LANDS OF GALZYR

RULEBOOK

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Game overview

Lands of Galzyr is a story-driven adventure game where you explore a lively, open, and adventure-filled world. As an adventurer, your goal is to earn **prestige** which represents your renown in Galzyr and among your peers. This is achieved by completing quests and performing noteworthy feats.

Thanks to a saving mechanism, the game world is persistent, meaning that in the next game you continue your adventures right where you left off. This also means your actions can have consequences that follow you to the next game and beyond.

Play competitively or co-operatively

When playing with 2 or more players, you will choose whether to play **competitively** or **co-operatively** at the start of each game. Either way, the game mechanics stay the same, but the experience is drastically different. We recommend trying both to see which one you like more.

Solo games function like co-operative games.

Digital storybook

The game uses a digital storybook called the **Book of Adventures** which you can access at *stories.daimyria.fi* . It is a web application that can be used online or alternatively downloaded and then used without internet connection.

stories.daimyria.fi

In each of your turns in the game, you will choose an available **scene** and play it using the Book of Adventures. Each scene is a dynamic story in which you make decisions and attempt to use your skills to succeed in different challenges.

While you play a scene, the person reading it from the book is called the **story master**.

⚠ *If you have not already, you should now read the separate welcoming letter! It will guide you through assembling some of the game's components before your first game.*
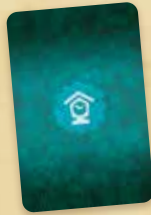
Components

480 cards
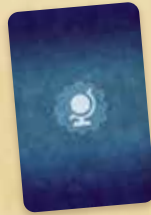
Item cards

Companion cards

Quest cards

Adventurer status cards

Local status cards

Global status cards

Event cards

Location cards

1 game board

1 game board

4 adventurer boards
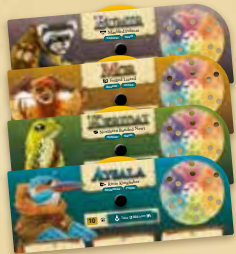
4 adventurer boards

4 adventurer figures

4 adventurer figures

48 skill marks

24 small skill marks in 6 colours

24 large skill marks in 6 colours

18 dice

5 base skill dice

12 advanced skill dice in 6 colours

1 regular 12-sided die

57 tokens

4 prestige tokens

44 timer tokens *(22 pairs)*

6 quest tokens

1 day token

1 starting player token

1 souvenir token *(no gameplay use)*

3 trays

2 card trays
1 component tray

14 dividers

1 quest slot divider

7 library dividers

1 vault divider

5 save slot dividers

4 documents

1 travel guide

1 welcoming letter

1 achievement sheet

1 rulebook

Adventurers

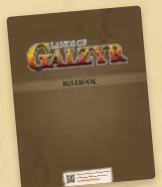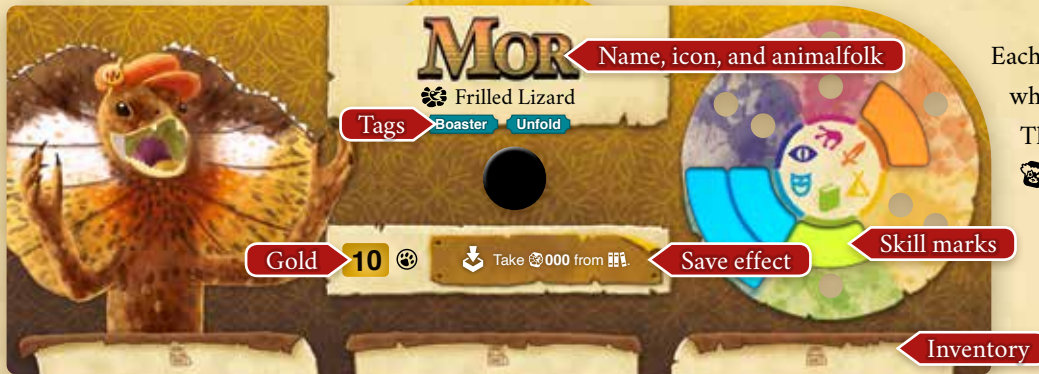At the start of each game, you choose an adventurer to play. We recommend sticking to the same one so you can continue your story and experience the consequences of your actions from one game to the next. You can find the adventurer introductions on the back of the welcoming letter.

