

mariola's mission

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Rulebook

VERSION 14.12.2021



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Included in the game:

- 16 detailed miniatures
 - 1 rule booklet
 - 1 game board
 - 20 event cards
 - 5 bomb markers
 - 1 dragon marker
 - 4 game dice
- 16 adventurer cards
 - 8 gift cards

Brief description:

Each player sends a group of adventurers on the journey to the mysterious castle of Adugur, in whom they suspect the treasure of Mariola. This treasure promises infinite riches and eternal luck for those who find it.

However, only the first group to get all four adventurers to the castle's gates can open the heavy gates, pay their respects to the dragon of dawn, and snatch the treasure. Be careful; the way is long and shortcuts can become dangerous quickly.

Nevertheless: You have to take ONE shortcut to meet Mariola herself to coax a gift from her that can help to appease the dragon.



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Preparations:

Get ready by setting the game board on a table and make sure that there is enough free space to set the adventure cards.

Game modes:

1. Mariola's easy journey

- a. A small introductory scenario, suitable for everyone who wants to have a casual game with children or family. Still, you have brilliant miniatures and trouble-free fun.
- b. All miniatures are the same and are played without any special rules. Either remove the adventure cards or ignore the text on them.

2. Mariola's tricky journey

- a. This version is recommended for everyone who wants to experience Mariola's mission fully.
- b. Four factions compete against each other. There are no changes necessary



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3. Mariola's Challenge

a. Now it's time to heat up the competition! May the games begin! Unite your most ambitious friends and choose your own weapons!

b. Each player chooses a leader for their fraction. The order must be rolled. After determining the leader, the rest of the group is chosen. The order is determined after EVERY election round.

c. Important! The bridges and color assignments of the respective players still apply here!

Each player chooses a group of adventurers (fraction). They consist of the leader and 3 companions (note the game mode). The group is placed in the respective marked at the color-matching starting points. Then each player places the cards belonging to the fraction in front of them to be able to see the special rules of the adventurers at any time.

The event cards are shuffled and placed face down on the table. Finally, it is determined who will start the game. This can be the youngest player or by throwing the dice.



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The game

If there are no adventurers on the playing field (Adugur Castle does not count as a playing field):

The player whose turn it is starts to roll the dice to send one of his adventurers on his way. If the player does not have an adventurer on the field, he may roll the dice up to 3 times to get started.

Entering the game: Each adventurer has his own value for entering the game on his card. You can place the adventurer on the marked starting field if you roll the designated number. After an adventurer has joined the board, they must immediately roll the dice again to leave the starting field.

If there are already adventurers on the board:

Movement: The player selects an adventurer and rolls the die. The displayed number is the distance that the adventurer is allowed to move. The direction which is marked on the game board must be followed! But there are also modifications on the respective cards that must be considered.



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Appear:

Instead of moving, you may choose to make a movement roll (AFTER choosing the adventurer and AFTER the die roll) an appearance roll, as long as the result is high enough to make an adventurer appear.

The same applies here:

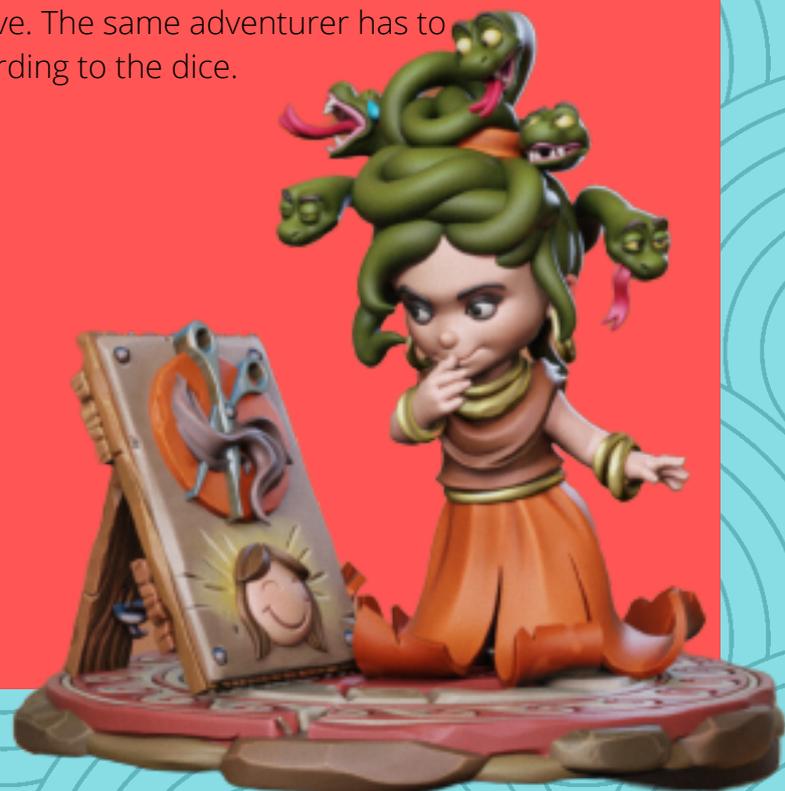
After an adventurer has appeared on the board, he must immediately roll the dice again to leave the starting field.

Encounter:

If an adventurer ends their turn on a spot already taken by a competing faction, the previous occupant is defeated by the new arrival and has to go back to the starting point. It has no impact on a traveler, when passed by another. If adventurers of the same faction meet, this movement cannot be made, and another player must move instead; if this action is also not possible, this movement is forfeited. Passing is permitted and has no effect on the passed.

Greed:

If a player rolls the number six, he may roll the dice again immediately after the first move. The same adventurer has to be moved according to the dice.





Entering the Inner Circle:

The adventurers are only allowed to cross the bridge to the inner circle with their faction's assigned color. All bridges of different colours are not visible for magical reasons! To get to the inner circle of the game board, you have to stop on the bridge spot marked by a skull, regardless of the movement. The skull marks the end of the road.

Immediately draw an event card and follow the instructions. This event card could be one of Mariola's gifts, or something terrible, so don't let down your guard! If you are allowed to enter, place the model on on the first space in the inner circle. After one of the adventurers gets hold of one of Mariola's gifts, all adventurers of this fraction can cross the bridge without stopping. Alternatively, you CAN decide to stop at the space with the skull in hopes of receiving another gift.

Gifts:

Gifts are placed on the adventure card and remain there as long as the adventurer is on the field. If the player is eliminated, the present is put back on the deck of event cards and shuffled under.

Elimination:

Whether an adventurer is eliminated from the game or defeated, they always return to their starting zone.

The goal:

The player who first moves all four adventurers to the castle of Adugar and hands over at least one gift from Mariola with one of these players wins. Once an adventurer has arrived at Adugar Castle, he can no longer leave this area.



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Spezial Regeln



!: Eliminate all Adventurers on your way, also your own ones!



<0 = The adventurer cant eliminate others, he stop in front (<) or after (>) the Enemy adventurer.



This is the Dice number you need to show up on the battlefield



X:nothing special

Leader: As long as the leader is on the battlefield, you can roll the dice before you decide what model is moved.



Fire Marker: If a model stop on a Fire Marker, its instantly eliminated. If the Fire Marker is placed on a model, the model is also instantly eliminated



Bomb marker: if a model stop on a bomb marker, he and all conected fields are eliminated and the bomb markers are removed.

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