

Reive

CALL OF THE ABYSS

"The glacial meltwater forms giant lakes. From minuscule spores in the deepest layers of the ice, life emerges. And thus, the lakes become home to the Scyphoz.

The Scyphoz harbor vast knowledge and wisdom. We will settle near their lakes to learn from them. We will bend to their will to honor them. Complete the journeys they prepare for us. We will serve and be gifted.

That is the call of the abyss."

- Nàdair

COMPONENTS

4 PAWNS
(1 for each player)



9 SLOT
MODULE TOKENS



15 MACHINE
TOKENS



1 LARGE
LOCATION TILE



9 CITIZEN
CARDS



16 SCYPHOZ
CARDS



18 JOURNEY
CARDS



DEVOTION TRACK
(in 3 parts)



3 LAKE TILES



4 TRIBE BOARDS



5 GATE
TILES



8 LEECH
MARKERS



4 GADGET
TILES



1 CIRCADIAN
TILE



ADDITIONAL SETUP

BEFORE STEP 1 OF GENERAL SETUP:

Shuffle the new **citizen cards**, **machine tokens**, **slot modules** and **large location tile** (all marked with a ) together with their corresponding components from the base game.

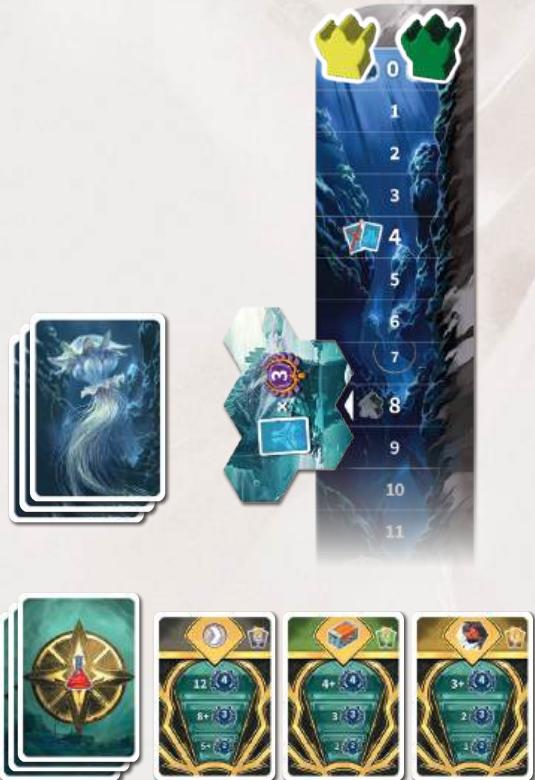
Assemble the **devotion track** and place it along the edge of the game board, parallel to the point track.

Each player places a **pawn** of their color on space 0 on the **devotion track**.

Place a random **large location tile** next to the **devotion track**.

Shuffle the **Scyphoz cards** and place them in a facedown deck near the game board.

Shuffle the **journey cards** and place them in a facedown deck. Reveal the top 3 **journey cards** next to the deck to form a display.



STEP 2 OF GENERAL SETUP [placing area tiles on the game board]:

After placing the 5 starting area tiles on the game board, return 3 of the other area tiles to the game box (pick 3 at random). Then, shuffle the 3 **lake tiles** with the remaining area tiles before proceeding with setup as normal.

Note that the lake tiles are placed face up on the board and cannot be adjacent to one another.

Lakes [similar to "Vast crystals"] block your path. If necessary, rearrange the area tiles to ensure that a possible path can be traced through non-blocked spaces from the **chasm** to each of the **large locations** in the corners.



PLAYER SETUP:

The new tribe boards can be used in any combination with the tribes from the base game. Return components for any unused tribes to the game box.

RECOMMENDED ARTIFACT CARD VARIANT

If you want to reduce the unpredictability from scoring secret artifact cards, instead of dealing individual artifact cards to players in step 7 of player setup, place one faceup artifact card above the artifact tiles on the game board. At the end of the game, all players score points for their artifacts according to the categories on this card.

