in a yellow circle above it.

8. **HERO A AND HERO B**: The A or B on the shield icon **shows if the hero is type A or type B (Warrior or Mage).**





9 **BASIC ITEM TOKENS**: These tokens **represent the basic items you can carry.** At the beginning of the game, put all these tokens on the top space with a matching icon. When these tokens are on the top space, this means that **you do not have that item yet.** When you acquire a basic item, move the token **one space downwards.** Likewise, when you use an item, move the item token **one space upwards**. You can have up to**two of each item at a time.**

In the example opposite (Figure B), this hero has 1 “Health potion” and 2 “Flashrooms” . They have **no other basic items.**

USING A HERO SHEET

During the adventure, your heroes gain levels (LVL) and their HP and other stats also change depending on damage taken and other factors.
Each stat (LVL, HP, MP, XP, etc.) has its own status bar with a magnetic token. The token’s position on the bar shows the stat’s current value.
When one of the stats changes, simply move the token to show the new value.
For example: If Hero A has 18 HP and takes 3 damage, you would move the HP token to the left until it shows 15 HP.



MAX HP AND MP

Your hero's level determines their maximum HP (health points) and MP (magic points).
For example, at level 1, Hero A has a maximum of 18 HP and 5 MP.
Heroes can never exceed the maximum HP and MP for their level.
If Hero A's health falls to 15 HP after damage and they are then healed for 10 HP, they will only heal up to their maximum of 18 HP.

POISON TOKEN

At the beginning of the game, the poison token is placed on space 0 on the HP bars to show the minimum health points a hero can have. If the hero's HP token lands on the same space as the poison token, the hero is now KO'd.
When a hero is poisoned, move the poison token and increase its value by the number of stacks of poison received.
For example, if the poison token is on space 0 and the hero takes 2 stacks of poison, move the poison token to the 2 HP space. The hero will be KO'd if their HP falls to 2 or less.

SP

SP (Stamina Points) are your hero's endurance. When you suffer fatigue, your SP reduces.
If your SP reaches 0, you immediately take 4 direct damage (-4 HP). In addition, if a hero's SP is already at 0, **each new point of fatigue deals** 4 additional direct damage.

Example: Hero A has **2 SP** remaining and takes **3** fatigue. They spend **2 SP**, which leaves them at **0 SP**, meaning they take **4 direct damage**. There is still **1** point of fatigue to apply; as the hero's SP is already at **0**, they take another **4 direct damage** for a total of **8 damage.**
Another example: Hero B is already at **0 SP** and takes **3** points of fatigue, they therefore take **4 x 3 = 12 direct damage.**

LEVEL BONUS

There is a small yellow square with a number above each space on the LVL bar.
These numbers are level bonuses. Their main purpose is to provide bonuses to your attacks in battle. You can add this bonus to certain attacks, which is explained in more detail in the battle section of this rulebook (p.29).
However, while this bonus is sometimes equal to your level, it may also be different. For example, at **LVL1** you have a level bonus of **1**, at **LVL2** a bonus of **2**, but at **LVL3**, the bonus is still **2**, as shown on the hero sheets.

ACOLYTE CARD



You receive the Acolyte card at the beginning of the game. This card has two sides, and which is used depends on the game mode. It is recommended that you begin with the **Normal Mode** side face up. If you would prefer to play on **Easy** or **Hard** mode, please check the variants chapter on page 42 of this rulebook.

In battle the Acolyte can perform the effect shown on their card during the hero turn (see p. 31).

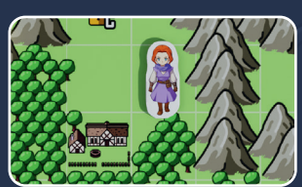
You may meet other allies during your Bôken adventure. However, the Acolyte is **not considered to be an ally**, and is therefore **not affected** by rules applying to allies.

The Acolyte also has no health points (HP) and therefore cannot **be injured by enemies.**

MOVEMENT

PARTY TOKENS

As you explore the world of Lanoth, you use a **"party token"**  to move across the various maps (world map and mini-maps). Both the solo campaign and two-player campaign **use a single token for movement.** This token represents your **whole party,** which always moves as a group. The token used for movement **represents the hero at the front of the party.** This will be covered in more detail later, but the hero at the front of the party is much more likely to be targeted during battle.
Outside of battle, you may change the party token at any time.



In this example, Hero B has been selected to represent the party. Hero B is therefore at the front of the party and is the most exposed to enemy attacks.

EXPLORATION CARDS

You move your party token by drawing Exploration cards.

There is also a variant where you can move using dice instead of cards. This variant is explained on ***page 42*** of this rulebook.

Exploration cards show the possible movement options, depending whether you are on:

- **a hostile map (world map or dungeon),**
- **a peaceful mini-map (towns, villages, etc.).**

They also show **the number of movement points available if using a mount** (horse or other mount).
They also help determine which **enemies are generated during battle** and which party will have **the initiative** (whether heroes or enemies attack first).

To move, **reveal the top card from the Exploration deck** (composed of 10 cards) and **put it face up next to it** (on top of any other revealed cards).

When the draw pile is empty and you need to draw a new card, **all heroes lose 1 SP.**
Then, turn over all revealed Exploration cards (without shuffling) and draw a new card.

The heroes **may choose to shuffle the Exploration deck at any time** during the game, even if it is not empty. All heroes must **spend 1 SP to do this.** Whenever you rest in a village, you must **reshuffle** this deck, as explained later in this rulebook.

EXPLORATION CARDS EXPLAINED

1 MOVEMENT



The icon **on the left of the card** shows your movement:

The **red** number is for movement **on the world map and in dungeons (hostile areas).**

The **black** number is for movement on **peaceful** mini-maps.

Some cards have a **"B"** underneath these numbers. This means that in a hostile area, you must reveal a specific Encounter card at the end of your movement (explained in a later section).
If you reveal a card with a icon instead of movement values, **all heroes immediately lose 1 SP.**
Then, **draw another card** to move.

2 USING A MOUNT

If you have a Mount card, use the numbers on the **right of the Exploration card** instead of the ones on the left.

These numbers are all in red, because **you cannot use a mount on a peaceful mini-map.**

You also cannot use a mount in dungeons.

If you draw a card with a icon in the Mount section, **check your Mount card.**

If it states that the icon has no effect, **simply draw another card.**

3 TRIGGERING BATTLE

Dice icons show which **enemies to spawn.**
When you draw an Encounter card (battle at the end of your movement), you must also **draw a new Exploration card** to determine which enemies spawn.
As a result, you will not know which enemies you will face until you end your movement.

"Initiative" on an Exploration card shows which party goes first in the battle: **enemies** or **heroes.**

Options are shown for the various game modes (easy, normal, hard).
Normal mode is the default mode.

4 TIPS

This text provides useful information and reminders of various rules.

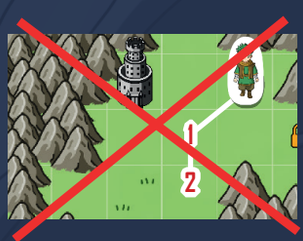
MOVING THE PARTY TOKEN

After drawing an Exploration card, you will receive movement points.
You may then spend these to move your party token. **You do not have to spend all of this movement, but any unused points will be lost**. For example, if you received 4 Movement, you may then choose to move only 1, 2, or 3 spaces. You may then move onto any space adjacent to the one you are already on, but you can **never move diagonally.**
In addition, some spaces may be obstacles, which prevents you from moving onto them.

Valid movement



Invalid movement



WORLD MAP

The world map, or game board, represents the kingdom of Lanoth. You can access various places from this main map, including villages and dungeons which may have their own mini-maps.
There are four types of spaces on the world map:



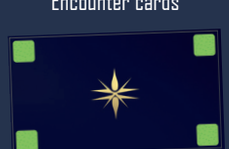
- Terrain spaces
- Location spaces
- Objective spaces
- Obstacle spaces

TERRAIN SPACES

There are 5 types of terrain in Bôken:

Plains  Forest  Hill  Desert  Haunted forest 

Encounter cards



When you stop on a terrain space at the end of your movement, you must draw an Encounter card which matches the type of terrain your party token is on. For example, if you stop on a Forest space, you must draw a Forest Encounter card. This triggers a battle.
If you received an Exploration card with a **B** on it during your movement, you must reveal an Encounter card which matches the terrain and is marked with a **B**. **If this is the first time** you have revealed an Encounter for this terrain type, you must **reveal a normal Encounter card** (without a B), **even if you drew a card with a B.**
Example: You reveal an Exploration card with  (3/8 B). As you are currently on the world map, you use the red number which gives you 3 Movement. You end your movement on a Plains space and must therefore reveal the **"Plains B" Encounter card. If this is the first time** you revealed a Plains card in this adventure, you must reveal a **normal Plains Encounter card** (without a B). **When you end your movement on a Plains space in future**, you must reveal a **"Plains B" Encounter card if you draw a "B" Exploration card.**

Encounter difficulty varies depending on the type of terrain you land on. This makes some areas harder to reach than others. You can travel almost anywhere at the beginning of the game, but it can be risky. You will need to learn from your mistakes. B Encounter cards also **often** spawn more powerful monsters.

EXCEPTION: PLAINS SPACES

When all heroes have reached **level 4** or above, you may ignore Encounters on Plains spaces.

LOCATION SPACES

Location spaces represent places such as villages, towers, castles, caves, etc.
Each Location space is associated with a Location card. To check if a space is a Location, look at the icons on **the backs of your Location cards**. The space is a Location if it has a matching icon.
Location spaces are "safe" spaces where you do not need to draw Encounter cards when you stop there. Instead, you may **search for the associated mini-map (with a matching icon) and reveal it,** or continue your travels by drawing another Exploration card.
By revealing a mini-map you automatically enter the corresponding Location. This is explained in more detail in the mini-map section (see p.17 & p.20).



QUEST OBJECTIVES

Some spaces on the world map are marked with a padlock followed by a letter. These spaces are "quest objectives". In Bôken, you will receive quests which will require you to visit specific places, often with a specific padlock reference. To complete these quests, you will need to travel to the space with the corresponding padlock icon.
For example, if a quest requires you to visit padlock **A**, you need to stop on the space with this padlock to fulfil the quest condition.
When you arrive on a quest objective for a current quest, **you do not draw an Encounter card** at the end of your movement (and therefore do not trigger a battle). Instead, you may trigger the event linked to this quest.
For example, if a quest card says: "To turn this card over, travel to **A**", when you land on the "Quest A" objective, you may turn over the Quest card instead of drawing an Encounter card (see Quest cards, p.21).
If you do not have a quest which requires you to visit a "quest objective", you must treat this space as a normal space and reveal the corresponding terrain card if you end your movement there.

While there are many "objective" padlocks on the world map, there are may be others hidden on Location cards or elsewhere.

OBSTACLE SPACES

Obstacle spaces block your movement: you cannot cross them or stop on them.
On the world map, mountains are the only spaces treated as obstacles.

PEACEFUL MINI-MAPS

The back of a Location card



Each Location space on the world map has an associated Location card. These cards allow you to explore these places more extensively.
There are 3 types of Location card:

- **Peaceful** mini-maps
- Hostile or **dungeon** mini-maps
- **Narrative** Location cards

MOVING ON MINI-MAPS

Hostile and peaceful mini-maps are maps you can move around on in the same way as the world map. When you move onto a peaceful mini-map, **you use the black number on the Exploration card** for movement, while the red number is used for movement on **the world map** and **hostile mini-maps** (dungeons).
You do not draw an Encounter card at the end of your movement (and therefore do not trigger a battle), which allows you to immediately draw another Exploration card to continue moving. You must draw a card because this affects your fatigue. Heroes become fatigued as you empty your Exploration deck, both due to or when you are required to **turn over a card**. These cards represent the passage of time, even when you are on a peaceful mini-map.

REVEALING A MINI-MAP (ENTERING/EXITING)

To find the Location card which matches the Location space you occupy on the world map, check the icons on the backs of the Location cards. For example, if you stop on the space on the world map, you may then reveal the Location card with this icon: VILLAGE OOTORO . If this map is a mini-map, you may enter it and continue exploring that Location.
To do this, put the Location card on the world map and **attach it using the small magnetic pins** (see Figure A). Then put your party token on the Location's entrance space, indicated by the **double arrow icon** .
To leave, move onto **any accessible empty space** at the edge of the mini-map (see Figure B). When you are on a space at the edge of the mini-map, you may then put your party token on the corresponding Location space on the world map. **All remaining movement is then lost** (you cannot use any remaining movement to move on the world map).



IMPORTANT: When you leave a mini-map, move its card **to make a new pile of revealed** Location cards (see Figure 14, p.9). This is important, because **you can then teleport there** using the **"Teleport potion"** basic item which allows you to teleport to a previously-explored Location!

SMALL MAGNETIC "PINS"

The small magnets below are used to **attach mini-maps** to the world map. They are also used as **markers**. You can use these magnets when specific effects (skills, items, etc.) require you to **place a marker**.
During the game, you can store these magnets by attaching them to one of the **edges of the world map** as shown below.





OBSTACLES ON MINI-MAPS

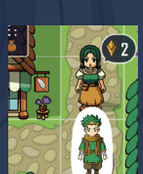
Like the world map, some mini-map spaces have **obstacles**, meaning that you cannot stop on or travel through them. **You cannot enter a space occupied by an NPC**. The same rule applies to any scenery occupying a space, such as **trees**, **posts**, and **statues.**
Some mini-maps may also have **chests** or **pots** you can interact with. **These elements are also obstacles.**
You can **only move onto empty spaces**, and small decorative elements such as flowers and grass are not obstacles.

INTERACTING WITH NPCS

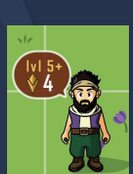
To interact with an NPC, you must stop on an adjacent space, **but not diagonally.** Next to the NPC is a black speech bubble with an icon. Generally, you will find this icon followed by a number, representing a quest reference. This means you may now take that Quest card. The card will show you the dialog with the NPC.
Warning! Most mini-maps also have NPCs with **red speech bubbles**. These **red speech bubbles** show a specific LVL (level). This means that you can **only** interact with these NPCs when **all heroes** are at or above the required level.



Incorrect (diagonal) placement to interact with an NPC



Correct (adjacent) placement to interact with an NPC



All heroes must be at level 5 or above to interact with this NPC



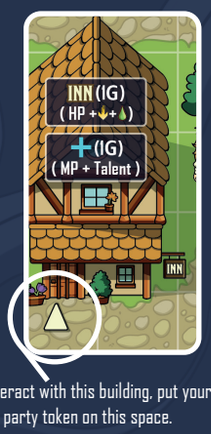
Some NPCs may have a padlock icon followed by a letter , like on the world map. This means that when you interact with this NPC, you are on a quest objective.
For example, if a quest requires you to go to padlock H to turn over the associated Quest card, and this padlock is above an NPC, you must be on a space adjacent to this NPC to complete the quest.

INTERACTING WITH BUILDINGS AND OTHER OBJECTS

On mini-maps, you will often encounter buildings and other items with various panels above them, as shown here:



This means you can interact with these objects.
To interact with a building with a panel, you must put your party token on the arrow icon △ **at the building entrance (do not put the party token on the building).**
To interact with objects (**pots**, **chests**  , etc.), you **must** also be **on an adjacent space with the** △ **icon**.