Each adventurer has their own adventurer board, which you use to keep track of your skill marks, inventory, and gold 🐾. Whenever you receive or spend gold, rotate the gold dial on your board accordingly. The maximum amount of gold you can have is 20, and it is saved between games just like your cards.

Deep Intuition

Your imaginative, empathic nature manifests in a peculiar understanding of others and the world. When inspiration strikes, your heart can guide you.

In 🎭 or 👁 skill check, you may **discard** to get ⬛⭐. Then you may roll 🐾.
1 - 3: Get ⬛🐾
4 - 12: Get ⬛⭐ and you may roll 🐾 again.

Special ability

Name, icon, and animalfolk

🌸 Frilled Lizard

Tags — Boaster · Unfold

Gold — 10 🐾

⬇ Take 💰000 from 📚 — **Save effect**

Skill marks

Inventory

Each adventurer also has a special ability, which you can use once in each game. These are the adventurer status cards 🙂 000, 😊 000, 😔 000, and 😐 000.

Adventurer figure

Prestige token

Skills and skill marks

There are 6 different **skills** 🤚 ⚔ ⛺ 📖 🎭 👁 in the game that form the skill circle on your adventurer board. Each skill represents a different facet of your adventurer's abilities, and adjacent skills have synergy with each other. You will use the skills to tackle various challenges you come across on your adventures.

Each adventurer is better prepared for some challenges than others. This preparedness is represented by the **skill marks** 🤚 ⚔ ⛺ 📖 🎭 👁 on your adventurer board. You always have a total of 4 skill marks, and each skill can have up to 2 marks.

During the game, you will have opportunities to swap your skill marks for different ones, helping you adjust to upcoming challenges or your preferred playstyle.

Skill checks

When you face a challenge, you often have to perform a skill check by rolling dice. Normally, you use the five base skill dice. These are your baseline, and while you can succeed with them, harder checks are exceedingly difficult without additional help.

Your skill marks grant you access to the corresponding advanced skill dice. Compared to the base skill dice, these are vastly superior for their appropriate skill and good for the adjacent skills as well.

Additionally, items found during your adventures, among other things, can help you in skill checks.

Thievery
Take advantage of the dextrous and cunning arts.

Perception
Stay vigilant and discover the unseen.

Might
Resolve problems with strength and martial ability.

Communication
Persuade others with your words and presence.

Survival
Persevere over obstacles and thrive outdoors.

Knowledge
Rely on your memory and intelligence.

Cards

This section goes over the different card types. To avoid spoilers, most cards shown here do not appear in the actual game.

All card effects are mandatory unless stated otherwise. In case of rule conflicts, the text on the cards overrides this rulebook.

Cards in play are kept faceup. The quest and event cards are handled differently, explained in detail in their own sections.

Many cards as well as the Book of Adventures use bolded cyan **keywords** which are explained on the back of this rulebook.

Card trays

While not in play, cards are kept in the two card trays where the dividers and the cards behind them form different sections:

- The **library** 📚 is the largest and most often used section.
- The **vault** 📦 is a less often used temporary storage.
- The **save slots** are used to preserve the state of the adventurers 🐢 🦊 🦅 🐢 and world 🌍 between games.
- The **quest slot** ✒ holds only quest cards and is explained later.
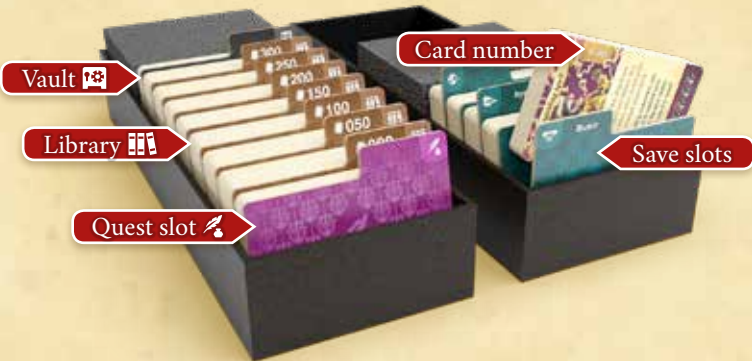
All cards in the library 📚 and vault 📦 are kept in numerical order (unlike in other sections). If cards have the same number, their relative order does not matter.