MACHINE TOKEN VARIANT

Whenever you gain a machine token from the display, choose another machine token of the same color from the display, and return it to the bottom of its stack. Then, replenish the display by drawing 2 new machine tokens.

THE DEVOTION TRACK

"The deeper we delve into the Scyphoz' teachings, the greater their gifts" - Nàdair

When you gain devotion points , advance on the **devotion track**. If you reach or pass a bonus space on the devotion track, you immediately receive the shown reward:



- Draw the top 2 cards from the Scyphoz deck. Choose one to place in your active area, and return the other card to the bottom of the deck.
- Following the normal rules for population, place a population figure on the large location tile next to the devotion track. **You do not have to pay books for the technology or to other players who already have a population figure on this location.**
- Take any 1 major artifact from the game board.



CONVERTING POINTS:

Whenever you score devotion points or regular points during the game, you may convert them 2:1 to advance on the other track instead.

At the end of the game, your devotion points are added to your regular points. If you gain more than 25 devotion points during the game, continue counting from space 26 along the regular point track (lay down the pawn to distinguish it from your regular point tracker).



Instead of gaining 5 regular points, you convert 4 of them to advance 2 spaces on the devotion track and then 1 space on the regular point track.

SCYPHOZ CARDS

"Scyphoz... superior organic data processors... we must seek incorporation..." - Ostarius

You gain **Scyphoz cards** from advancing on the devotion track. You play them as normal citizen cards in your card slots. Whenever you play a Scyphoz card, choose the color it will count as (gray, green or yellow) throughout this turn (for triggering slot modules, etc).

Each turn you may choose a color for each of your Scyphoz cards to count as throughout that turn. At the end of the game, you may also choose a color for each Scyphoz card to count as for end game bonuses. Example: Having reached the end of the yellow and green track on your player board, you score 2 points for each yellow and green card. You choose to treat all your Scyphoz cards as if they were yellow, scoring 2 points for each.

Example: A card allows you to play another green card. You have a Scyphoz card and choose to play it as if it were green. You will therefore activate any green slot modules in its target slot.



Gain 1 CRYSTAL for each lake that you have built adjacent to.



Activate the lower effect of one of the 5 cards currently in the common display.



Move 1-3 cards from your active area to your resting area. Gain the top effect of each card.



Slide your switch token to the top (unused) position. Then play another card.



Pay one crystal to set your inventory of food, gears or books to 6.

Note on the Kuniban tribe's first technology: When you gain a Scyphoz card, you can claim that it is green, gray, or yellow, gaining the corresponding reward.

LAKES

"Holy are the watery homesteads of the Scyphoz, and there we shall learn and worship - well, that's the usual Nàdair drivel. Observe and comply, and pounce when the time has come, that is what I say" - Kairos leader

Lakes are not considered **water spaces** with regards to scoring and other game effects (e.g. the Hofstadterian tribe cannot build their water temples on lakes).

You cannot count range through **lakes**.

For each type of building, the first time you build next to a lake, gain the building reward shown on the lake (left column), depending on whether you built a small or large building.

Important: You only gain the rewards from each lake once per building type!

Hibernation: When you hibernate, for each building type you have adjacent to a lake, gain the hibernation bonus shown on the lake (right column).



Building a small building next to this lake immediately lets you gain 1 devotion point. For a large building you would gain 3 devotion points.



Whenever you hibernate you gain 1 book for having a small building adjacent to this lake. If you also have a large building adjacent to the lake, you also gain another devotion point.

NEW MACHINE TOKENS



- Use whenever you gain regular points or devotion points to convert as many as you want 1:1 to move on the other track instead. Example: You explore and gain 4 regular points. You activate the machine to advance 3 spaces on the devotion track and 1 space on the regular point track.



- Pay 1 crystal to move any 1 card from your resting area to your active area.



- Reset your switch token (move it up to its unused position).



- Gain 1 devotion point.

UNSTABLE MACHINES:

Machine tokens marked with are **unstable** and can only be used once during the whole game. When you use such a machine, flip the machine token face down. The used energy marker remains on the tile and can be regained as normal (for example when you hibernate). This machine now counts as 1 flask symbol for scoring and game effects.