To interact with this building, put your party token on this space.

Placement is **especially important** when exploring a **dungeon**, because you may have to **use more movement** if you stop directly on the object instead of an adjacent space, **making the game harder.**

INFO PANELS



The **"INN"** panel shows this building is an inn. When a hero interacts with this panel, you must **shuffle** the **Exploration deck.** All heroes may then spend the amount of **G** (Gelos) required to heal **any poison and up to their maximum HP and SP**. **Remember,** the price shown is **the cost per hero.**



The panel with the "+" allows you to talk to a healer who will fully restore **all MP** and any **exhausted skills** (see the "Boost" section on p.25). The price shown is also **the cost per hero** in need of healing. When a hero interacts with this panel, you must **shuffle** the **Exploration deck.**

On most mini-maps, **"INN"** and "+" are together, meaning you can perform **all these actions at the same place.** If you perform several actions, you only **shuffle** the **Exploration** deck **once.**



You will also find the **"Shop"** on many mini-maps. This allows you to buy or sell Item cards. When you interact with this panel, you may reveal the Item cards shown in the panel (Item cards are the small numbered cards with the feather icon). When these cards are revealed, their purchase and sale price is shown on the bottom right. To buy an item, pay the cost **in black text** (the purchase price)  on the card and put it near your hero sheet (with your equipment or in the shared bag, see "Items Cards" on p.22).
Once you have completed your purchases, **put the remaining cards** (the ones you did not buy) **back in their place in the card organizer.** You can always come back and buy them later.

To sell an item, check the resale value (in white text) on any Item card you have. **Discard** the card and put it in the **"discard"** section of the card organizer and take the amount of **G** shown in exchange.
Remember, any sold cards are **put into the discard pile** and do not return to the Item card deck.

In addition, **ALL SHOPS** allow you to buy any card in the **"DISCARD"** section of the **Card organizer**, **AS LONG AS** its purchase price is in a blue circle  . Various items that you can buy or find in the world of Lanoth are available at shops after they have been discarded.

You will also see this panel has a money bag icon. This represents the basic items listed on your hero sheet. You can buy as many basic items as you wish from shops, in addition to Item cards. **The price of these items is shown on your hero sheets.** However, each hero may only carry two of each basic item, and **they cannot be sold.**

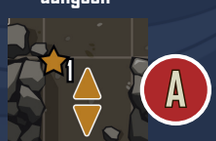


Like the speech bubbles above NPCs, you can find this type of panel above certain buildings and items such as pots or chests. If this panel contains a quest icon followed by a number, this means you can **take the Quest card** with the matching number. If it contains a feather icon, you can **take the corresponding Item card.**

HOSTILE MINI-MAPS (DUNGEONS)

REVEALING A DUNGEON

Entering and exiting a dungeon



Dungeons are **hostile mini-maps**. **Peaceful mini-maps** are identified by a **star symbol** followed by a number 1 at the top of the card next to the title GROTTE DE JUDITH and on the exit/entrance space (Figure A). In addition, **the panel with the dungeon name is red**, unlike on peaceful mini-maps where the title is **blue**.

When you reveal a dungeon card, you must put your party token on the entrance/exit space, indicated by an orange double arrow icon (the ones on peaceful mini-maps are white). **Entering a dungeon does not immediately trigger a battle.**

As with peaceful mini-maps, put dungeon mini-maps **into the pile of revealed Location cards** when you leave.

MOVEMENT AND ENCOUNTERS IN DUNGEONS

The paths in dungeons are bounded by walls. These walls are impassable, you cannot move through or onto them. All the rules for obstacles on peaceful mini-maps also apply to dungeons.
Unlike peaceful mini-maps, dungeons **use the red movement value** (like the world map).
At the end of each movement in a dungeon, **you must reveal the Encounter card for that dungeon,** triggering a battle (**unless you are interacting with an object**). The corresponding **Encounter card** will have a star icon followed by the **a number matching** the one on the **entrance space** or **next to the dungeon name.**
Note that **there are no B Encounter cards** in dungeons. If you draw a B, you must reveal the **normal Encounter card**.

INTERACTING IN DUNGEONS

When you interact with an object in a dungeon, **you do not draw an Encounter card (no battle).**
Dungeons often contain chests, pots, quest panels 3 and quest padlock icons H. Interacting with any of these works in the same way as on any other mini-map: they are treated as obstacles and you **must** move onto an **adjacent space** with the △ icon to **interact** with them.

NARRATIVE LOCATION CARDS



Some Location cards are not accessible at the start of the game and certain conditions must be fulfilled before you can enter them. For these Locations, you will reveal a **"narrative"** Location card.
These cards may be split into two or more sections (A, B). The first section A must **only** be read **the first time it is revealed.**
The subsequent sections B contain actions you can take, and you can do these as many times as you wish.
You may also find quest objective padlocks in these sections, **which means that you may treat it as if you are occupying a space containing a quest objective padlock.**
One of these sections usually also contains a condition which allows you to explore the Location in more depth by revealing a **"Location X "B""** card. A Location **B** card is a **Location card linked to another Location card**, often in the form of a mini-map.
Example: You reveal a narrative Location card and one of the sections reads: "If you have **Item X**, you may reveal the **Location Y B** card." You may then explore this location by revealing the new **Location Y card**, as long as you have the **"key"**, in this case **Item X.**
As with other mini-maps, **put the narrative Location cards into the pile of revealed Location cards** when you leave these Locations.

QUESTS

QUEST CARDS

Back of a Quest card



Front of a Quest card



In Bôken, **quests** are represented by **Quest cards**. These cards have a icon followed by a number. You generally receive these from **NPCs** on mini-maps.
When you receive a Quest card (usually from a quest panel), take the card with the corresponding number from the card organizer **without turning it over** (keep it so only the blue side is visible).
Then put this card next to your hero sheet, or between both hero sheets if using two heroes. **You must keep this card** until it is resolved and the card tells you to **discard** it or **put it away**. **There is no limit to the number of Quest cards you may have.**
The back of a Quest card has **the quest introduction** and a **mission** with specific requirements to fulfil. Generally, the card will tell you to **turn over** the card to **reveal the front parchment illustration** (Figure C) when a specific condition has been fulfilled.
The front will then show the quest's **resolution** or any **continuation**.
Example: On a Quest card, an **NPC** explains that he is searching for treasure. The card may then give you a condition such as: **"To turn over this card, visit ."** Once you have found and travelled to it, you may then **turn over the Quest card**. The front of the card may say: "Congratulations! You've found the treasure! Take Item 7 and discard this Quest card." Or it may say: "You find a secret passage: take Quest 2 and discard this card." The second example is a multi-stage quest, where it tells you to draw a new Quest card.

QUEST CARDS (RUMORS)

Some Quest cards will give you **"rumors"** instead of tasks to complete. For example, they may give you hints, tips, or narrative. After reading the front of the card, it will normally tell you to turn it over (without any preconditions) to read any remaining text. Often, it will then tell you to **store** it in the card organizer after reading it, **instead of discarding it.** You can return to talk to the NPC again later if you have forgotten anything.
You can also **take notes in a notebook** during the adventure, which is highly recommended.
When you **store** a Quest card (or Item card), **simply return it to the correct place in the card organizer according to the number on the card.**

OTHER TYPES OF QUEST CARD

The front of some Quest cards may also include sub-bosses or acquirable abilities. These will be covered in more detail later in this rulebook.

ITEMS

Items are objects you can acquire during the game. There are two types of items: **basic items** and **Item cards**. **Basic items** are items written on your **hero sheet** with **dedicated tokens**, while **Item cards** are **numbered cards** which are stored in the card organizer. They are smaller than the other cards and have the icon on the back.

ITEM CARDS

There are three main types of Item card: weapons, armor, and other, which can include consumables, talismans, etc.
Regardless of the item type, a hero **can only carry 5 equipped Item cards at once.** To equip an item, put the card on top of the relevant hero sheet, as you did with the starter Item cards during setup. Equipped cards are cards which you can quickly access during a battle, and it is therefore **important to have at least one weapon and one piece of armor equipped at all times.**
All other Item cards which are **not equipped** go into the **shared bag**. **The shared bag** is either next to the hero sheet or between the two hero sheets if using two heroes. To show a card is not equipped, **turn it 90° horizontally to differentiate it from equipped items** (Figure 12, p.9).

ITEM CARDS EXPLAINED

Top of an Item card



- **A** Item illustration
- **B** Item number (also shown on the back)
- **C** Item type (Weapon, Armor, Item)
- **D** The hero who can equip/use this item (either Hero A or Hero B). If no hero is specified, either hero can equip it.
- **E** Item name

WEAPONS AND ARMOR

Weapons and **armor** are used to **attack** and **defend** in battles.
In battle, select the **"Attack"** action to use your weapon to attack (explained on p.31).

Roll your battle die to determine if you perform a **normal hit**, a **critical hit**, or a **super critical hit**. Then check the card for the weapon you used to see your attack damage.
Below are the symbols on the **battle die** and **weapon card**.

 Normal hit

 Critical hit

 Super critical hit

A



For example, if you attack using the **"Bastard Sword"** (Figure A) and you roll a normal hit on your attack die, you will have an **attack of 4** against your enemy. If you roll a **critical hit**, you attack for **5 + X**.
The **X** value in the **yellow square** corresponds with the **level bonus** shown at the top of your hero sheet. Lv 2 Lv 3
Remember, this bonus is not always the same as your level. For example, if you are **LVL 3**, a critical hit with the **"Bastard Sword"** will give you an **attack of 5 + 2** (level bonus), for a total attack of **7**. As you can see, a normal hit with the **"Bastard Sword"** does not allow you to add a level bonus. **A normal hit will always be an attack of 4, regardless of your level.**

B



Some weapons also allow you to perform **magic attacks**. There are four types of attack in Bôken: **physical attacks** (non-magical), **fire attacks**, **water attacks**, and **electric attacks** (see battle section on p.33 for more detail). When a weapon has one of these magical elements, an icon is shown next to its attack value (Figure B, critical hit and super critical hit section).
If the icon is followed by the same **icon crossed out**, this means that **you may choose to perform this attack as a physical attack only** (without magic).
For example, if you perform a critical hit with the **"Mage Staff"**, you can choose between a **fire attack 2+X** or a **physical attack (without fire) 2+X.**

C



Armor allows you to **reduce the damage** you take from enemies. For example, if an enemy has an **attack of 5** and you are wearing a **"Mage Robe"** (Figure C), you can reduce the damage you take by the armor value shown in the top row of shield icons on the armor card.
The bottom set of icons is used when you choose the **"Defend"** action. When you select this action, you must use the **bottom row** of shield icons on your armor card, which offers **better defense** than the top row. This will be explained in more detail in the battle section of this rulebook.
Each set of shield icons has four defense values, shown in **different colors**. These are the types of defense your armor grants against each **type of attack**.
There are four defense types, each corresponding to one of the four attack types: **physical defense** against physical attacks, **fire defense** against fire attacks, **water defense** against water attacks, and **electric defense** against electric attacks. You must reduce the damage from an attack using the defense that matches the **type of attack** targeting you.
For example, if an enemy attacks you for **3 fire damage**, and your fire defense from the **Mage Robe** is **1**, you then take **3 - 1 = 2 damage** (2 wounds or -2 HP).
If an enemy targets you with an attack with multiple elements, you must choose **the weakest defense from the relevant elements.** For example, if the enemy has an **attack of 7** and you have the **Mage Robe** (Figure C) equipped, you must use your blue defense which is **0**. If the blue shield had the same defense value as the red shield, you could **choose** between the two (which can be helpful against some effects).

ENCHANTING WEAPONS AND ARMOR

Most weapons and armor can be **enchanted** to make them more powerful. However, the heroes' starter weapons and armor (the ones you had at the beginning of the adventure) **cannot be enchanted**. The **Enchant ability** is an ability you can discover as you explore the world of Lanoth. You do not begin the game with this ability, **you will need to acquire if before you can use it on your items.**

When a weapon or piece of armor is **"enchantable"**, a box at the bottom of the card will show a green stone icon and **"Enchant"**, followed by an **Item card** number (figure A). This means that you can use this stone to **enchant** this item, but **only if you have the enchant ability. The rules for enchanting** weapons are explained on the **Ability card** when you acquire it.



OTHER ITEMS

Unlike weapons and armor, which are generally only usable by a specific hero (shown at the top right of the card), other items can be used by either hero. Some are persistent items which grant various bonuses, while others are **"consumable"** and are lost (stored or discarded) after use. These items are very easy to use, simply read the text on the card for details (Figure B). **However, always remember to check whether you need to discard or store the card after using it!** Some cards must be **discarded**, which means they must be put in the **"discard"** section of the card organizer, **and can often be bought again at shops.** Cards which must be **"stored"** must be **put back in the item section** of the **card organizer in the correct order.**

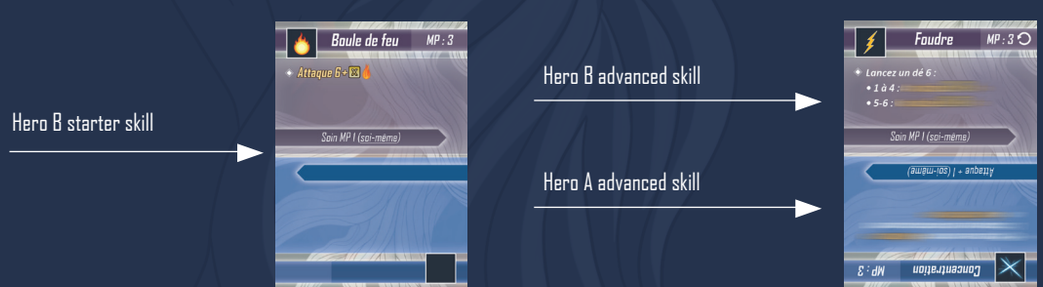


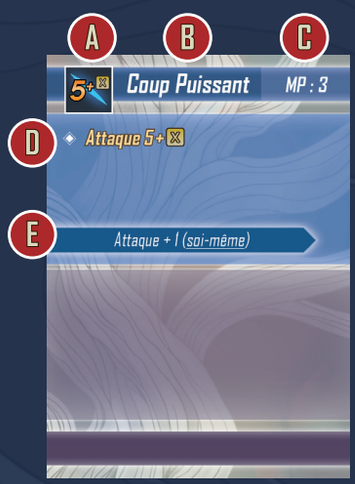
By default, when you **use an item** (for example, an item that heals 10 HP), the target of the effect is counted as **the character which used the item**, unless the card states that the effect applies to **"a target hero"**. In this case, you can choose which hero will receive this effect.

SKILLS

SKILL CARDS

Skills are usually used in battle, though they can also be useful in other situations.
With few exceptions, **you must always spend MP** to use a skill.
The skills that a hero has at the beginning of the adventure are **"starter skills"**. As they **level up**, heroes gain more **powerful** skills to choose from.
The skills you acquire later are different from **starter skills** because they have **two options**. Each Skill card has two sides. When the blue side is facing up, the card shows the skill exclusive to **hero A**, and the other side (purple) shows the skill exclusive to **hero B**, which has a **different power**. When a hero chooses a skill, **they may only use the power exclusive to that hero.** This also means that the other hero **can no longer acquire their skill from this card.**





A Skill icon

B Skill name

C MP cost to use this skill

D Skill effect triggered after paying the mana cost.