To browse the trays easily, keep card numbers facing forward and up as seen in the image above. The game tells you when to take cards from the different sections of the trays or place cards into them. When you do so, try to only look at the card numbers.

A card with a specific number can be taken from the trays in a few different ways:

Random ▮ **805**   Take 1 **random** card with the indicated number.

▮ **813**   Take **any** 1 card with the indicated number (either there is only one of them or they are all identical).

🎭 **827**   Take the card whose icon matches the active player's adventurer icon (shown on their adventurer board).

✒ Quest cards and quest slot

Quest cards provide **scenes** 📖 which you can complete for rewards, specifically being the best way to earn prestige. You can gain quests in various ways, including the **noticeboard** which always has a few you can pick up. Keep the quests you gain in your hand.

While on the noticeboard, the public side of the quest card should be facing upwards. You can read the private sides of quests in your hand and ignore their public sides. If you want to, you can show the private side of any of them to any other player.

private side   public side

You can **pick up** and also **abandon** quests during your turn as long as you are not in the middle of a scene.

- To pick up a quest, your adventurer figure must be at the pickup location shown on the quest card's public side.
- To **abandon** a quest, resolve its **abandon** effects 🐈 on its private side. You can have a maximum of 3 quest cards. If you ever have 4 or more, you must **abandon** quests until you are down to 3.

The quest slot ✒ holds upcoming quests. Whenever the noticeboard has 2 or fewer quests, **immediately** fill it back to 3 from the front of the quest slot but avoid looking at the private sides of the cards.

When quest cards are placed to the quest slot, they are placed to the back of the slot.

⚠ *Please be careful and read the instructions closely when you manage the card trays. Taking a wrong card or placing a card in the wrong spot can have far-reaching unintended consequences.*

🎒 Item cards

Item cards provide various effects, which are usually used during skill checks. Sometimes to use the effect, you have to **discard** the item, returning it to the library 📚.

Each item also has a gold 🪙 value, which is used when the item is bought or sold, and **Tags**, which can affect a scene 📖 in various ways.

Card type — 🎒 Whirligig — Card name
Gold value — 4
Card number — 📖 925
Tags — Lucky Toy
Description — *A traditional hand-made wooden toy in Sak-Awhu, loved by the local ocelot cubs. More chaos, more fun!*
You may **discard** to shuffle all cards in 📚.
Effects — Play Distract
Roll 🎲.
1 - 7: Get 1⭐
8 - 10: Get 2⭐
11 - 12: Get 3⭐

You can have a maximum of 3 items in your inventory, located below your adventurer board. If you ever have 4 or more, you must **discard** down to 3. Before **discarding** excess items, you can still use any effects that can be used at any time.

During your turn, you may freely **discard** items from your inventory, even if you have room for all of them.

🦎 Companion cards

During your adventures, you may find companions who will temporarily join you. They are represented by companion cards, and how long they stay with you depends on the companion.

You can have as many companions as you can find. Keep your companions near your adventurer board.

Companions have **Tags** as well.

Card type — 🦎 Samol — Card name
Wood Turtle
Card number — 934
Tags — Impulsive Visionary
Description — *Samol runs a small design studio with his friends. He seeks inspiration from nature and the works of others.*
In 🎨 skill checks, get 1⭐
Effects — Draw Design
Get 1⭐ and reroll up to 1 🎲.
Discard — 4

🌱 Adventurer status cards

Adventurer status cards are various physical, mental, and other states you can temporarily have during the game.

You can have any number of different statuses, but you cannot have multiple copies of the same one. If you would gain a status you already have, treat it as if you just gained it again (such as resetting any timed effects). Keep your statuses near your adventurer board.

Adventurer statuses can have **Tags** as well.

Card type — 🌱 Mischievous — Card name
Card number — 948
Tags — Sly Upbeat
Description — *When inspiration strikes, adventurers don't usually shy away from an unsavory approach. The end justifies the means, isn't that right?*
Sabotage Steal
Discard to get 2⭐.
Effects — Replace this card with 📖 949 from 📚. 3
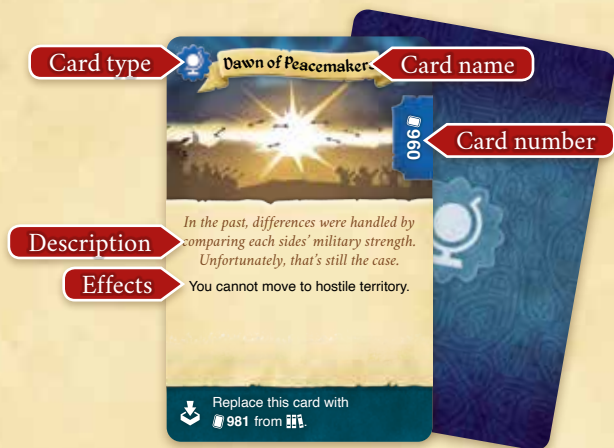
♟ Local status cards

Various short-term incidents can take place in Galzyr. These are represented by local status cards placed on the game board.