- Move all cards in your card slots to your resting area.



- Move all cards from your resting area to your active area.



- Regain all energy (including the one used to activate this machine).

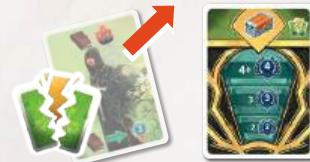
JOURNEYS

"Call it a pilgrimage, a journey, a trial. Or just a trade deal. In any case, we must go. Too much depends on it" - Gib'warks

When you use a **switch action**, you may choose to **start a journey** instead of using one of the regular switch action effects [gain any 1 basic resource or copy the top effect of another player's card].

To **start a journey**, return a citizen or Scyphoz card from your **active area** to the game box. Then, take one of the three journey cards from the display and place it above your tribe board. Then replenish the display. The color of the journey card you take must match the color of the card you discard!

Scyphoz cards can be used to start a journey of any color; if none of the cards in your active area match any of the available journey cards, you cannot start a journey.



To take this journey card you must use your switch action and return one green citizen card to the game box.



If you have at least 2 loot crates you may complete this journey at any time: Score the indicated devotion points and flip the card.

COMPLETING JOURNEYS:

Each journey card shows three different requirements. On any of your turns, you may complete a journey card above your tribe board by choosing one requirement that you meet on the card. Gain the reward shown beside it and then place the journey card face down to the right of your player board. Completing a journey does not count as an action.

Each completed journey counts as 1 flask symbol for scoring and other game effects [as shown on the back of each journey card]. You can only complete one requirement on each journey card.



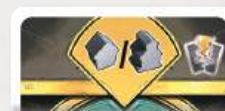
Have at least 2/3/4 visible flasks in your playing area.



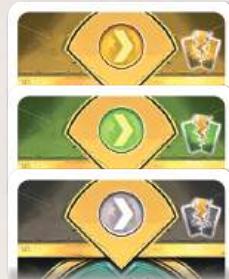
Build adjacent to at least 1/2/3 lakes.



Collect at least 2/3/4 loot crates.



Build at least 2/4/6 buildings (of any type).



Reach at least space 5/8/12 on the indicated machine track (yellow/green/gray).



Place at least 2/4/6 of your population figures.



Build at least 1/2/3 large buildings.



Pay 3 FOOD, 3 CRYSTALS or 6 BOOKS



Build adjacent to at least 1/2/3 water spaces (not lakes).



Build adjacent to at least 1/2/3 crystal symbols (including vast crystals).



NEW LARGE LOCATION

Gain 3 points for each of your Scyphoz cards.

Gain 2 points for each building type [small/large] you have adjacent to each lake. Example: You have a small building adjacent to two lakes, and a small and a large building adjacent to the last lake. You score 2 x 4 = 8 points.

SETUP: Start the game with the 5 **gate tiles**.

You also begin the game with a special machine on your tribe board that lets you flip one of your gates to its other side.

SPECIAL RULE FOR THIS TRIBE: Whenever you **hibernate**, you must flip all **gates** on the board to their other side.

Counts as 1 large space for counting range [for all players].



No player (including you) may count range through a closed gate.

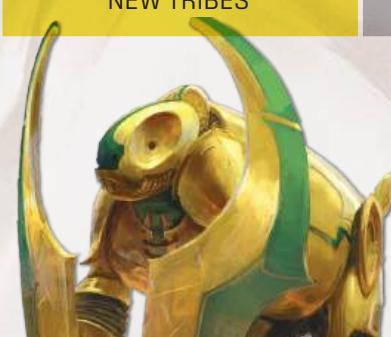
TRIBE ABILITY: Pay 1 crystal (and for range) and place a gate [open or closed] on any vacant **sand** or **terrain** spaces on the board.

Range can be counted to any of the spaces covered by the gate tile.

Advance on the corresponding machine tracks for each terrain space covered.