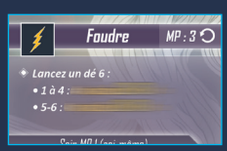
E Boost (explained below)

BOOST

Skills have **boost** effects which are shown in a box under the card's main effect (Figure E). **Boosts** grant the effect described and **cost no MP**.
Boosts do not use a battle action (see "Hero Turn" on p.31).
You can use **as many boosts as you like at the same time**, and **you can even use a boost on the same card as a skill just activated for its main effect.**
When you use a **boost**, **you must turn the card face down**. This card is now **exhausted**, and you cannot use it again until **you are able to refresh any exhausted skills**.
Remember, when visiting a **healer**, (when you see this panel + (1G) (MP + Talent)), you can **refresh any exhausted skills** (turn them face up), by paying the cost shown in the panel. (see p.17)

Example: You are in battle and decide to use the **"Mighty Blow"** skill to attack your opponent. You spend **3 MP** and perform a **5+X attack.** You are **LVL 1**, and your level bonus is **+1.** Your total attack against your opponent is **5+1=6**. You choose to boost this attack. You have several Skill cards with an **"Attack +1" boost.** You turn over your **"Chain" Skill card**, which has an **"Attack +1" boost**, and you also turn over your **"Mighty Blow"** card (which you already used for its main effect) which also has an **"Attack +1" boost** to make your attack even more powerful. Your total attack is now **5+1+1+1=8**!
However, because you turned over these cards you are no longer able to use these skills until you have rested at the inn or refreshed your exhausted skills some other way.
A boost can also be used to strengthen a normal attack with your weapon, not just for a skill.

RETRY



Some skills have the **"Retry"** icon next to their **MP cost**. The means that you can **replay** this skill **as many times as you like**, paying its **MP cost** each time. Most skills have a specific effect, but some require you to **roll a D6** for a random result. The **"Retry"** icon allows you to **retry** to attempt a better result.
When you "Retry" a skill the effects do not stack. You are retrying the skill to attempt a different result.
Example: You use a skill with the icon, which costs **3 MP**. You spend **3 MP** and this skill requires you to roll a **D6.** If you roll **1 to 3, you have an attack of 3**, and if you **roll 4 to 6 you have an attack of 10.** You roll and get a **3**, but you are not happy with this result. You decide to **spend another 3 MP** to reroll the die, but you roll another **3**. You try again, spending another **3 MP**, and this time you roll a **5** which grants you **10 attack**. You attack your opponent for a total of **10**.

REACTION ACTION !

Some **skills** and **items** have an exclamation mark icon **!** . This means you can use that skill or item at a specific time **shown on the card** (often during the enemy turn). These are usually skills which give you a defense bonus or allow you to counter-attack.
Whenever you see this symbol, it means that action **does not use your battle action for the turn** (see "Hero Turn" on p.31).

GAINING NEW SKILLS

As soon as a hero levels up (LVL UP), they gain a new skill. They may then draw **2 random Skill cards** from the card organizer and choose **one to keep**. This process will be explained in the **LVL UP** section (p.27). Remember, each skill has a specific effect for Hero A and a different one for Hero B. **When a hero chooses a skill, the other hero's effect on that card is no longer available.** Choose your skills wisely.

MAXIMUM NUMBER OF SKILLS

A hero can only have 4 Skill cards equipped at once. Equipped skills are skills which you have selected for battle. Once a battle has begun, you will only have access to your **4 equipped Skill cards**, even if you have more. Any remaining Skill cards must be put underneath the equipped Skill cards to form the **"Skill card pool", placed horizontally** (see Figure 15, p.9).
You can change your equipped skills at any time outside battle and **at the start of a battle.**

ABILITIES

As you play, your heroes will also gain new abilities. Abilities are often quest rewards and are always found on the **front of a Quest card**. When you receive one of these cards, you can keep it until the end of the game.
There are two types of ability: **individual abilities** and **party abilities. Individual abilities** must be placed in a pile next to your **equipped Skill cards** (see Figure 13, page 9), while **party abilities** must be placed in a pile **between the two heroes**. Party abilities can be used **by either hero**.

The card's effects are written on the card. Most abilities can be played **in addition to your battle action (when it is a battle ability), which essentially gives you extra actions** (see p.31 for more detail).

ALLIES

ALLY CARDS

Some Quest cards have an **"Ally card"** on the front. As you explore the world of Lanoth, you may encounter **allies** who will accompany you for the rest of your adventure.
Allies support you **with an additional battle action**. This means that each hero may perform one action per battle turn (see "Hero Turn" on p.31). If you are using two heroes, you have two actions per battle turn, plus an action for your **Acolyte** and one for your **ally**.
Unlike heroes, who can choose from different types of action during battle, allies have only one type of action. To play your ally, **roll a battle die** and check their card to see which action they take.
For example, if you roll a **critical hit** and you have the ally in Figure A, they deal **1 direct damage** (which cannot be reduced) to the target enemy.



A Ally name

B Ally portrait

C Ally effects by die roll

Unlike heroes, you can choose which enemy to target with an ally's attack, **after rolling the battle die.**

ALLY CARD LIMITS

When you gain a new ally, put their card between the two hero sheets (in a two-player game) so that it can easily be seen. You can have an unlimited number of allies. However, **you may only have one ally (in addition to your Acolyte) active in battle, and you can choose which one at the start of the battle.** If you have multiple allies, **pile them** with **the active ally on top.**

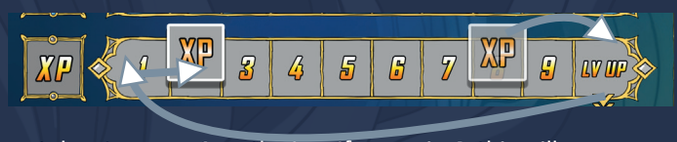
LVL UP

LVL UP (INTRODUCTION)

You receive **experience points** (XP) from beating enemies and completing quests. When one of your heroes' **XP** reaches the **"LVL UP"** space on their hero sheet, that hero **goes up a level**. Levelling up makes your heroes more powerful and able to take on more powerful enemies. Underneath the **"LVL UP"** on your hero's **XP** bar is another box (D) which **reminds you what you need to do** when you level up. This box is just a guide, **you do not need to put your XP token there.**



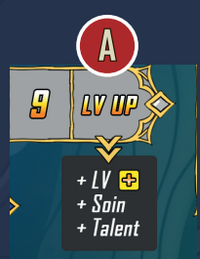
LVL UP AND XP BAR

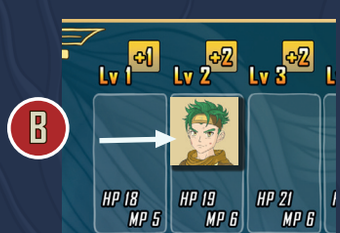


When you gain **XP** pass the **LVL UP** space, you must continue to assign any remaining **XP** by returning to the **1 XP** space**.**
Example: The **LVL UP** space is space **10** on the XP bar. If you have **8 XP** and gain **3 XP**, this will move your token to space **1** on the bar. If you gain **4**, this will move your token to space **2**, etc. Don't forget to do the level up **(LVL UP)** process each time you level up.

LEVELLING UP

As shown by the gold arrow (Figure A), every time the **XP** token **stops on** or **passes** the **"LVL UP"** space, you **gain a level**, **heal**, and **gain a new skill.**

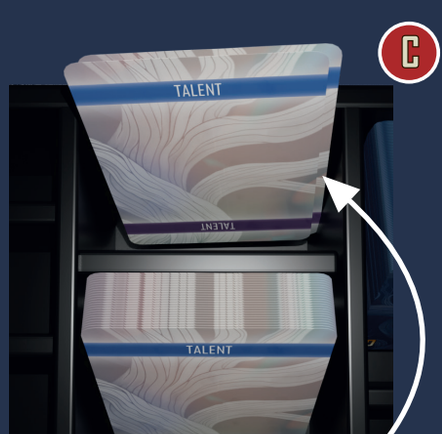




• **LEVELLING UP**: To level up, move your level token one space to the right (figure B). Like the **HP and MP** bars, the LVL bar (figure B) shows the **maximum HP and MP** you can have at this level when all your stats are full. The yellow squares at the top also show the level bonus you get when you attack (attack +x). **Remember, these bonuses are not always the same as your level!**

• **HEAL**: When you level up, **recover your hero back to their full HP, MP, and SP, remove any Poison** (remember to take the **new maximum limits** into account), and **refresh any exhausted Skill cards by turning them face up.**

• **SKILL**: Then draw **two random Skill cards** from the card organizer. You can choose to keep **one Skill card** from the **two** you drew, which you then add to your existing Skill cards, turning it so the side corresponding to your hero is at the top (blue for hero A and purple for hero B). Remember, when a hero chooses a Skill card, **the other Skill on the card will no longer be available for the other hero.** After choosing your Skill card, put the other card into the **back compartment of the Skill card section of the card organizer** C . The next time a hero levels up, they may **also** choose from **any previously unchosen Skill cards stored in this compartment in addition** to the **two random Skill cards they draw**.
For example, if both heroes are Level 2, there will be two unchosen Skill cards in this compartment. When the next hero levels up, they can choose from the **two random Skill cards** they draw **and** from the **two other cards** that were not chosen previously, for a total of **four Skill cards** to choose from.



Unchosen Skill cards compartment

FREE ACTIONS

Free actions can be **taken at any time outside of battle.** These include:

- Freely **exchanging basic items** or **Item cards** between heroes and with the **shared bag**.
- **Exchanging Gelos** (G).
- **Using basic items** or **Item cards (to heal yourself, for example).**
- **Changing the lead hero** (the hero token used as the party token).
- **Using a skill** (a healing skill, for example) **even if the skill is not equipped.** Remember, **you cannot use a skill if it is exhausted (face down). An equipped skill** is a skill **available for battle (four maximum),** while **skills in your pool** are ones which you have **over this limit**.

BATTLE

REVEALING AN ENCOUNTER CARD

Battle is a core element of Bôken and a key part of your adventure. You will need to use strategy and teamwork to overcome your enemies.
Battles are normally triggered when an **Encounter card** is **revealed**. Remember, you must reveal an Encounter card every time you stop on a **terrain space** on the world map or on a space in a **dungeon** (see p.14 & p.18).
When you reveal an **Encounter card**, put it on the **Encounter card holder** (Figure D).

D



ENCOUNTER CARD HOLDER

The **Encounter card holder** gives you a place to put Encounter cards and track enemy **HP** and **the DP (difficulty points)** of certain **challenges**. It has **three columns**, each divided into numbered spaces that allow you to track the **HP** or **DP** for the **enemy** or **challenge** at the top of the relevant column (Figure E).
Each column displays numbers up to **19**, because **Encounters** cannot normally exceed **19 HP** or **19 DP**. To determine and track **HP** and **DP**, put a battle token on the number corresponding to the **Encounter's HP** or **DP**. For example, if the enemy assigned to the left column has **4 HP,** put the battle token on space 4 of this column as shown in Figure E.
If a special enemy (boss or sub-boss) has **more than 19 HP**, the**small white numbers** on the **top right of each space** from the second column onwards allow you to track any health **above 19 HP**. In this case, spread the **HP** or **DP** across **multiple columns**. For example, for an enemy with **38 HP** you would put the battle token on **space 38** in the second column (in white above the 18). If the enemy reaches **0 HP** (after taking 38 damage), the token moves to space **0 in the first column.** This is only possible when you are fighting **one enemy**, because you need multiple columns available.

E

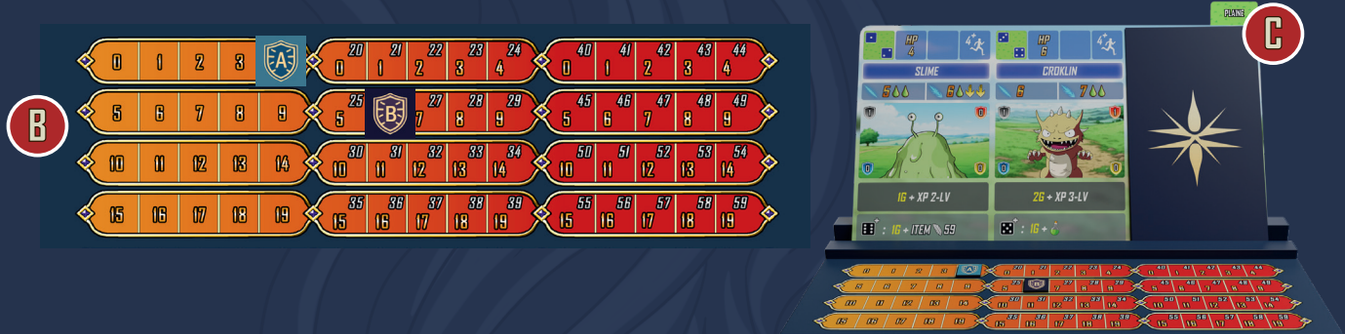


GENERATING ENCOUNTERS

After putting the **Encounter card** in the **card holder**, you must determine **which of the three enemies to generate**. First, **reveal** an **Exploration card**. Then look at the box to the top left of each enemy to see which ones correspond to the **dice icons** on the **Exploration card**.
For example, the Encounter card below shows that rolling a **1** or **2** spawns a **"SLIME"**, rolling a **3** or **4** spawns a **" CROKLIN"**, and rolling a **5** or **6** spawns a **"GLUGLU"**.



The **blue die** (always on the left) on an **Exploration card** shows the enemy spawned for **Hero A**, and the **purple die** shows the one spawned for **Hero B**.
The heroes each put their **respective battle tokens** on **the HP track for enemy they spawned**.
For example, a **SLIME** was generated for **Hero A** with a **1**, and a **CROKLIN** for **Hero B** with a **3**. **Hero A** puts their battle token on **space 4** (Figure B) in the **first column** (which is assigned to the SLIME) because the **SLIME** has **4 HP** (Figure A). **Hero B** puts their battle token on **space 6** in the **second column**, because the **CROKLIN** has **6 HP**.
Then, put the **Hide Encounter** card on the enemy **not involved** in the battle (Figure C).



REMEMBER: Enemies assigned to Hero A or B are only used to determine rewards at the end of the battle.
During battle, the heroes can attack any enemy and enemies can attack any hero regardless of which one they are assigned to.

The maximum number of encounters in a standard battle is two enemies, the heroes generate one enemy each. However, if there is **only one die** on the **Exploration card**, this means that **only one enemy can be generated for that battle.**

PREPARING FOR BATTLE

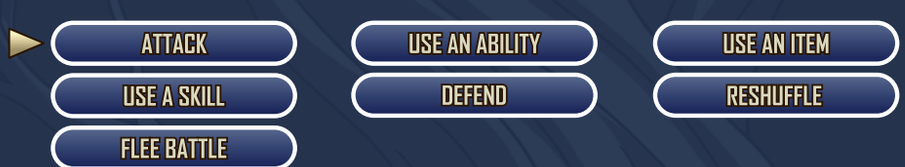
Once the encounters have been generated, each hero chooses the **equipment** and **skills** they want to use **in battle**. Players also choose which **ally** they want to take with them (if they have any).
To do this, you can **exchange** items **between the heroes** or with the **shared bag** before equipping them and **change** your **equipped skills**. Any skills or items you equip must comply with the following: a maximum of **five equipped Item cards** per hero, **four equipped skills** per hero, and **a single ally (+ the Acolyte)** for the whole party. In addition, your **five Item cards can include only one weapon and one piece of armor.**
Once this is done, you are ready for battle!