A local status card always affects, and can be accessed from, some space on the game board. The space is specified when the card is brought into play. Keep the card's top left corner pointed to that space.

Specified space — Fishing Contest

Card type — Fishing Contest — Card name
Card number — 951
Description — *An annual fishing competition is arranged at Yengzuh. The winner is rewarded with the title of harbourmaster, a prestigious position with a lot of responsibility.*
Join the contest 5020
Effects — Discard — 5

🜊 Global status cards

Global status cards have effects that can affect all adventurers and the entire game. When one comes into play, place it next to other global statuses within everyone's view.

Card type — **Dawn of Peacemaker** — Card name
960 — Card number

In the past, differences were handled by comparing each sides' military strength. Unfortunately, that's still the case. — Description

You cannot move to hostile territory. — Effects

Replace this card with 🗋 **981** from 📚.

🜋 Event cards

Event cards list shorter scenes 📖 with different prerequisites. Event cards in play are kept facedown in the **event deck**.

When you take an event, the story master draws an event card from the top of the event deck and chooses **the first scene from the top whose prerequisite is met**.

The scene always tells you where to place the drawn event card afterwards.

Card type — **Event** — Card name
974 — Card number

⚙ Monday	📖 6850	
🏠 Settlement	📖 6851	
🌾 Grassland	📖 6852	
🌲 Forest	📖 6853	
⛰ Hill	📖 6854	
🏔 Mountain	📖 6855	

Scenes

Location cards

The 12 location cards form the 8 locations on the game board, offering scenes 📖 that you can take when you are at that location.

Each location has a name on the board and is treated as a single space consisting of 1 to 3 cards. Location numbers ❓, terrain icons 🌊 🌲 🌾 🏔 🏠 ⚓, and available scenes on those cards are shared within the location.

Both the game board and location cards are two-sided (summer and winter), so make sure to always use the appropriate side of each.

Scene — Temples 📖 0001
960 — Card number
Gardens 📖 0002
Market 📖 0003
Terrain — 🏔 🏠
1 — Location number

Temples 📖 0001
906 — Card number
Gardens 📖 0002
Market 📖 0003
🏠
1

summer side   winter side

Timed effects and calendar

Cards can have blue **timer boxes** whose effects are resolved after a certain number of rounds. You keep track of the rounds using the **day token** 🌞 on the **calendar** at the bottom of the game board.

When a card with a timer box enters play, place any unused timer token on the calendar's day slot as many days forward from the day token as the number shown on the timer box. If there are already tokens on that slot, place the new one on top. Place the token's pair on the number in the timer box.

MON TUE WED THU FRI — Timer token
Day token
Timer box — Discard — 3
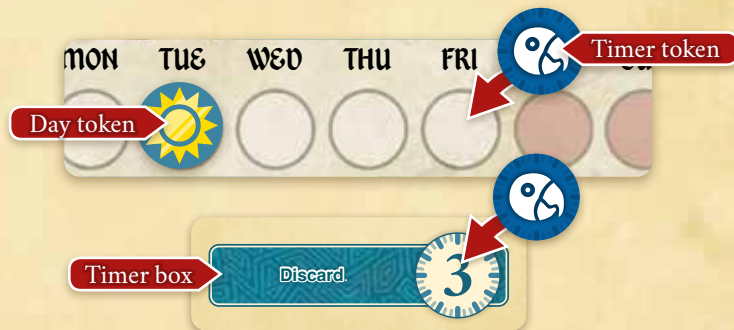
The effect is resolved when the day token reaches the timer token. The effect may also be **delayed** or **hastened**, moving the timer token further or closer to the day token but never past it. The days loop from Sunday to the next row's Monday.