**SETUP:** Start the game with the **circadian tile**. Place it in front of you with the "Day" side face up.**SPECIAL RULE FOR THIS TRIBE:** Your technologies' effects change depending on what side of the circadian tile is currently face up.

Whenever you **hibernate**, you must flip the **circadian tile** to its other side.

**TRIBE ABILITY:** Flip the circadian tile to its other side, then gain 1 devotion point and any 1 basic resource.**OSTARIUS**

MAY COUNT RANGE FROM



You may count range from your closed gates.

MAY COUNT RANGE THROUGH LAKES



You may count range through lakes. Each lake counts as 1 large space.

WHEN HIBERNATING



When you hibernate, you may first move two played cards from their slots to your resting area. This means you will gain these two cards back in your active area during this hibernation.



DAY: Before or after you populate or build, you may move 1 used energy marker from a machine back to your storage.

NIGHT: Gain +1 range for all actions



DAY: When you populate, immediately advance on the corresponding machine tracks for each terrain space that is currently adjacent to the location you populate. Each large corner location counts as one large space and may therefore have several adjacent terrains. Unlike buildings, you only gain this bonus for terrain spaces that are already revealed when you populate.

NIGHT: Whenever you explore, gain 1 additional regular point.



The effect of this machine changes depending on which side of the circadian tile is face up:

DAY: Spend 1 crystal to gain 2 devotion points.

NIGHT: Use whenever you gain regular points or devotion points to convert as many as you choose 1:1 to advance on the other track instead.

Example: You gain 4 regular points. You activate the machine to advance 3 spaces on the devotion track and 1 space on the regular point track.

SETUP: Start the game with these two **gadget tiles** face up in front of you:



Put the other two gadget tiles aside.

SPECIAL RULE FOR THIS TRIBE: Whenever you use a switch action, you may additionally flip one of your gadgets face down to gain its effect [if all your gadgets are already face down, simply carry out the switch action without gaining any bonus].

When you hibernate, flip all your gadgets face up.

TRIBE ABILITY: You can only use your tribe ability if your switch token is in the used position.

If you play a tribe ability while your switch token is in the unused position, you do not gain any effect [and do not move a progress marker].



GIB'WARKS

WHEN HIBERNATING:
GAIN 1P FOR EACH USED GADGET

When hibernating, gain 1P for each gadget that has been used [each gadget you flip face up].



Unlock the shown gadget tile. Place the tile in front of you on its unused side. When using this gadget, set your inventory of to 6.



Unlock the shown gadget tile. Place the tile shown in front of you on its unused side. When using this gadget, return up to 2 used energy markers to your storage.

Whenever another player counts range through a space with one of your population or buildings, give them 1 leech marker and gain 1 .

This does not happen if someone counts range from a space with both your figure and their figure. Note that when counting range players do not have to use the shortest path, they may choose to count range through a longer path if they want.

At any time, take back a leech marker from another player to temporarily use one of the unlocked technologies on their tribe board. You cannot copy a technology with a special machine or a "Once" effect [this includes all top tier technologies that provide artifacts].

The timing of this effect should be apparent from the technology in question. Example: When hibernating, you take back a leech marker from the Gib'warks player to temporarily use their base technology ("When hibernating: Gain 1P for each used gadget"). You gain 1P for each gadget that the Gib'warks player currently has face down. The gadgets themselves remain unchanged.



At any time, take back a leech marker from another player to count range from any one of their buildings instead of your own. Note that you cannot count range from their population markers.

Notes: Other players cannot build on the same space as you. Do not give out a leech marker when someone populates a location where you are present. You may at any time take back a leech marker from another player [for example if you run out of leech markers].

SETUP: Start the game with 8 **leech markers**. Give one to each other player.

SPECIAL RULE FOR THIS TRIBE: You may build buildings on the same spaces as other players [you must pay for range and building costs as normal].

Each time you build or populate on an occupied space, give 1 leech marker to each other player occupying that space.

Your tribe ability and technologies let you take back leech markers to take advantage of some aspect of that player's tribe [this is referred to as "leeching the other player"].