BATTLE TURNS

Battles take place over **multiple turns**, alternating between the **hero turn** and the **enemy turn** until all members of one side are knocked out (0 HP). **To determine which group goes first, check the Exploration card you revealed to generate the enemies.**
If it shows **"Hero initiative"**, then the heroes go first. If it shows **"Enemy initiative"**, then the enemies go first.
During the hero turn, **each hero**, the **Acolyte**, and the **ally** (if there is one) can **take one action in the order you choose**.

HERO TURN

On their turn, **the heroes** can perform **one** of the following seven actions. For example, a hero **can't attack then use an item or skill on the same turn.**



BATTLE ACTIONS: ATTACK

When a hero chooses this action, they can use their **equipped weapon** to attack (a hero cannot perform this action without a weapon equipped). **First, choose an enemy to attack (unlike allies). Then**, roll a battle die and check the weapon card to determine the strength of the attack (see Weapons and Armor, p.23).

BATTLE ACTION: USE A SKILL

When a hero chooses this action, they can use one of their equipped skills by paying its mana cost to trigger its effect (see Skills, p.24). Some skills may require you to roll a die (shown on the Skill card). As with the **Attack** action, **you must choose your target before rolling the die.**

Using **boosts** from Skill cards (see p.25) **does not count as a battle action.** On your turn, you may **turn over as many Skill cards as you wish to use their boosts. Boosts can also be used after rolling your attack die (once your attack strength has been determined).**
Remember, some skills have this exclamation mark icon **!** next to the skill description. The means you can use this skill **at a specific time,** giving you what amounts to a **second battle action** (often during the enemy turn).

BATTLE ACTION: FLEE BATTLE

Flee battle is an action you can take on your turn. If a hero successfully **flees**, **the whole party escapes with them. If you are playing with two heroes, you have two chances per turn to flee.**
To flee, the hero must roll a D6 and compare the result to the **highest** flee value among the remaining unbeaten enemies. For example, if you are facing the two enemies in Figure A, the flee value is **4+** for the **CROKLIN** and **3+** for the **GLUGLU.** If both enemies are still active, you will need to roll a **4** or **higher** to flee.
If you are successful, store the Encounter card. **You will not receive any rewards from the battle** (even if you beat some of the enemies).

The **Flashroom** **basic item** can be **very useful**, as it allows you to automatically flee a battle.

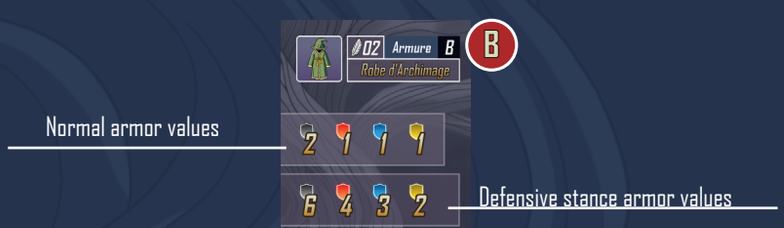


BATTLE ACTION: USE AN ABILITY

This action allows you to use one of your Ability cards, if you have any. However, **most abilities** state they can be used **in addition to your battle action, without using up your action for your turn.** If you have several abilities with this option, **you can use them all during your turn.** These abilities can be powerful, and allow you to perform **multiple additional actions during the same turn.**

BATTLE ACTION: DEFEND

When a hero chooses this action, they switch to **defensive stance** until their **next turn**. In **defensive stance**, they can use the values shown in the **bottom row** of their armor values instead of the values in the **top row** (see Figure B).



BATTLE ACTION: USE AN ITEM

When a hero chooses this action, they can use **one equipped Item** of their choice. This can be an **Item card** or a **basic item**. As with Skill cards, some items can be used **in addition** to your battle action. This will be stated on the card. **A hero may spend 1 SP to use an item from the shared bag instead of using an equipped item.**

BATTLE ACTION: RESHUFFLE

When a hero chooses this action, they can do the following:
- Exchange any number of **Item cards** and/or **basic items** with the other hero or for items in the **shared bag**.
- Exchange **equipped skills** with skills in the **pool**.
- Exchange their current **ally** for a new one by putting the new ally on top of the old one.

You may perform several (all) of these actions during the "Reshuffle" action.

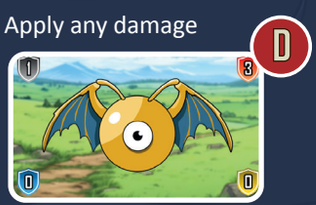
ADDITIONAL ACTION: MOVE TO THE FRONT

In addition to performing one of the other seven battle actions, a hero may **spend 1 SP** at any time during their turn to move to the front of the party. Moving to the **front** makes the hero easier for enemies to target. As you will see, enemies have a **4 in 6 chance** of attacking the hero at the front of the party, compared to a **2 in 6 chance** of attacking the hero at the back. **Some skills are also more powerful when you are at the front of the party.**

If you move to the front, swap the party token on the map to reflect the change. Remember, the lead hero can be changed **at any time outside of battle without spending any SP.**

ASSIGNING DAMAGE

Enemies have their own defense values shown underneath their illustrations (see Figure D). Apply any damage reduction based on the shield color that matches the type of attack you are performing. For example, in Figure D, if you perform a fire attack of 6, you deal **6 - 3 (red shield)** = **3 damage** to that enemy. This enemy is resistant to **fire**, so a **physical attack** (without magic) would be better to maximize damage.

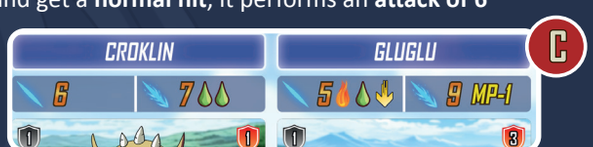


As with the heroes' **Item/Armor** cards, the **grey shield** icon on the enemy cards represents their **defense** against **physical attacks**, the **red shield** against **fire attacks**, the **blue shield** against **water attacks**, and the **yellow shield** against **electric attacks**.

ENEMY TURN

Enemies attack **one at a time,** beginning with the one **furthest to the left** on the Encounter card. To begin the enemy attack, roll **a hero's battle die**: this roll determines whether the enemy performs a normal attack or a critical hit. Enemies have no **super critical hit**, so any result that would normally be a super critical hit is just a **critical hit.** Then, check the Encounter card to see which attack corresponds to the result of the die roll.

For example, in Figure C, if you roll the battle die for the **CROKLIN** and get a **normal hit**, it performs an **attack of 6** (physical). If you roll a **critical hit** or **super critical hit**, it performs an **attack of 7** (physical) plus two stacks of **poison**.



You will see the letters A, B, or the number 1 in the top right on each side of the battle dice. These **determine which hero will be targeted**: **"A"** refers to **Hero A**, the **"B"** refers to **Hero B**, and the **"1"** refers to the **lead hero.** For example, if you roll this result for the **CROKLIN**, it performs an **attack of 7** with two stacks of **poison against Hero A.**

When all enemies have attacked, the next hero turn begins and the heroes can take their battle actions **in any order they choose.**

TAKING DAMAGE

When an enemy attacks a hero, **remember to reduce the damage by your armor value** (if you have armor equipped) as shown in the Weapons and Armor section (p.23).

EFFECTS OF ENEMY ATTACKS

Enemy attacks often also have effects represented by icons (Figure A). When an attack has effects, resolve them from **left to right:** first the attack itself, then each of the effects one by one, if there are multiple effects.
If an ability or skill allows you to take an action after being attacked by an enemy (e.g. a counter-attack), **resolve all the effects of the enemy attack** before using your ability or skill.
The 🔥, 🌀, and ⚡ icons are not effects, but types of attack which shows which armor color you should check when calculating damage.
You will find the meaning of all these icons on the back of this rulebook and on the **removable storage box**.



WINNING THE BATTLE

When an enemy's HP reaches 0, that enemy is KO'd. When this happens, put the transparent **"KO'd Enemy"** card over it (see Figure B). Once **all enemies are vanquished,** you win the battle and receive your rewards.

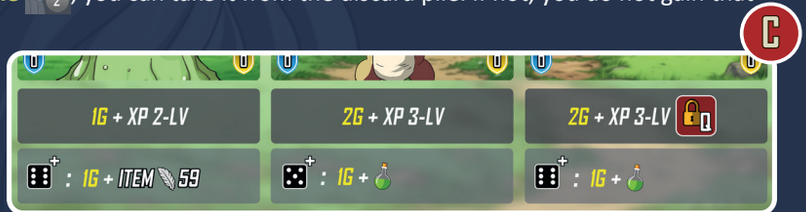


BATTLE REWARDS

When you win a battle, each hero receives **rewards** from the **enemy they generated** at the start of the battle, **regardless of which one they defeated.**
Each enemy has two rewards sections **at the bottom of the Encounter card**. **The top section** shows the rewards you receive automatically, and the **bottom section** shows the bonus rewards you can receive by **rolling a D6.**
In **the top section,** you generally receive **G** (Gelos) and **XP**. As shown in Figure C , **XP** is often followed by **"-LV"**. This means that you receive the **XP** shown, **minus your current level.** For example, if the section shows **"3 XP-LV"** and you are **Level 1**, you will receive **3 - 1 = 2 XP.** At **Level 2**, you will receive **1 XP**, and at **Level 3 or higher** you will not receive **any additional XP.** This system encourages you to face more powerful enemies to continue gaining XP.
The top section of the third column in Figure C shows a quest objective padlock icon followed by the letter **"Q".** This means that **if you win the battle**, you will find yourself on the **Q** quest objective. If you have a Quest card which requires you to reach quest objective **Q** in order to turn it over, you can do this once you have won the battle. Ignore this icon if you do not have the associated quest.

Now take a look at the **"bonus rewards"** section at the bottom. Once you have received all the standard rewards, each hero can roll a **D6** to try and receive bonus rewards **from the enemy they generated.** If the die result is **equal to** or **higher than** the one shown in this section, the hero wins the bonus rewards. These rewards can include **basic items** such as a **healing potion** (Figure C) or **Item cards**, shown in the first column with the **"Item 59"** icon. If you win this type of item, you can take the corresponding card from the **Item card deck**.

If you gain an **Item card** as a reward but cannot find it among the available Item cards, **check the discard pile.** If the **item** has a resale value in a **blue circle** , you can take it from the discard pile. If not, you do not gain that Item card.



If only one enemy was generated, **you must choose which hero receives the rewards, as well as the XP** and any bonus rewards.

And if a hero is **KO'd** during battle, but the other hero manages to beat all the enemies, the **KO'd** hero **can still receive rewards and any bonus rewards** from their assigned enemy.

TRAPS AND CHALLENGES

TRAPS

Some Encounter cards feature **traps** or **challenges** instead of enemies (Figure A).

Traps have no HP.
The difference between traps and enemies is that when you generate a **trap**, **it always acts before the hero turn.** Like enemies, traps attack using a battle die. Once the trap has attacked it is considered to be beaten. **Put the KO'd Enemy card on top of it, then immediately begin the hero turn if they have the initiative.**



CHALLENGES

Challenges (Figure B) act during the **enemy turn**. Like with enemies, **you must roll a battle die for a challenge to act on its turn.**
Instead of **HP**, challenges **have DP (difficulty points)** which work in exactly the same way as **HP**. Each challenge has a section above the illustration which shows **how to beat that challenge**.
It is **impossible** to **flee** battle with an **unbeaten challenge**, **even** by using an item that normally allows you to flee battle. This is indicated by the crossed-out flee icon.

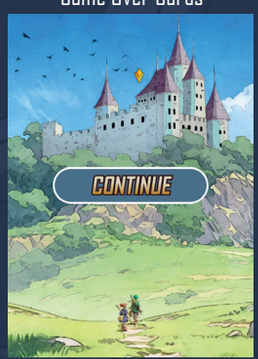
KO AND GAME OVER

KO

When a hero's **HP** falls to **0** or the **HP token reaches the poison token space,** that hero is **"KO'd"**. The **HP token can never move beyond the poison token**. If it reaches or would pass the poison token, stack them on top of each other. A **KO'd** hero can no longer participate in the battle and **cannot be healed during that battle**.
When a hero is **KO'd**, all enemies attack **the remaining hero**, regardless of the result of the battle die.
A KO'd hero can be healed after the battle is over by healing their **HP** with an item, a skill, or any other method that heals **HP**. As long as their **HP** remains **on the same space as the poison token**, the hero stays **KO'd** and **cannot participate in any battles**.

GAME OVER

Game Over Cards



Game Over occurs when **all heroes are KO'd.** When this happens, the battle ends immediately and you must draw a **Game Over** card. You will find these in the **discard** section of the **card organizer**. All heroes recover all **HP**, **MP**, **SP**, and **exhausted skills**, and heal **poison**, like after a **LVL UP**. You can then either leave the party token on its current position, or move it to any other **Location** space on the world map **where you have already revealed the mini-map** (and which is therefore available in **the explored Locations deck**). **Game Over** cards add **penalties** to your **final score** (-2 points per card), and you must **keep them until the end of the game.** The game includes a total of **15 Game Over** cards, which is the **maximum** number of **Game Overs** you can get before completely losing the game. If the party already has **15 Game Over cards** and would receive another, **the game is lost**: you must restart the game from the beginning. However, the game is designed to be ended without reaching the maximum number of Game Over cards, as long as you manage your progression carefully. **It is completely normal to receive several Game Over cards during the game.**

SUB-BOSSES AND BOSSES

When fighting a **sub-boss** or **boss**, **you do not draw an Exploration card** to determine **initiative**: **the heroes always have the initiative in these battles.**

When fighting a **sub-boss** or **boss**, Item cards you play and which would then normally be **stored** or **discarded** must be **put aside** (on the main board, for example). If you **lose** the battle (**if you fled or received a Game Over card**), you can **pick them back up without putting them in storage or discarding them**. If you **win** the battle, follow the normal instructions for each card: **store it** or **discard** as appropriate.



Sub-bosses are powerful enemies that you encounter during your adventure. They are found on the backs of specific quest cards, so be careful **not to turn over a Quest card without fulfilling the conditions on the front first.**
When you reveal a **sub-boss**, you can put their card in front of the players of on the Encounter card hold. Their **HP** is normally much higher than that of ordinary enemies. You must then track their **HP** across several columns on the Encounter card holder (see p.29).
All the normal rules for battle apply during these battles. The main difference is that instead of rolling a **battle die** to determine their attack, **you roll a D6 instead** . Three sections underneath the enemy portrait show the attacks they perform depending on the result of the **D6** roll.
To determine which hero is attacked, the **D6** has the letters **A**, **B**, and the number **1**, the same as the battle dice.

The red 5 and 6 dice icons on **Sub-Boss** cards show that they are **critical hits.** This can affect the use of certain effects which trigger when an enemy performs a critical hit.