When a card with a timer box is removed from play, remove its timer tokens from the card and the calendar.

1 Place the **card trays** holding the library 📚, vault 🔳, quest slot 🖋, and save slots 🐵 🌸 🦫 🐋 🌐 within everyone's reach.

2 Each player chooses an **adventurer** and takes all cards from their **adventurer's save slot** 🐵 🌸 🦫 🐋 but keeps their cards aside until step **11**.

3 Take all cards from the **global save slot** 🌐 and sort them by card type. They will be set up next.

4 If there are 2 or more players, choose whether you want to play **competitively** or **co-operatively**.

Place the **global status cards** 🟡 faceup within everyone's view. Read the cards now as some of them affect the setup.

Timer tokens will be placed in step **10**.

5 Place the **game board** in the middle of the playing area, showing either the summer or winter side according to the month global status card 🟡. Place the **location cards** and any **local status cards** 🏛 on the game board on their appropriate places.

6 Place the **event cards** 🎇 facedown within everyone's reach to form the **event deck**.

The event deck is **not** shuffled during setup.

7 Place the **quest cards** 🖋 public side up in a row within everyone's reach to form the **noticeboard**.

For each quest on the noticeboard, place a **quest token** on the corresponding pickup location on the game board. Place the remaining quest tokens near the noticeboard.

Whenever the noticeboard's contents change, update the quest token locations to match the noticeboard.

Place each player's **prestige token** on the 0 slot on the prestige track.

Whenever you earn prestige during the game, move your token forward on the track. The tokens have a +10 side in case someone gets over 10 prestige.

8

Gather all **dice, skill marks**, and **timer tokens** together within everyone's reach.

9

Open the **Book of Adventures** and use it to randomise the starting day. Place the **day token** 🔆 on the appropriate slot on the top row of the calendar.

For each **timed effect** in any order, place an unused **timer token** on the calendar as many days forward from the day token as the number in the timer box shows. Then place the token's pair on the number in the timer box.

10

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Each player takes the **adventurer board** and **figure** matching their adventurer. The amount of gold 🪙 you have is shown on your board and should not be altered.

Place your **item cards** 🎒 faceup below your board, and **status cards** 🌱 and **companion cards** 🐾 faceup to the side. **Quest cards** 🖋 are kept in players' hands.

For any timed effects, repeat the instructions in the previous step, placing the new timer tokens on top of the earlier ones if on the same day.

11

The player who has most recently completed a task given by another person receives the **starting player token**. Alternatively, you can randomise the starting player.

12

⚠ *Players who have quest 📕 111, or are* Isolated *, skip this step.*

The starting player places their **adventurer figure** on their chosen location card. They may **pick up quests** matching their location from the noticeboard, filling it to 3 after each pickup. They have to abandon excess quests if they have 4 or more.

Other players repeat the same process in clockwise order.

13

Book of Adventures

The **Book of Adventures** is a web application that you can use on any device with a modern internet browser. We recommend a tablet or a phone, as those are easier to pass around. Feel free to use multiple devices if you want, but make sure each device shows the correct month and day at all times.

Go to *stories.daimyria.fi* with each device you want to use. You can also download the book so you can use it even without internet access. You can find the instructions in the book itself.

stories.daimyria.fi

Each scene 📖 in the book is a story that the **story master** reads to the active player. In solo games those are the same person, but otherwise the story master should be another player as listed below:

- **2 players**: the other player
- **3 players**: the player to the right of the active player
- **4 players**: the player opposite to the active player

As the story master, you do not make any decisions during the scene. Your role is to present the story to the active player and resolve the actions the book tells you to do, such as taking cards from the library 📚.

Scene list 📖 / Settings / Current day / Scene search

⚠️ *The book also includes* **Extras**: *an introductory short story, a fun trivia quiz, and spoiler-free examples of how the book works.*

Round overview

- **Adventure phase** - Each player takes one turn in clockwise order
  1. **Travel** - Move your figure up to 2 spaces
  2. **Story** - Resolve a scene 📖 from the Book of Adventures
- **Calendar phase** - Advance to the next day

Adventure phase

In the adventure phase, each player takes a single turn in clockwise order, starting with the player with the starting player token. The player currently taking a turn is called the **active player**.