TRIBE ABILITY: Take back a leech marker from another player. Then, copy an effect [top or bottom] of a card in the leecher's **active area**. The copied card remains in place. You cannot copy an effect that activates a tribe ability!

If no other player has a leech marker, your tribe ability does not have any effect besides letting you move a progress marker.

CORDYCEPHIANS



NOT
PLAYABLE IN
SOLO GAMES

IF OTHER PLAYERS COUNT RANGE
THROUGH SPACES WITH YOUR
BUILDINGS OR POPULATION, GIVE
THEM A LEECH MARKER AND GAIN 1P

At any time, take back a leech marker from another player to temporarily use one of the unlocked technologies on their tribe board. You cannot copy a technology with a special machine or a "Once" effect [this includes all top tier technologies that provide artifacts].

The timing of this effect should be apparent from the technology in question. Example: When hibernating, you take back a leech marker from the Gib'warks player to temporarily use their base technology ("When hibernating: Gain 1P for each used gadget"). You gain 1P for each gadget that the Gib'warks player currently has face down. The gadgets themselves remain unchanged.



At any time, take back a leech marker from another player to count range from any one of their buildings instead of your own. Note that you cannot count range from their population markers.

Notes: Other players cannot build on the same space as you. Do not give out a leech marker when someone populates a location where you are present. You may at any time take back a leech marker from another player [for example if you run out of leech markers].

FINAL SCORING SUMMARY



- Devotion points [convert all your devotion points into regular points]
- Progress track
- Unlocked technologies
- Large locations
- Card bonus on machine tracks [if unlocked]
- End game tile and minor artifacts
- 1 point per 5 remaining resources
- Artifact card/artifacts

SOLO GAME: NEW RULES AND ACHIEVEMENTS

In addition to advancing the action cube each time you take a card action or hibernate, also advance the action cube 1 space every time you take a **switch action**.

You can build maximum **1 building on each area tile**. Population figures and tribe-specific markers are not limited.

Try to complete the achievements to the right and tick off the boxes once achieved. Tick the Adept/Master/Revered/Divine medal if you also managed to score at least 100/130/160/200 points in that game.

Tinkerer
Gain 12 slot modules

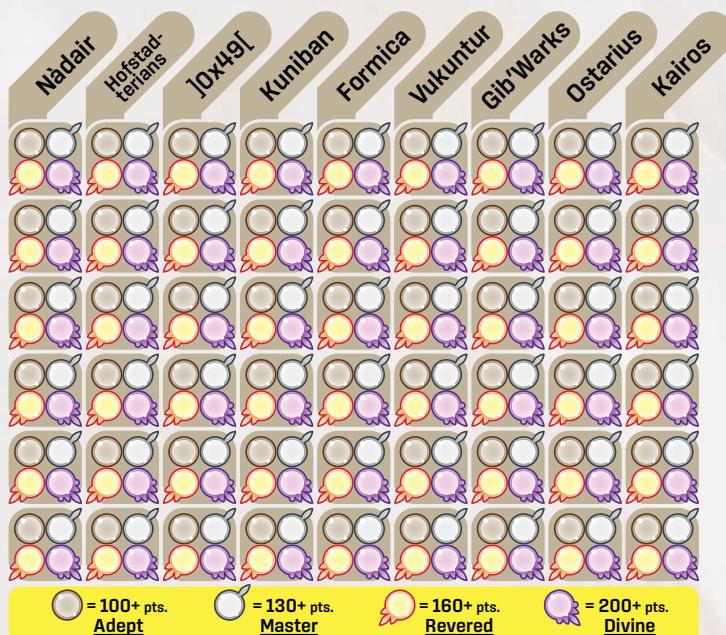
Xenologist
Score 25+ devotion points and 10+ points from the devotion track's location tile

Seeker
Complete 5+ journeys

Pioneer
Reach all 4 corner locations

Architect
Reach the end of all three machine tracks

Librarian
Place all 7 population figures



Who will you be? A revered Nàdair architect? A divine Ostarius seeker? Or something else?

CREDITS

"These believe they are in control. But their minds are ours" - Cordycephians

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