When you win a battle against a sub-boss, **check the section at the bottom right of the card,** which shows what you need to do after winning. Normally, this will be to **discard** the card and receive a new Quest card in exchange which will show any rewards you receive.
If you lose the battle or choose to flee, **refer to the section at the bottom left of the card.** Generally, you will need to **turn over** the card and put it back with your Quest cards so you can come back and face it again when you are ready.

When you return to fight a **sub-boss** you **lost against previously (fled the battle or were KO'd)**, you must face them at their **full HP**.

BOSS



Bosses are the most powerful enemies you will encounter in Bôken. Defeating them often unlocks elements essential for fulfilling your destiny.
Unlike sub-bosses, **bosses** are found on **Encounter cards**, and the conditions for revealing them are stated on your Quest cards. When you reveal a **boss**, the **Quest card** will show any **rules specific to that boss**. **Bosses** usually have three phases, each represented by a different column (see Figure C) and each with their own **HP**, **attacks**, and **defense**.
The first column usually corresponds to the boss's **phase 1**, the second column to **phase 2**, and the third column to the **final phase**. Unless otherwise instructed, when you reveal a **boss Encounter card**, **avoid looking the phase 2 and final phases and cover them with the Hide Encounter cards** so that you are only fighting **phase 1**. Once you have beaten phase 1, move on to the next one **by moving the Hide Encounter card** from **phase 2** to cover **phase 1**, and continue likewise for the **final phase**. **Reset the boss's HP as needed for each phase.**
Beating one phase and beginning the next **doesn't count as a new battle**. This means that **the heroes do not automatically go first in the new phase,** instead the battle continues normally, as if you were fighting the same enemy. If there is an Acolyte or ally that hasn't yet taken their action, they may continue taking their turn in the next phase. If all heroes have already taken their turn, it is then the **boss's** turn. In addition, **any excess damage and effects such as paralysis that were dealt as part of beating a phase are not carried over to the next.** For example, if the boss's **phase 1** has **3 HP** left and you deal it **5 damage**, the phase is beaten, but the **2 remaining damage is not carried over to the next phase. Likewise, if you paralyzed the boss with an effect, this effect immediately ends when the battle moves to the next phase.**
Unlike standard Encounter cards, boss portraits are at the bottom of the card. The top shows the boss's **special ability** which triggers when you see the 💀 icon after one of its attacks.
When you beat the boss's final phase, you win the battle. **Whether you win or lose the battle** (Game Over or flee), **carefully read the info on the Quest card** which generated the boss, as it will tell you what to do depending on the outcome of the battle.

When you return to fight a boss you previously lost against (fled or KO'd), you must start the battle from the beginning of the first phase. <u>The boss is completely healed.</u>

Note: Some bosses have different HP depending on whether you are playing in solo or co-op mode. This will be noted below its HP if applicable.

SCORE

When you beat a **sub-boss** or **boss**, you gain points which vary depending on your heroes' levels. The **lower your heroes' levels, the more points you receive,** as the battle difficulty is higher. If you win the battle, the Quest card will tell you how many points you receive. **Write these points down somewhere.**
At the end of the game, add up the points you have written down and subtract any penalties received from **Game Over** cards to calculate your **final score**. This is purely to evaluate your performance in the game, giving you a score you can try to beat by optimizing your strategy the next time you restart the game from the beginning.
You can also ignore the score if you would prefer to play a more relaxed game. Even if you do this, you must still take **Game Over** cards when appropriate, as you can only have a **maximum of 15**. Another way to evaluate your performance is to only count the total number of **Game Over** cards you received.

SAVING

You can **save** your game any time **outside of battle** to pause and come back to it later. The magnetized hero sheet and board system and the card organizer make it quick to put the game away and get it back out again.
Follow the steps below to **save** the game and put it away:

A • Put all the cards belonging to **Hero A** (**Skills**, **Items**, and **Abilities**) in a **single pile**. If you have any **exhausted (face down) Skill cards, leave them face down** in the pile of cards.
Put all these cards **at the back** of the **first compartment** (left side) of the removable card organizer.

B • Do the same for **Hero B** and put their cards in the **second compartment** of the **first section** of the removable card organizer.

C • Finally, put all the **cards shared** between the **two heroes** into **a single pile**. Shared cards are **Quest** cards, **party Ability** cards, **Ally** cards, **Item cards in the shared bag, Exploration cards** (**with revealed cards turned face down to easily tell them apart**), and **Game Over cards.**
Put the pile of cards in the **third compartment** of the **first section** of the removable card organizer.

D • Put all your **battle tokens** (tokens on the Encounter card holder) back on your **hero sheets** and put the **two hero sheets** at the **bottom of the box**.

E • Put the **removable card organizer** and the other **removable storage box on top.**

F • Lay the **Encounter** cards flat in the removable storage box. Turn the **Location** cards 90° so they are horizontal, then put any **revealed Location cards** into the **back compartment** to keep them separate. Put the **Encounter card holder** and the **Hide Encounter** cards on top of the **Encounter cards** and put the **dice** in the middle right compartment.

G • After **closing the removable boxes**, put the rulebook and **world map** with the **party token on top.**



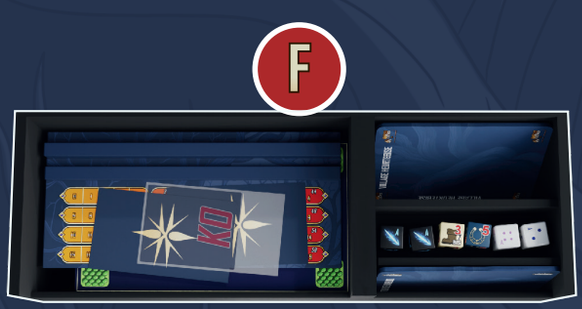
D



E



F



F



G



G



To help maintain the feel of the game and encourage you to take notes, only look at revealed Location cards when you are in that Location. However, when you continue the game after a break of 8 hours or more, you are allowed to check these Locations at the start of the session. Remember, you can **never** check the Location cards for Locations that you have not yet explored!

PURE SOLO MODE

You can play Bôken **solo** using **one** or **two heroes**. **"Pure solo"** uses only **one hero**. Playing pure solo mode is a slightly **different** experience to playing with two heroes, mainly in terms of battle strategy. You will also notice several differences depending on which hero you choose, adding **replayability**.
There are also several other things that change when playing with **one hero.**

SETUP (PURE SOLO MODE)

• At the beginning of the game, choose one of the two heroes. When you receive your **starter Skill** cards, you **can choose from both the Hero A and Hero B cards,** regardless of which hero you have chosen to play. You can mix the two and take several **Hero A** cards and several **Hero B** cards.
You can take **4 starter Skill cards instead of 3.**
Once you have chosen your **starter skills**, **put the rest of the starter Skill cards into the discard pile.**

• When you receive your **starter Item** cards, you choose between both the **Hero A** or **Hero B** Item cards. However, you may only choose **one weapon** and **one piece of armor** from the four cards available. **Put the remaining starter Item cards into the discard pile.**

• Finally, **take Quest card 77**, which is a **starter ability** that allows you to take **two battle actions** during your turn instead of **one.**

EQUIPMENT (PURE SOLO)

In **pure solo** mode, the heroes can use **any item type**, regardless of whether it can normally only be used by **Hero A** or **Hero B.**

GENERATING ENCOUNTERS (PURE SOLO)

When generating encounters, **follow the same steps as when playing with two heroes.** You can battle up to **two enemies on your own.** In addition, in solo mode **enemies always attack your hero** regardless of the result of the battle die.
Use your own battle token and the battle token for the **unused hero** so you have enough to track enemy **HP** or **DP**.

BATTLE / SKILLS (PURE SOLO)

At the beginning of a battle, **you can adjust the orientation of your Skill cards** to choose Skills marked as **Hero A** or **Hero B** (blue or purple). However, once you have chosen which skills to use, **you cannot change them again during battle, unless you take a "Reshuffle" action.**
There is no such thing as an **"unequipped"** skill in **pure solo** mode. When an **effect** allows you to use an **unequipped** skill, you can choose between the effect of a skill belonging to either **Hero A** or **Hero B.**

ENCOUNTER REWARDS (PURE SOLO)

When you win a battle, **you only win the rewards from one enemy.** You must choose which enemy's rewards to take. The same applies for any bonus rewards. However, for bonus rewards, **you may choose to receive them from an enemy different to the one** you received the automatic rewards from.
For example, if you beat a **SLIME** and a **GLUGLU**, you can choose to receive the automatic rewards from the **GLUG-LU** to gain **2G** and **3XP-LVL**, then roll your die to try and receive the bonus rewards from the **SLIME**.

LVL UP (PURE SOLO)

When you level up (LVL UP), **draw 3 Skill cards** instead of **2 (you can only keep one).** You can then orient the card **whichever way round you choose**.

NOTES (PURE SOLO)

The concept of **lead hero** and **hero at the back of the party does not exist** in **pure solo mode.** If a card requires you to be at the **front** or **back of the party** to trigger an effect, you are considered to **fulfil** the condition for **both cases.**

TIPS (PURE SOLO)

When choosing your starter skills, it is recommended that you choose at least one skill able to deal **magic damage** (such as the **"Fireball"** skill). Some enemies have high defense against **physical attacks**, and choosing this ability will help you to be **more versatile**.

TAKING NOTES IN BÔKEN

It is strongly recommended that you take notes during the game. This can be especially helpful for remembering what you find on the various mini-maps, such as **rumors**, **Item cards** that you discover in shops, **NPCs** you plan to revisit later on, and **quest objectives** that you haven't yet fulfilled.
You can also write down your **scores** from beating sub-bosses and bosses so you can add them up at the end of the adventure.

VARIANTS

Here are a few **optional variants** you can try. You can choose just **one**, or **combine several** for a different game experience.
You can also **add or remove** a variant **during the game**.

VARIANT 1: MOVEMENT DICE

This variant replaces **Exploration** cards with dice.
There is no initiative system in this variant: **heroes always have the initiative in battle.**

Follow the steps below to play this game variant:

Put the **Exploration** cards into the **discard pile.** Instead, you will have a **movement die**  and a **special die for mounts**  (if you have a Mount card). The icons on these dice are the same as the ones on the Exploration cards and **have the same meanings**: the **red** number is the amount of movement on the **world map** and **dungeon mini-maps**, while the **black** number is used for **peaceful mini-maps** (towns, villages, etc.).
Like when using the cards, if you roll a **"B"** on the dice, you must reveal a **B encounter** at the end of your movement (if your party token lands on a space which triggers a battle).

If you roll a  , **all heroes** lose **1 SP**, you can then **reroll the die** but you lose **1 additional SP for each new fatigue rolled.**
This is why the dice must still be rolled even in villages, as you may roll this icon.

In battle, each hero **rolls a D6** to determine which **enemy they generate** (which is then assigned to that hero for rewards). If both heroes generate the **same enemy**, you only fight **one opponent**.

And remember, in this variant the heroes always have the initiative in battle.

VARIANT 2: EASY MODE

This mode is ideal for playing with children who do not like losing (though you might still lose occasionally).
If playing this variant, **turn the Acolyte card over to show the "EASY MODE" side.**
If using **Exploration** cards (rather than movement dice), when enemies would normally have the initiative, you will see the following: **"Initiative: Heroes on easy mode".**
In Easy Mode, when an enemy performs a **Super Critical hit**, treat this attack as a **miss** (the enemy does nothing) **instead of a critical hit.**
If you are playing with a child, it may be helpful to combine the **"movement dice"** variant with this simplified easy mode.

VARIANT 3: HARD MODE

To play on **hard mode**, **you must use Exploration cards** (and not the movement dice variant).
On two Exploration cards, when heroes would normally have the **initiative**, you will see the following:
"Initiative: Enemies in hard mode".
This mode can be very difficult, as even normal mode can be quite challenging at times.
You can make the game even tougher by removing the **Acolyte** card from the game.

VARIANT 4: ZERO TOLERANCE

In this mode, you **cannot take any Game Over cars.**
You lost the game if **both heroes** are **KO'd**.
You must then **reset** the game and start again from **the beginning.**

VARIANT 5: TRAVELER'S REST

This variant can be used if you are playing the **"Movement dice"** variant. In this variant, you do not need to roll a die when you are on a peaceful mini-map (town, village, etc.). Simply put your **party token** next to the **object** or **NPC** you want to interact with.

VARIANT 6: PERFECT RECALL

You may check any previously-explored mini-maps at any time to find information you have forgotten to note down.

LANOTH RANKINGS

At the end of the game, **add up your points** and subtract any penalties from **Game Over** cards, then check the table below to see how you did.

00 - 9 points	Tragic legend
10 - 19 points	Amateur champion
20 - 29 points	Mother's hope
30 - 34 points	Struggling savior
35 - 39 points	Accidental hero
40 - 55 points	Local legend
56 - 69 points	Hero of the twilight
70 - 79 points	Hero of prophecy
80+ points	The one who made the final boss weep