On your turn, while not resolving a scene 📖, you may do any of the following any number of times. These may be done even if you have moves left or at the end of your turn:

- **Trade** with other players if your figures are on the same space. While trading, both of you may give and exchange gold 🐾 and items 📦. Both of you must agree to the trade before executing it. Any promises about future trades or actions are **not** binding.
- **Pick up quests** 🖊 from the noticeboard if your figure is on the quest's pickup location. Immediately fill the noticeboard back to 3 quests from the front of the quest slot.
- Voluntarily abandon any of your **quests**.

Ignore the public side of the quests in your hand. If you ever have 4 or more quests, you must abandon quests until you are down to 3. Whenever the noticeboard's contents change, remember to update the quest token locations to match the noticeboard.

1. Travel

To travel, move your adventurer figure up to 2 times to an adjacent space on the game board connected by a route. This number can be modified by the movement keyword. Remember that you can **trade gold** 🐾 **and items** 📦 and **pick up quests** 🖊 even between your moves. If your figure is off the game board for any reason, you cannot move.

Each location is treated as a single space even if it consists of two or more location cards. Each space can hold any number of adventurer figures.

When measuring the distance between spaces, count the number of spaces between them connected by a route.

Sarewar / Space / Route / Space

2. Story

After travelling, you **must** begin and resolve a single **scene** 📖.

Choosing a scene

First, check if any cards available for you have **mandatory scenes**, marked with a lightning bolt ⚡. If yes, you **must** choose one of them.

Mandatory icon — ⚡ *Begin your adventure* 📖 **6800** — Scene number

If you do not have any mandatory scenes, you can pick the scene yourself from multiple available sources:

- **Quest card** ✒ you have (you can tell the scene number to the story master without showing the card)
- **Adventurer status card** 🌿 you have
- **Companion card** 🦎 you have
- **Location card** with your figure
- **Local status card** ♟ attached to the space with your figure
- **Event card** 🎴 from the top of the event deck

To choose a scene, you must meet any prerequisite it may have, shown in its scene box. Usually the prerequisite specifies where your adventurer figure must be on the game board.

Scene box — **Hezembi** — Prerequisite
Scene name — *Visit the mines* 📖 **6801** — Scene number

If you cannot choose anything else, or do not want to, you can begin a scene from an event card 🎴. If you do so, the story master draws one from the top of the event deck, privately looks at it, and chooses **the first scene from the top whose prerequisite is met**.

The story master keeps the drawn event card for the duration of the scene. The scene always tells you where to place the card afterwards.

Event	▯974
⚙ Monday	📖 6850
🏘 Settlement	📖 6851
🌾 Grassland	📖 6852
🌲 Forest	📖 6853
⛰ Hill	📖 6854
🏔 Mountain	📖 6855
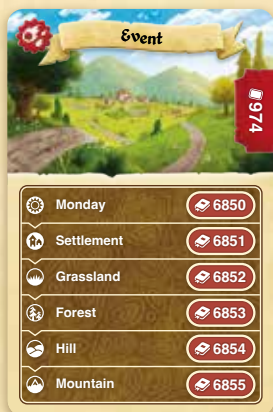
⚠ *All scenes 📖 have a unique four-digit scene number.*
Card numbers ▯ have only three digits.

Reading a scene

The story master selects the chosen scene in the Book of Adventures and reads it aloud. They should specify when they read story, effects, or different options along with associated skill checks, difficulties, and gold 🐾 costs.

Story — *Skill checks are used in this book to determine how well you succeed in various actions you take.*
Effects — A rule that concerns the active player. This effect should not be read aloud!
Options — Explore the area for a detour `easy` 🎲 — Skill check
Hire a ferry `3🐾` — Gold cost

The effects in the book must be resolved as completely as possible. Different effects affect different players as indicated by these icons:

🤚 Active player

🖐 Partner (if there is one – explained on page 13)

✋ Everyone

Texts written in `turquoise` are an exception and are meant exclusively for the story master. These do not have to be read aloud but instead only resolved by the story master.

The story master often presents you with several options, and you must choose one to proceed. If you want, the story master can also show the options to you. To choose an option with a gold 🐾 cost, you must spend the listed amount. The story master then selects your chosen option and continues reading. Options often have skill checks, which are explained on the next page.

Questions

At times, the Book of Adventures asks a question. You must answer them truthfully, the story master selecting the appropriate answer. However, the story master answers `turquoise` questions secretly.

Do you have a `Raft` tag? — Yes / No
Do you own this game? — Yes / No
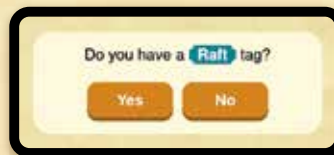
Question asked aloud — Question read in secret

Questions often check if you have a certain `Tag`, possibly giving you new options. These special options have a starry effect, and the story master should specify if one is available. If you choose one (or it is the only one available), you cannot voluntarily **discard** the card that gave you the option before or during that option.

Special option — ✦ Cross the river with your raft ✦

Skill checks

Options often involve skill checks, using one of the 6 skills with multiple possible outcomes. Your performance in the check determines which outcome you will have.

Skill checks have 4 difficulty ratings: **easy**, **medium**, **hard**, and **unknown**. Each of them requires a different number of **successes**. While these numbers are the minimum needed to avoid failure, there are usually even better outcomes if you manage to get a higher number of successes!

Difficulty	Easy	Medium	Hard	Unknown
Successes required	1★	2★	3★	?★

A skill icon 🏃🗡️⛺📖🎭👁️ on a die represents a success for that skill. Advanced skill dice have double successes 🏃🗡️⛺📖🎭👁️ too.

To perform a skill check, take 5 base skill dice 🎲 to form your dice pool. Each skill mark 🏃🗡️⛺📖🎭👁️ on your adventurer board lets you swap one base skill die for a corresponding advanced skill die 🎲🎲🎲🎲🎲🎲. Generally, you want to use advanced skill dice of the tested skill **and** those adjacent to it.

Then roll all dice in your dice pool. After the roll, you may **once reroll all dice** in your dice pool.

⚠️ 🎲 🏃🗡️⛺📖🎭👁️ Base skill dice 🎲 have only one success for each skill.

⚠️ Advanced skill dice 🎲🎲🎲🎲🎲🎲 have two double successes for their own skill and two regular successes for both adjacent skills.

Your item 🎒, companion 🦎, and adventurer status 🐉 card effects influence skill checks. They can be used before or after rolling or rerolling all dice in your dice pool. The same effect cannot be used more than once per skill check.

A star ★ represents success in the current skill check. A broken star 💥 represents failure and reduces the number of successes. The total number of successes cannot go below 0.

You may use an effect inside a brown Verb box only if one of its verbs appears in the option you chose. Purple Verb boxes are **mandatory if you chose a matching option**.

Verbs Build Haggle
Verb box Discard to get 1★ and reroll up to 2 🎲.
Optional verb box

Challenge Play
Roll 🎲.
1 - 6: Get 1💥 Failure
7 - 12: Get 1★ Success
Mandatory verb box

After you have resolved the skill check, do not touch the dice until the next check or until the scene ends. The story master reveals the outcomes of the check in secret, counts the successes you got, and selects the **first matching outcome from the left**.

The story master then continues to read the story aloud and resolve any possible effects like before until you reach the end of the scene.

Option Explore the area easy ⛺
Select the chosen option.

Explore the area easy ⛺
Reveal outcomes
Reveal outcomes **after** resolving the skill check.

Skill check summary				
Chance to use effects	**Roll dice**	Chance to use effects	**Reroll all dice** (optional)	Chance to use effects

Outcomes Explore the area easy ⛺ | 1+🎒 | 0 ⛺ | 1-2 ⛺ | 3+ ⛺
Select the **leftmost** matching outcome.

Explore the area easy ⛺ | 1+🎒 | 0 ⛺ | 1-2 ⛺ | 3+ ⛺
Story You find a narrow part of the river.
Effects 🦎 An effect about the active player.
End of scene
Read the story and resolve all possible effects in the outcome.

Partner

You can resolve scenes 📖 that have a handshake icon 🤝 with a **partner**. Doing so can make you more likely to succeed, but the partner will also receive rewards if you do.

To begin the scene together with you, another player must be on the same space and agree. This does not count as a turn for the partner.

Remember that you can still only begin scenes available to you. You cannot begin scenes from other players' cards.

Partner icon — 🤝 *Infiltrate the fort* 📖 7040

You make all the decisions during the scene while your partner may at any point choose to give you access to any of the following possessions. You may use them as if they were yours until the end of the scene:

- Any skill marks 🔧 🏹 ⚔️ 🗡️ 😊 👁️
- Any items 🎒
- Any companions 🦎
- Any adventurer statuses 🌿
- Any amount of gold 🐾
- Any Tags on their adventurer board

In skill checks, the maximum number of each advanced skill die is limited to 2, just like when resolving a scene without a partner.