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- GUIRAUD-MARINE - ADHAN - MAZUNOPROD - SHNAFAN - LUDO41 - NICOLAS80 - NIGOTFX - IRIS-DOYEN - JUL-SOICHET - YMIE46 - FABIEN-BOUYER244 - AGATHE YOVOGAN - ZIBZIB - PAQUAY6 - DAMIEN BOUTHIER - ANGELLINOA - NICOLAS FRAUTSCHI WILLINER - VODKA - MORADO-LETICIA - MANUGREG - LA_FAMILLE_BONNARD - GUILLAUME DELBASSÉE - SHEROU - PIERRE GOMERIEL - FABIENNE NOIZET - DECOBLAUGRANA - MICKAEL DELMAS - FERRANDAM - RAPHAEL KAPPLER - YVANE BOUCHE - CASTAING-CE - MICKAEL-DUTHU - NICOLAS_DS - PHO 13 CHOISY - FANFANT-MFT - PRETRE - LILLY-LAURENT122 - PIERREY VESMUNCH - NICOLAS-LEPOLARD - MAXIME-KRONNER - FRANÇOIS PEREZ - PAUL-OBLIGITTE - JHW-L - SAVELCOOL2107 - JULIEN-JACQUES_59 - DEJEAN-H-1 - THIBAULT-LEMASSON - JIB636 - CLOHIER - AUKIIDEL - LUDOTHEJEDI - FLORIAN53360 - CHRISTOPHER-PACHECO-PEDROSA - TISNE-JACK - VALENTIN-FORTERRE - MALAARIA - NICOLASPRALES - KINCOUNET - ARCROK - TROISQUATREVIES - BENESAM - DANIEL BOURDY - SONIA-C-DURAND - CHOTEAUFREDERIC - MAISON AULLO SYLVAIN - MATHIAS ROESSERT - JÉRÉMY LECERF - 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BORIS ANTONA - LOUIS ROUSSELET - CLEMENT-FAUVE - PATRICK BLACKBURN - SÉVERINE MARTINEZ - LAURENT LACÔTE - MICHAËL ZWINGELSTEIN - SYFER57 - DATAROK - FRED BZ - PAUL-ARTHUR-DOBETZKY - AURELIEN ALLAIN - BERNARD LACOSTE - ESTEBANDESOUSA-1 - N-CHABOT08 - Q-MAUROUARD - CHRISTOPHE DAMIANY - LOLOCHINO - DEROUBAIX VINCENT - CH0SSETTE - BENJA0088 - THOMAS METZGER - SÉVERINE - KIRBINK - JEP - BOB_LABRICOLE - SYLVAIN CHRISTIAN - AKKOUK974 - SERNA-THIBAULT - ERIC-GEORGENTHUM - DORIAN-ROURE - PIERRE-LOUIS FOURNIER - GUYOT-ALEXANDRE1 - WOLFHEART18-2 - ADRIEN HUOT MARCHAND - BENOIT LE CORRE - KHELDANEGAMING - FIO AND SOSHEN - PIERREPAHUN - MAXENCE-THON - POCHOIR-UNIFORMES-3Y - WILLIAM POTTIER - SEBASTIEN-TELLIER82 - THOMAS MORDREL - BENEREM - BOUVET-ANTOINE13 - LA-CHAUCHE - DAVID MANGAN - ALEXIEL57 - JEFF - ALEXIS LORGNIE - CHARA - ULTIMABAHAMUT - KYMIC - SCHEENNA - ALMANGEOT - DOTFRANCON - DARK-MOONLIGHT - NICOLAS HENNEQUIN - TRISTAN-MICHEL34 - SOPHIE HENON - HANAÉ HULOT DEMAZIER - SAMUELHAYEN - GROSBILL59 - 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START - NOLAN SILNIQUE - YOHANN THOMAS - ELODIE-COLSON - JULIEN SAUTER - RÉMI SAUNIER - DUFOUR VINCENT - GERARD-KEVIN - ROMAIN BERERD - VANOCORENTIN - MAXIME TOCATLIAN - RAMAMAW - J-AIME - JULIENLHOMME-0 - NIKOSTO - ANDRÉA CANO - MATHIEU ELSLANDER - SAMSAMGAMER - MANULEMALO - HELERIX1206 - MANUEL DEL BEN - FATMII-RIAD - WILLIAMBERTHOLD - SPARKAT - ALEXANDRE-MEYER1 - JOHAN MORALES - EMYNODUESP - MAEL-BOUILLON - ARNAUD-JULIA1 - JPASCALM - SAKURA-OOPS - CIGNARD - TANGUY RONDEAU - DAVID CARMONA - BARON SWEN WOLFISHEIM - PELLETERAT DE BORDE - MATHIAS644 - SÉBASTIEN JANEL - SIMON-BUSSENAULT - CHATNOIR - CEUPOU33 - JYSE - A-NAVARRO87-SUBSCRIPTIONS - ALEXIS-PORROT-CMD - LOIS-DELTEIL - PIERRE-7095 - THIBAUD-DIERICKX - BAPTISTE LE MAIRE - COBRA-86 - RUCH-BASTIEN - ROUMAGNAC-BRUNO - DUBEAU-QUENTIN - MOKONASO - DUVAL-EMILIE64 - GOOSSENS-MATTHIEU - RANDJA KANOUNI - SOLENNE FOSSE - AMÉLIE ASSIÉ - LESLIEBRAYER - POSEPUB64 - BENJAMIN BOSSA - MEUNIERALEXANDRE8 - ALRIC FRANÇON - NOEL-JEREMY - ROBINKEKE45 - DAVID GUÉNARD - JEFFREY MATHON - STEPHANE BARTHELEMY - CED_ET_ELOW - STEPHVALENCE - PIERRE-CHALFOUN - AURÉLIEN TRENTO - BOUQUEREL-P32 - ROMAIN BRIDOT - UN BRIN DE JAPONAIS - LUSE75 - SYLVAIN OLLIVIER - NIKOVSYUH - PAUL SCHNEIDER - WIGAP - SAIGO - SYLVAIN CONSO-COSTANTINO - GEESMURF - GREGZOY - SCHNEERBERGER-MITCH - STREGANEVI - GAETANBOIVEAU - FRÉDÉRIC SOURD - SÉBASTIEN V. - IZIS_LUCAS_BENJAMIN - OLIVIER-2221 - NAUSICÄA - MAELYSI64 - TH-SKOWRONSKI - HTOUPILLIER - JJLOUB - NICOLAS MUSCIO - JEDDU11 - BUGDANY-0 - BEWEX2005 - GUILHAUME LACROIX - GUY2499 - THIERRY-DEMASSIA - KHAORINTIN - CHRISTOPHE LOPEZ - ZADISIC - FRANCK-RUBARBE - BURTIN-MATHIEU - COUVIDAT-NATACHA - OLIVIERCLARY-1 - MAGIC_SHOW - NIELSHAWKINS - DIMITRI GIUNTA - EVYLE - PITCH N' RUN - ALEXANDRE-TAILLEUR - CAROLE-DELAUNAY - KAMUI_SHIRO - THOMASABEGG - NAHOLYR - FANREIDU1920 - ALBOITOR - SCHMURTZ - THOMAS89560 - LANDY-RENAUDETTE - FABRICE-MARTIN30 - YOAN DANTEIN - DEVULDER-PI - DAMIEN FICHOT - MARTIN BATAILLE - THOMAS-HOARAU67 - VIDAL OPHELIE - AGNESTHIEB - BAPTISTE PARMENTIER - DONOVAN-PRADIER - FUSTIR - LEROYLESLIE44 - CHRISTOPHE SAILLANT - Z - NIELS-MANGELSCHOTS9 - LOICDV - JÉRÉMY

TOUDIC - DARKPIPOU - MIKE POLLINA - BRETZELFAMILY - SYROSE - KATTACHE75 - MATTHIEU FERNBACH - JONATHAN DE FARIA - GUITAIL - ISARA - EMILIE MORVANT - EMMANUELLE-GERVAIS65 - NICOLAS BÉÉRANGER - EMILIE PONTE - NICOLAS_GANDOLPHE - YUMIKOV05 - ERIC DARMET - NAREKGALOIAN - GO-EDUC - TFAJEDI - BOYERALISON - GAËTAN VIDEMENT - DIMITRI-MAVRAUDIS - MILEMBER - ZESTEMAN - GARFIELD_DU_26 - SIMON BRIGANT - SOMBRETEX - AMAURY-DERIBOU - BENJAMIN-BILLES - GALTHOR-BD - BREUVART-GARY - STÉPHANE BAUDÉAN - RACHOLLIVIER - BENJAMIN BOQUET - VANDROMMEGAE-TAN - HAINU-STUDIO - FRANCK GONTHIER - THOMAS FAILLAT - MATHILDE ZOUX - FIRRE-ROUSSEAU - LUCAS MARSON - DARKBEN313 - DAVY JACQUEMIN - JU-LIEN BUCHINET - DINAND-ANNABELLE - ACHGAFSAMY - RAFZILA - JEREMY-PREUX - KRL000LRK - CHRISTOF-24 - JADINON-KARINE - DIMITRI ROUGIÉ - CAR-VADIFF -
ERIC MOREAU - BERNARD SILLY - POUPOUYOU974 - CYRIL WOJTOWIEZ - ARTHUR-CUNY-83 - ONLZEBU - AELYS - NICOQUATREVILLE - ALEXLEDANTEX - RENAUD GARNIER - CORNU-JEREMY - ACASTANIE - JEROME-CHARTON57 - LAURENT LYAUDET - STRICKER-TIBOR - VEDIS-ADRIEN - STIOP2 - TOHOLL03 - LUDOVIC ZANETTA - STA2404 - LE-ALQUIER - FLYNUT - ROBIN-PLANCON - MARGOTRIGOULT - PIERARTMICHEL - GIZBOU - SOULIER-REMI - SAMUEL FABER - CH-TOUR-NEUR - MIA-ALICE-BOWEN - TEDDY-DEVREEZE - STÉPHANE FUHS-PÉREZ - FLORIANRUPA - CLAIRE THIEBAUT - NICOLAS MEMBOT - NOSFAIRALCHTION - REMI3892 - MIMITOMTOM92 - FRANCOIS-BARAT - FREDERIC-PERAT - FRED-FERRIZ - HEULOT-T - ADRIEN ZIMMER - KÉVIN BENARD - ROMAIN DORANGEON - SWAMPY108 - YOUJIMBO - GUILLAUME LAMY - ISSUN - PIERRE B - VARAMIL - GUILLAUME DOMECQ - DEIVIDDO45 - JGUYONNET07 - GLUBURK - TRISTAN-1994 - ALEXANDRE-BEURRIER - BENOÎT BAUDIMENT - POPINEAUKEVIN - BENOITGODEYPRO - THÉO RUFFIEUX - MAXENCE-OLIVIER-59 - PIKAMIAW - BASTIAN-NICO-LAS2903 - YEXBE - FLORIAN-R70 - MAXIME LEBLANC - 117OTACON - KÉVIN BEAUBIER - BENJAMIN-LEPLAT - STÉPHANE LE SAGER - FLORENT AMOURET - MORIS-SEAU-EMMANUEL - LAURYE MAUDOUX - LOIC-BOUILLON - THOMASGUILLOUKEREDAN - GUILLAUME85 - AURORE AMBRAZÉ - JACQUES-MORIZE - MRGNICO-LET - NICOJEUX - SYLVAIN COPLO - SALARDAINE-ALEX - GUILLAUME-CAZAUX - LORDAMAURY - DAVY CASCIANA - JÉRÔME ENGRAND - ALEXANDRE-LUCAS38 - JULIENHUCBOURG - DCOTTIER-ARCHI - GEGETE-1 - SAUR-SEBASTIEN - BRICEP - NAIL_FLORENT - GUILLAUME VIRAYE - BENJAMIN LAMBERT - EVAGELAN - RÉGIS ABDILLA - MAXENCE FOUBERT - EVAN-5-1 - STÉPHANE MAZ - GUILLAUME RIVIÈRE - ALBERTO POGGI - FÉLIX COULON - DOUDOU73-LR - METAL38 - ROCHEREAU-TH - ALEXANDRE GEOFFROY - FRANÇOIS, CHAPICHOU ET LULU - LOÏC VIGNES - KARNAGE - DAROCHAMIGUEL210 - EL-ASTROLL - CLINDACIER - SCARKWON - MOANO - KEVIN-NOLLOMONT - MARYNE POULLEAU - LERRIANH - ORGIZMO - YANCHA ZED - ALEXANDRE VIVIER - PIERRE-BONVOISIN - SYAMEE6 - CUVELIER4ANTOINE - ALEXANDRE COULANGE - GOUJONERIC - AGNÈS LALA - CYRILLE-PLATTEAU - GUIBZ - R_ALDANA - BLAYA DAVID - TICHADOUJ - MATHIEU-TAMER - DAMIEN-1110 - MARION CAROZZA - MICHAËL FLÜCKIGER - KIMBAT - SIMSKY - JACQUETREMI - CIRMIAH - CYRILCYRILCYRIL - CYRILCYRIL-CYRIL - SOLARIA - REITAH - NICOLAS GREHIER - OLIVIER-SALVAT-GIE - AFROBANG - VALENTIN-BENEDETTI97438 - KÉVIN FONTAINHAS - PADJONE - PAULINE ET TRYSHA - CLEOMATTEII - ADRIEN-BAUDRAZ - JEROMEJOHN5 - LUDIVINE_PERRIN - JÉRÔME DEPAIFVE - THIBAUT-MINVIELLE - FRANCOIS MARQUES - MOR-GANE-974 - MICHEL ABEL - FODE07100 - NEDELEG98 - MÉLANIE LEUREGANS - KENOUAMIENS - TOBBY MARCIL MATHURIN - CEDRIC MARTIN - CHARLINEAUVINET - KOKOHUGOTOM CHLOE - YGGDRALISS - LAURENT-138 - JEAN-PAUL BERGER - ETIENNE-TURBE-1 - JMS09 - BATAUREL - BENKINE - ANTHON-YMONACO58 - KIDOW - REORA - DUDSAMA187 - LAPINGO - LOIC-BOURGEOIS38 - DIMITRI BERTHOMIERE - PAUL-BRESNU - GRÉGORY DELOBEL - JOSSELINLE-RON - AURÉLIEN RUAULT - NONOLIMIT - JONATHAN-DECAILLON - ALEXIS MAFFRE - G4NONDORF - VUTHILAG - BENJAMIN PASCAL - FREEDY KONOKLASS - REMI-RUSYN
- REMYBRUNESSAUX - TERRY BUREL - PHILIPPE MICHAUD - SLY74-2 - SEBASTIEN DORET - LEGER-SIDNEY - BINOUX - CHOUPINETVP - SCRATOU - CMIDELET - AAECOM - CBARB - GILLES-MASY - CÉDRIC GILLOT - CAROLEBLABLA - SYLVAIN-GRANJARD - MP_FOULIER - AZHARDEUX - THEOPOPIJEAN - STEPHANE-JAVAUD - EMERIC BAILLEUL - JULIEN-COYARD - TOTORO - JULIEN ROCHAT - METHOS GALLY - BERTRAND PODETTI - ANTONALB - LESIMPLE-D - R_HURSON - ULUL-7 - THOMAS DELAGE - DELIORIK - ERIC-BEYAERT - AUDREY MOUSSET - JOHANN ROBBE - JERJOL - AURÉLIEN CATHERIN - SAMANTHA-VEILLET - MEUTMEUTMEUT - YOUNA-KZ - BALEY MATTHIEU - EMMANUELLE PICUS - JPATOSAURE - JEAN-PHILIPPE NELLENBACH - YANNMONNIOT - KISKYA - LUFFY-MONKEY1 - JMMRUBIO - LUCIE-COURTOIS - OLIVIER PARNY - VINCENT-JACQUEMIN - JULIEN-RAUSIS - AURÉLIEN OBARZANEK - VALENTIN-TH74 - FRANCOIS RAVIOT - JOSEPH BONNET - SIMON-DECHAMPS - YAMS131966 - KOBATSU - MIREILLE BOUDRIE - NONOFDL - PINGURUN - NATENVIE - CODAKHIIN - M-DUNOYE - ABONEWS - ANTOINE LANAU - NAABA - CALYSA - ERIC ROGER - SYMON4905 - LUDOMER036 - VINCENT GIOT - ANTAL-TAKACS-HU - ETIENNE CARON - JULIE-DESTDENIS - VINCENT VENON - JÉRÉMIE BOCCARA - ALEX-BARRAU-12 - LEDUCBEN44 - OVAN - MAGICCARBUNCLE - DR-EMMANUEL - XANAPUR-MB - MARSL1 - CAROLEPASTOR13400 - GALABEAR - AMELIE CHAUTARD - FRANCOISJBOULIANNE - ALIX-OLIVE - LOIC - FYF66 - ANDRE WEI - LILI4NBN8-1 -
LAURA-MORELLEC - WILL6169 - FREDBELAY - FLOW070 - SPARKAPUCE - COURTADETHIBAULT - RANDOM - MARIONPERNET-1 - BENJI60_2 - CYRIL-DEBOEUF - PIERRE-HENSOTTE - DJOUL68 - MASK - SHERDA - JINROH38 - LOORANO-FANNY - CAMILLE LEO - H33RO - LLBLINKMC - LAURENT-CLERE - BERNARD-MATT-MULLER - BELYZELIEN_GEGE - FABIEN NAUDOT - SYLVAIN KATAN - OLIVER-JOHN BIRKETT - GUILHEM DROISY - LILIAN SANCHEZ - MATTHIEU-CASTELLS - VARGAVE - BODENAND - CASSANDRAZE - WILLYSTUDIPRO - ANAXILEA - LE TROUBADOUR PAULOCHON - MINIMUSS-51 - BERTRAND-KACZMAREK - TCATELAND - TATACHELOU - ANNE-CDNR - KOAYA - ONEMARIN - SÉBASTIEN MORO - IMRAHILS - PARKS77 - MANUMAZ - SARAH CHETBI - JOOSENS-ADRIEN - FLORENT KRIN - KRAKO13 - DAEMOULIN - CC92000 - NARWULF - LUSIEWICZ-JEREMIE - LOLODIE - TELLIM - SAMUEL VEYRIER - NICOLAS DEBORD - ADRINUKEM - FLO-RA - CYR-IL-DELONVIGUIER - DANYM-DUARTE - LCOLLIGNON - CHARLESMAUGER - DAMIENGUILLARD6 - DROPS68 - JULIEN GUYOT - OLIVIER SAMAT - E-NAKATA - MAR-GAINEFABRICE2011 - JULIEN-DOCQUIER - BENETNUTS83 - SEBASTIEN-BRENNER - ADELAIDEMAHE22 - ROMAIN-RENARD-3 - NENEXXX - TABOURDON GRÉGORY - HISTOU-83 - LOUISPERSONNE19 - BENJAMIN MALET - PAS CALPRADON - TULIP95GG - NICOARDENNEHEAVY - KALY - VINCENT-DUMONT64 - LERAFISTOLE - OBJECTIF DÉS JEUX - STEEVE-HUAN - GAEL-ALLIOU - JEJELAFRIME - ALEXIS NEMER - MATHIAS DULUC - ROMAIN MOTTU - LAURA THENON - CLAUDE-BOIS-GERAULT-1 - NOMINOE-PRUDHOM - HYAZINTA - SERGE GAUMAIN - AMBLARD-ALEXANDRE - BTRUFFERT - ARNAUD-COCHARDPRIER - DEEJAYGREEDO - GD-8 - LARRAT BERLAND MICHAEL - DUTCH NELSON - MELAINE NOCUS - BENAWIT - DAMIEN HENTIC - REITERANTHONY92 - KHIEM9 - VINCENT LECLERC - RIVIERE_KEVIN
- ALEXREVANE - ALEXISJOGUET - JEROME BOUCHE - JOEL-CARRIERE - PHILIPPE BLANC - LOIC-BLAZEK - CÉCILE GORE - ALICIA TEMPORELLI - NOÉ - JO-HAN-CHARPENTIER37 - MORGAN-123 - ADELINEP503 - YOAN CLEMENT - ARTSDELAHAUTELANDE40110 - NADIA-FANTAPIE - SHANNON EGOISTE - BASTIENFEY-FEY - B-COTS - TCELTON-0 - FRANCK L - VALERIE-SKRABO - R-PIERONKIEWIEZ - MANKAZAM - RUDY CASU - NESTERGALXAVIER-1 - LUCAS VAUZELLE - ACHANDO-RA
- PIERRICKJACQUOT - JEAN-PHILIPPE SCOTTO DI RINALDI - ARI62FR - DUNCAN DE BARROS - HERGAN - KLALIA - ALEX_DE_LENGAIGNE - STRAUSS-KAHN - SHADOW974 - JEMS-G - BRIN-BENJAMIN - ARD-GBN - AZUREDGE - POSEPUB64 - NICOLASVIALLE-1 - JULIANO7 - BERTRAND HAÜSER - GUILLAUME BERGER - LUDOVIC LEFEBVRE - GRÉGORY BLANCHET - ALEXIS-LAMY - ZEPLECH - 3PHON - LE-QUELLEC-JULIEN - GATESKODIAK - VINCENT DUCROCQ - PATRICE-MABI-LOTTE - RECHTON - NICOLAS-DEBOISE - GUILLAUME59_3 - CAROLINE COLOMB - ALAIN-PIERRE35 - JONATHAN SEMCZYK - VINCE-PAQUIN - MARCO-MARENGO - BILLEREY-ARNAUD13 - JEREMY-CLISSON - FRANCESCO TOLA - SQUALLIV7 - OWOO77 - FORGUES-FLORIAN - CREGUT-GUILLAUME - DYLAN DOS SANTOS - DIO-NAEA - STILGEAR - DAVID MARTIN - BEBERCENTRE - JOËL LEVY - BICHETEMMANUEL - MARC MOGENOT - ELLAS230879 - INGELS MAXIME - OLIVIA LOUCHE & MATTHIAS HIDOT - ECHOKET - ANAIS-LESAINT - KAHORIS - THIERRY LE RAY - DAERDIR - DRAKONIS - SACHA-BREGIER - RADOUZIEL - KAELKAEL10 - NICOLAS DURIOS - RISSGREG07 - CAPT COOKY - CORORA - JEREMY GUERINOT - A-ABRASSART59 - FRANCIS_LECLAIR - V-DELSUC - AMAIA LEGAZ - CHRISTOPHER CORDONNIER - STÉPHANIE DUPUY - CTHULHU11 - DAVID KAMMER - ANTOINE NGUYEN - MARIE-SOLLAUD - BLINJUL - SEBDEBRAY2 - REMI-DETAXISDUPOET - OBHYWAN - CORENTIN REVEAU - NICOLAS CLÉMENT - IDROLLETONY-1 - KNIYL - PAUL-ANGRAND - COCORICO-HT - BEUSCART-JEREMY - BASTIEN LIAUTY - DAM195260 - GHIRK&ARYA - VALENTIN-RICORDEAU - FIL_IBERT - MARAYMAR - BEN-FENIX87 - SYLVESTRE02470 - B-VANDERYSE - ALEXANDRE CHASSAGNE - TGLOMON - GILLES-POCCARD - MAXIME-CAMANI - BELDCHAMPS - MAISTRIAUXAURORES-026 - LUDOPOULAIN - LUCILE JAUMARD - MICHAEL-SIRJACOBS - DJERDJERBINKS - RUTABBAGGA - NORBY59 - M@RION BO - BRETONLA - AU DÉ VIN - BENJAMIN BAILLON - HUGO-CHIANEA - SHINDO - FLORIAN BOUTINOT - ADELINE-BOYER - ALAPETITE-CLEMENT-1 - YASUTERU KASHU - XAVIERE-FREMONT - BENOIT MIEDAN-GROS - BENJAMING1505 - OPIHAN - F-BARADAT - FRANCK ACHILLE - PHOENIXTOASHES0 - FRED_78 - ALEX-HART - CHRISTIAN DEBOUT - COUVREUR-KEVIN - TIMOTHE-LETANG - RODRIGUEZ_LORIS - CL-GABILLARD - VORADA VANSIRI - MATHIEUESCANDE - SEBASTIEN DELUGEAU - ARNAUDMESTRINER - BENOIT BATTISTON - MATRIXFFTAB - DAMIEN-GAUCHET - BJR69310 - KROMAEL - POIREBILLE - DMOUT3-1 - ELODIE LESIGNE - GHISLAIN MICHAUX - ROODGAEL - GUILHERMECMD66 - SEBJUDGE - GUILLAUME DUFOUR - JU-LIEN-DESURMONT - PASCAL MAZON - ATTGU - PETERCORSIUS - ERIC-CURETTI - CHRISTOPHE LEBRAS - KARL-ACREMANN - NICOLAS PONCHE - VALENTIN GOTHY - FROGNIER - PASCOUGNOU - KNIGHTBOB - PIERRE LE MAITRE - PSELLION - LIONELPESALOVO - CHARLES HENRI BIARD - ANTONI-DEFOL - CEDRICMON-PERRUS - PANDORA - VINCENT JOMAIN - MICKAEL RIBEIRO - BEBERCENTRE - MAXENCE GOUIN - THOMAS-GAUT - WARTRAGGER - PHILETVILAINE - OLIVIER-VANCAU - JEAN-PHILIPPE MATZ - SYLVAIN D'HONDT - JYDINHO - FELIZ74 - JEAN-BAPTISTE BAUMONT - JULIEN QUANTIN - ELIELANEM - SÉVERINE CLAUZON - FRANK-DESTROYOVSKY
- FLORIANCAZAUBON1 - MARTIN PEREZ - GRANGER-E64 - HRAMAN-JEAN57 - SCHOONJANSCHRISTOPHE78 - MATT-LP56 - SEBRITON - NICOLAS DENIS - CHRIS-TOPHE BOQUEL - PIERRE LARVOR - HENRI THOMAZO - SQUALLIV7 - GUYMA67 - OMIK4MI - FABIEN PIETTE - CASS-KALAMUR - P-SENACQ - NICOLASHUGONENC - SUPRATECH - DAMIENCHARLEZ - HORIZON - CIANY_MOON - DRAGONSAMOURAI - JL-ROUVEYROL - ALEKSSON - ESSENTIEL & ÉVIDENCE - FRULIO-ANTHONY - KYTAS - BASSARA KING - CED MARES - CLEMS-CHEVELU - CEDRIC CHABOT - ANTOINEDU44 - JEAN-MICHEL SCHANG - RICHAND-KEVIN - PIERRE SCHRECK - MARINE-JODI - MARVIK - EDDY-MANSETDLVY - LAPINDIXIT - EDGAR PRIOUR-MARTIN - WILLIAM DINSMORE - FLOTYFLOT - JÉRÔME DE LA NIED -

TOOTSPRINT - ΔΩΕΗ ΚΕΠΠΙΣ - BGEF55 - QUENTIN-HOARAU1995 - DESPISE - VALENTIN GRUNENWALD - OLSI44 - PIERRELEGUERINEL64 - KANEDA2017 - KEVIN ELIASSE - DIMITRIPERRIER - FOR_NO_ONE - NOAM-VALLEE - FLAGGLINOGE - FRA-MOREAU - MATTHIEULAFAILLE - SELENE TONON - MOIN-EAUDUM - PIERRE-ASURA - SILONAE - AZRALXT - CINDY MALLET - NICOLAS GOUBET - YANNBZ - SEBASTIEN GUIOLLARD - SEBASTIEN GUIOLLARD - DIDIER-MENS - TALDIRA - GIGONCYRILLE3 - NOEMIELAM22 - ARNAUD TESSIER - LIONNING13 - CASTAQUENT - FABRICE-55-1 - LEBOUVIER-ANTOINE-ZIHOUCX - CORORA - GABRIELHUGUES2984 - RÔLETABILLE - GUERRYARNAUD8 - LE BIHAN YANNICK - GUILLAUME DELIGNE - OTORY - LOUKAN42 - SEBNOUAILLIER - EMMANUEL DRUELLE - SO YACHACHEN - CYRIL-YANN BECK - SABDOY03 - RUBICHY - CHRISTELLE-PLOMBIER - COLIGNON-PA - FLO-YLEPONEY - GAUTIER-LONG - PHILIPPE-GOFFINON - GASPAH - A-VARVOUX - MICHAELGADOURY81 - KAMEL-KHELIFA - GOGO - ZEBRE-4 - SIR ELROND - VINZENT-YVES - BAUVENS-ARTHUR - NICOLAS SMAGGHE - CLÉMENT CAMBOUR - JONATHANROUSSEAU72 - COSTATHI - LALIAS13 - JÉRÔME JENVRIN - LOUISE MONIOD - FRED-LECLERE84 - NICOLAS FELTEN - G_BLANCHETEAU - EMILEBT - PIXIES_PM - RAVENDOR - SIGMAR_GAEL - MICKGT - SIMON-BUSSENAULT - BELOUP - CLOVIS-ROUBERTIE - GI-LA - JU-CORAYA - NICOLAS HOFFMANN - XXNAONEDXX - DYIST - CHRISTIAN-MANGIN3 - THIBAULT MONNERIE - TXALEKO - CYRIL OHANIAN - YAYAKAGECOSA - CHARLYMOUDJ858 - MIGUELMASSY - PERREAUT-NICOLAS - BENJAMIN CHELLI - THONY2305 - DANTELEVRAI - MARC T. - LAFAYE-ANAIS - DAMANELL - DROOPYDU91 - JOSSELIN-DELEUZE - TIFON93 - SHADOWSLYNX - MAXIKIZO-MA - PRIMBOB_021 - A-ROYER52 - VITHEAR-1 - YANNOOB - GUILLAUME-HILD - NAMPOINA ANDRIAMILANTO - PIERRELAHADERNE - GIGLIC - SAN-DRIEU - PAKITO_DTC - LUDO-FOISSAC - RODRIGUEZ-DENIS0888 - MARGAUX RAGUENEL - JERGRAND - SUPERBABOU - WILLIAMFERRANDO - PRO-CAILLE - MAXIME-GRENIER-DEV - KASTEAS - FLORIAN BÉLUJON - TH-DAV - BLIN GREGOIRE - ROLANDVL - GUILLAUMEALLOT - SEB-VOUAUX - PIERRE DESPORTES - JULIEN WANIN - BRICE MOREL - MEMEBUT - MICAEL GAMBA - FREDTOUTCOURT - GABRIEL - GPERONNAUD - PASCAL-FOSSAERT - FREDDY KNIBBE - TROLLSYLVESTRE - MICHAEL MORVAL - ALONSO-JONATHAN84 - BENJAMINCAPEL-1 - ARNAUD BOULAS - JULIEN-NATT - AEGIS - GREGORY KOELSCH - THOMAS-BOIRE-1 - AVOKX - 19GABGAB93 - PICHERY-ADRIEN - JULIEN-COURCHESNE - KETRU78 - SKÖLL - PICHERY-ADRIEN - ROUX-JACQUIER-QUENTIN - LYONEL «STROTCH» ALZETTA - MARTILAURELINE - BAILLYQUENTIN - LACHARENTAISE10 - CLAIRE-COULAUD - NISSABRT - PSIONIXX - MANTICOR - MATHIEU BOREL - S-PRITGRAPHIC - OLI-TOURNIAIRE - NICO_SANDRA - PUFFDADOU7 - SAMVANMINDEN - NAÏM MEGUELLATI - MARECHAL-J1985 - -CORNELIUS- - MAPSHADOW13007 - ANGIEJCHRISTOPHE2A - MORAR88 - NICOLASREN-ZINI-1 - MARC-MISTIAEN - VALLIBOY - ALEXANDRE-CLEMENT54 - MARCANDRELAVOIE17 - HICKSOLO7468 - YANN-ADAMI - JULIEN PROUST - DE-TRE-YANNICK - UGOOOOO - DIXIT-2 - PICARD-BAPTISTE - PIERRE BARDE - DOUROUC05 - LUDO BERTHELOT - VINCENT-FANOUILLET - HUGO-CANTO - MARINA-RUAUX-1 - FITALOU - IZARCE64 - B-POUBLAN - SUPERDÉFI - LOCATELLI-DAN - MAXIJUJU66 - ASRAELL - SPAM-LAMBALLE - GUILLAUME LE GALL - EFOSYN - JEROME-FOULET - PALUTBENJAMIN - GEOFFREY-JACOBS2305 - LULU-BRU45 - LOÏC GUILLEM - FLORENT-JULIE-1 - VEILLETTE_6 - C-BELLOCQ-ADBB - PUTSBURGH - LOIC PELACCIA - NICOLAS BOUQUET - ERICAZAGURY - MARTINE LAHARGUE - DAVY203 - MURIEL-LABEYRIE - ALEX_T31 - BASILEMUNTZER - JEAN-ROBIN-LANOIX - PETITCHOCOBO - ULFASSO - SEB-FABIANI - MAXIME-GIROUX - MC-OLES - ARNAUD-KAYSER-68 - VI-AL-MAHE892 - BENOTISTE - CRIZARAN - LOIC-MACON-ACHAT - OLIVIER NEVEU - BOUNIER2008 - MOREAU-VALENTIN00 - NICOLAS-BONVALOT - JULIEN COIFFIER - HERVÉ PETIT-JEAN - JSMAILLE - PIERRE-TALOU0523 - MAJIMOBZH - FRANCK D'ACHILLE - MIKAMIKAZE - PHILIPPE GUIDET - FLORIAN SALOMEZ - DAVID CAVALHAC - NICOLAS VICTOR - J-ROUSSEL57 - MEHDIZINE23 - DONCARELLI - GUNNM_ - HQT-ACHAT - ARIEL LEVY - GUERINJU-LIEN4154 - OLIVE091 - L0RDKR0AK14 - LESLIEBURKE - GILOU DELAITE - MOÏKA - MATT-GRATIEN - JEAN_NEIGE-2 - TIFUS - VAL1951 - SEBGIL - RENAN GAUCI - DAVID MARCHAL - ALEXBABACHE2 - MAXIME-BERNARD_33 - ALEXIS57920 - CLÉMENT B - BABOCHE - SANGSOMBRE - JOCELYN FAURE - SEB-LACOUR62 - GAMEGENIE - MIRAMON-VINCENT - PHILIPPE GOY - YANNICK-BAUDET - JBAKADRUSS-1 - ZEBULOS - SYLVAIN NOBLECOURT - LAU-RENT-DOUX - SALEME - LENFHA - MERGUEZTULIPE - ALUNDRA - VIVIENCUVELIER - KUBIAK MICHEL - BRICE DUGUÉ - CHARITAT-F - TENEKHA - DAMIENANDREI - ISOGC - KENTIZ24 - DAVIDALBOU75 - FRANCKB10 - GUILLAUME-INFANTES - SYLVAIN BELLARD (SYLV7777) - MAXIME SERGENT - BENOÎT GEAY - THOMAS M. - DAMIEN ADELET - CABALI - CYRAX379-1 - FRIEDRICH-HERNOULD - MAXIME-KECK - MICHELFORTIN71 - DAMIEN TANGUY - ROUX-BRYAN - ROMAIN-DOM - NGRANTCHAROVA - MATHIEU MEZZALIRA - KYLIANKUNNEN83 - GARDES-YOANN - AURIANETHIBAUT - FRANCKY-FARDEAU - BAYOUXOLIVIER - LIVIO VETRO - STEFANO_DELAVOIE - XHECKLY - NICOLAS-GAUTHIER-SERIEUX - GAMERDEATH - TANPIRB - CHRYS BENEDICTUS - FABIENMARTIN-1 - GILLESBRULOIS4 - RICHARD-PERDIGAO - MEREDITH-CAMBONIE - ZARKAR - XAVIER-JULIEN - DAMIEN-FLAUGERE - JALANDREBAL - LOÏC DESROCHES - SEBASTIEN-REMIENS - SIMON LE GUENNEC - KARINE DOS SANTOS - JEREMY PARROTS - RO-MAIN BIERI - ROMAIN PUISSACQ - SAAKYAN ZAVEN - BASKETKIKI - YANNICK-PARENT - ROB-19 - LBAUDOUX-1 - CARLIN-THOM - NIKOLA-BABO - MATTHIEU BERMOND - NICOLAS-HENDZIAK - LUIS PARDAL - QUENTIN-GUENARD - DEHEMKA - MORGANE-MAUNAS-1 - ALEXANDRE BEAULANDE - ARISTOTELOUS - MICACOTE - FLORIAN POTAUFEU - CLEMENT-ROUGNANT - JLESERT - MICAELKARYIA - GYORGY-STUBER - GATEFOIN-RUDY - ANIMA-NIAC - PEPIN-LENAIC - DELFORGE-JUL - LÉO-PAUL BECK - YAN LARRADET - ETRIGANE - SHIMROD - OPAOPA - MAXIMELETURCQ - JMPN1RVAL - IVALICE14 - GREGMATTHYS - VASSILI MEYZEN - ROMAIN LECONGE - CLÉMENT JAILLIARD - LENOIRLUC - AGNES-STUBER - LOUIS-QUENTIN - CALIO77 - KERSACHK-1 - JULIEN-SCHLICKLIN - FLOTOINE1 - FLOPOULLENOT - QUENTINLAFOSSE94 - LEMASLE-ADRIEN - VINCENT-INNEBEER - MICHAEL GUIDET - JEREMY-LEBRENE - TYTY34 - LARIAU - TARTARGUILLAUME - ROGUEUR - PEERZ - DAVIDPECOT - AURELIENMORTELETTE - VIRGINIE-CAZE-NAVE - OIKANONO44 - JARJOUNET - QUENTIN-FABERES-1 - GAETAN-DEBELLE - TRYYCKS - ALEX-THEVENOT - SONGO - IZABELLEA - FABIEN-PRADELLE - HLOIC36 - NICOLAS DEROUET - GRAOULLY57 - C-CAMBIER - RIBOZOME77 - JUJUYOOL - ADAM-B-STUBER - NEOBORGIR - SEBASTIEN RAFFA - A-SANCHESCARVALHO - SEBASTIAN-LOZ65 - HELENE-VARVENNE - MIKAEL-COUMET - ALDRIC MORAEL - YOHANN SAUVEUR - KHARAKHOL - SPACE-EYE - NNEYBA - MARCALTERIUS - JIXIANG HONG - SKYDOS - JULIE ET YANN LE ROUX - ELEONORE-MARTRAY - NICOLAS WROBLEWSKI - ERWAN PECHER - KEVIN-TOURNOUX - ATARKOI - HAPPYRINZO - VINCENT HUBERT - ALEX35700 - ANTOINE FONT - DANIELE-GUENARD - NICOLAS - XAVI-ER-RICHER-17 - GREG1001 - HUGONDAMIEN - MORGAN VERON - GAËTAN MEYNIER - LILOUAM - FRÉDÉRIC CHAIX - DDINE88 - PAREDES-ALBAN - TOTOMI - CHRISTIAN TRAGUANY - ATARKOI - CÉDRIC PREVOT - CHARLES-LOUIS-ANTOINE - BENJAMIN LAUVERGEON - REMONDMAXIME - VI-MAIRE-2 - MBELAND12 - ISIAS - NICOLAS LARDERET - JEAN FRANÇOIS BINZ - FLAVIO BEN AYACHI - TOYAFR2424 - JULIENDUROI - MIRILOS - OROG76 - QUENTIN - DEZCOMEX - AURELIEN-MICOU - SIMON GARCIA-GALTIER - YOYOLASTICOT - RBORDICHON - VIGHANNA - THUND3R - LEONEL SOARES - ANNAIG1985 - SPOOKY - JONATHAN LOUBET - ARNAUDHENRY21 - ARNAUD PEREZ - DAVID - ALEXVAURE - IMONTEGUDET - REDWIN86 - JULIEN BOUCHET - PEYO DESSENS - BPLEH47 - NELWEENSPRING - BORIS-LAHARGUE - YANNROH67 - SOPHIE-FAVATIER - GHOOST__117 - JULIEN VAN NEVEL - PAPO79 - GANON - DAMIEN PICHERIT - NDPO EDITIONS - LA GESTE DU NADIR - FRANÇOIS LANDRY - POPOV23 - DEXIDOUR-GHISLAIN - DEX-IDOUR-GHISLAIN - SACHA-MARIN64 - BARBEUH - GUILLAUME ROMERO - FLORENCE CLAUSS - PAULINE-BAUDOU - FULPUR - CIBI_NIM - SHIN666-1 - ALARIC-PERRY - ALARIC-PERRY - JONATHAN MNICH - D-ABSALON0 - TIMBER13010 - TURTLEJMA - JULIEN DUVAL - ALEXANDRE-GIRODON - RYD-IA311 - WORLDWIDECED - CORORA - VEVA - EMMANUELLE-GUENARD - CAMPDEBASE-3 - JULIE-AUBIES - AMYNITEL - GLOOMIE-0 - YCORNILLIERE - AUGUSTIN-PICONE - MIKAEL JUDIC - HENRI-FOURMY - JBPICONE - SARAH-AUBIES - EMILIO86000 - GUICHONPJ - SABRINA ET GUILLAUME PAULIN - NAVY9 - BUBULLE83 - ALEXIA-RIPOLL - GILLES-CAUDRON - ISMAELCHASSEL95 - LEVEQUE-MAXIME - SORA92160 - ENAXADREL - AUDREY-VOYAT - FAZIO-ALEXANDRE - DJBEGI - MORGADO TIAGO - JOËL DESSAIGNE - CORORA - PURPLESTRAW - BREMONT-ANDRE - ANTOINE CAOUS - KHAANOK - PROPHEBIUS - PULPOTOPIA - JBAPTISTE-GUY - SCALBOX - BOUDRIE-PIERRE - JORDAN MALLET - STITCH78140 - CLEMENT-VATIER - DANIEL GONZALEZ ALONSO - ED0284 - THOMAS ALIAS MOUSTACHE BLANQUET - THOMASCIBOT - ULYSSE-HERTENBERGER - HECTOR ZEUPOULP - VINCENT LECOMTE - CORENTINMEURISSE - SAMUEL FOUCHARD - PATRICKRICHARDIN-1 - YNFERNO - DOYEN-SERGUEI - FERRANDEZ-JULIEN - DIDIER-LALBENQUE - MA-HAGNE37 - NICKO8363 - WILLOWPET - SACHA-ED - JONATHANBERENGUER38650 - REZ 999 - AGUILADORIAN - IGOR SZATKOWSKI - MIKAËL ANTIOCO - ALLYFOX - MATHIAS OLIVERO - ROUMAGNAC-BRUNO - FIZARIEL - FLOF5VE - LILLY18000 - BASTIEN-TERRYN64 - CLADDU77340 - KEWETT - JOHAN ARIELLO - YANN-FISCHER-64 - FRANTZLORELLINE - UP4GROOVE - EMITAJIMA1 - HERRNAUDE - SEBRAUD - LCOQ - GUILLAUMEALLOT - STEVEN-VALSE-SIA - MYSTICLAIAN - YAPI_SANDRA - SYNT@X ERROR - YOANN-HAUMONT - GAT56400 - HERMATGAMES - ALIZEELEROY50 - PIERRE-MONTCHAMP - LN494 - REMYLEREAU-1 - KID-GAIA - PMOGENDRON-1 - 13OBSCUR - BRIM - B-JOSEPH29 - GUS_MCBERNICK - JULIAN BREQUE - ORIANNE-BENOIT - TIT-MATT06 - MAXIME-JOLIBOIS - DORIAN LIAUSSON - AGNOLON-ANTHONY - OUDET-GUILLAUME - KAKIMAN - UGOLEGRAN - JAUNEATTEND - BAILLIEUREMY - AMAR-BENAHMEDA - NICOLAS POISSON - VINCENT-DURE - KARIM YARBOUA - JEREMJEREMJEREM - BIENFAIT-FRANCK - XAVI-ER-DOUCET - SCHIAVONE-GREGORY - FRANCOISETXE - AUDREY GAY - QUPREVOST - DEATHREKI - FRÉDÉRIC LUZYNSKI - JIMMY KOMISARSKI - CLOWNYE - MIGMIMI - ARGONE - AENARIONJD - UGOLEGRAN

SCENARIO

After the game is set up, read the following to begin the adventure.

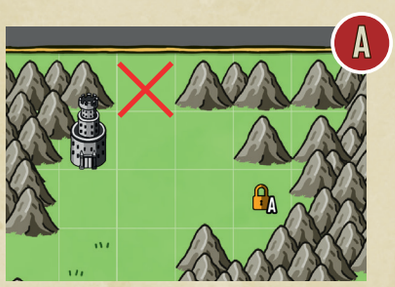
One hundred and fifty years ago, King Kard bravely vanquished the evil mage Muoh, restoring harmony to the land of Lanoth.
Over a century later, this peace now seems to be at an end.

Wandering monsters roam dangerously close to villages and terrify the local inhabitants. Mysterious illnesses spread as oracles mournfully prophesy the end of days.

Driven to seek the truth, you leave your quiet village life behind as you set off to explore the kingdom of Lanoth.

As you set foot in this unfamiliar land, a long-forgotten fireside tale resurfaces in your thoughts. The famous Babelico tower is so close!

- All heroes receive **3 XP**.
- All heroes receive 1, 1, 1, 1, and 1.
- Put the **party** token on the world map, on the space marked with an X in Figure A.



- **IN EASY MODE**, each hero also receives 10G and +1, +1, +1, +1 and +1.

Let the adventure begin!

ICONS

BASIC ITEMS ()



HEALTH POTION
The target hero may heal up to **15 HP.**



TELEPORT POTION
Teleport your party (even if you are in a dungeon) to a **Location space which you have already revealed the mini-map for**.
Cannot be used in battle.



FLASHROOM
Allows you to immediately flee battle.



MANA SEED
The target hero may recover **all their MP.**



MEAT
The target hero may recover **all their SP.**



?
You will have to find out!

BATTLE EFFECTS



POISON
For each Poison icon you take, move the Poison token up **1** space on your hero sheet.



?
You will have to find out!



DIRECT DAMAGE
Damage from attacks with this icon cannot be reduced by armor or any other means.



SPECIAL ABILITY (BOSS)
Represents the boss's ability.

all AREA ATTACK
This attack it targets all members of the opposing party (enemy or hero).



NUMBER OF PLAYERS
The number shown is multiplied by the number of heroes. **KO'd** heroes are included in this number.



MULTIPLE COUNTER
Reduces damage from **fire**, **electric** and **water** attacks.



FATIGUE / HUNGER
For each Fatigue icon your take, reduce your **SP by 1**.



FLEE
You must roll a number **equal to or higher** than **X** on a **D6** when you try to flee a battle.

MP-X MANA ABSORPTION
You lose the amount of **MP** shown.

! REACTION ACTION
Does not use your **battle action for the turn.** May be performed at the time shown on the card.



EXHAUST
Roll a **D6** after performing an attack with this icon. If the result is **equal to** or **greater** than **X**, you must **exhaust** (turn over) a **skill** of your choice. You do not have to choose an equipped skill.



DEFENSE BONUS
Grants a defense bonus equal to the value shown.

heal X
When an enemy performs this move, it heals itself the amount shown. Like heroes, enemies cannot ever heal more than their maximum **HP.**

heal X for all
When an enemy performs this move, it heals all enemies in the battle **who have not been KO'd** (including itself) by the amount shown. Like heroes, enemies cannot ever heal more than their maximum **HP.**



VAMPIRIC STRIKE
When an enemy or hero performs an attack with this icon, they heal **HP** equal to the damage this attack dealt to the target.



SPECIAL VAMPIRIC STRIKE
When an enemy or hero performs an attack with this icon, after their attack they heal the amount of **HP** shown to the right of the icon.



PARALYSIS
Roll a **D6** after an attack with this icon. If the result is **equal to** or **higher** than **X**, the enemy or hero targeted by this attack is **paralyzed**. A paralyzed enemy or hero must skip their next battle turn.