You may also **trade gold** 🐾 **and items** 🎒 with your partner at any time during the scene.

Calendar phase

After all players have taken a turn, it is time for the calendar phase. Move the day token ⚙️ to the next day on the calendar, and advance to the next day in the Book of Adventures as well.

Game board
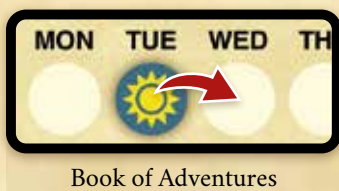
Book of Adventures

If there are timer tokens on the new day slot, resolve their associated timed effects one by one starting with the topmost token.

Now you are ready to start a new round. The player with the starting player token begins a new adventure phase by taking their turn. The starting player token stays with the same player the whole game.

Game end

The game ends after a predetermined number of rounds. This round limit depends on the player count as shown below and on the **Discord** and **Harmony** global status cards 🌐.

Player count	👤	👥	👤👤👤	👤👤👤👤+
Rounds	8	7	6	5

Competitive game mode

If you play **competitively**, the player with the most prestige at the end of the game is the winner. If two or more players are tied for first place, they share the victory.

When the game ends, begin scene 📖 0150 as shown on the **Discord** global status card 🌐. The winner is the active player during the scene. If there are multiple winners, treat all of them as active players.

Solo and co-operative game mode

If you play **solo** or **co-operatively**, the total amount of prestige you gain determines how successful you are.

When the game ends, begin scene 📖 0200 as shown on the **Harmony** global status card 🌐. Discuss and decide together who was the most valuable player or made the most memorable plays during the game. That player should be the one to read the scene aloud.

⚠️ *In **Lands of Galzyr**, your actions have consequences that follow you from one game to the next. Thus the game has to be packed back into the game box in a specific way. Read the next page for more.*

Saving the game

Once the game is over, you must perform the following steps to save the state of the adventurers and game world.

Note that the cards in save slots do not have to be in numerical order.

1   Remove all timer tokens from the calendar and cards **without resolving their timed effects**.

2   Resolve all **save effects** ⬇ on the adventurer boards and cards in play:
- **Adventurer boards** 🐱 🐭 🦎 🐸
- **Items** 🎒
- **Companions** 🦎
- **Adventurer statuses** 🌵
- **Local statuses** 🏠
- **Global statuses** 🌍
- **Locations**

> ⚠ *If a card has a save effect* ⬇*, it is always at the bottom of the card.*

Follow the appropriate steps below depending on whether you want to continue playing later or to start a new game right away.

Pack the game into the box

Make sure to perform steps **1** and **2** first.

3   Place the cards each adventurer has to each adventurer's own save slot 🐱 🐭 🦎 🐸:
- **Quests** 🖊
- **Items** 🎒
- **Companions** 🦎
- **Adventurer statuses** 🌵

4   Place all remaining cards to the global save slot 🌍:
- **Quests** 🖊 from the noticeboard
- **Local statuses** 🏠
- **Global statuses** 🌍
- **The event deck** ☄
- **Locations**

5   Pack all components into the game box, making sure not to adjust the gold 🪙 dials or skill marks 🐾 🗡 ⛰ 🃏 🎭 👁 on the adventurer boards.

Set up a new game and continue playing

Make sure to perform steps **1** and **2** first.

3   Take all cards from the global save slot 🌍.

4   Place all global status cards 🌍 faceup and read them.

5   If needed, flip the game board and location cards.

6   Place any local status cards 🏠 on their appropriate places.

7   Reset each player's prestige to 0.

8   Randomise the starting day using the Book of Adventures, and adjust the day token ⚙.

9   Place timer tokens for each timed effect.

10   Randomise the starting player and place your figures on your chosen locations in clockwise order, possibly picking up quests 🖊.

If you have any comments, questions, or suggestions, you can join our friendly Discord server at *snowdaledesign.fi/join-discord* or simply email us at *info@snowdaledesign.fi* .

We also have an official FAQ, which you can find at *snowdaledesign.fi/lands-of-galzyr-faq* .

Resetting the game

Lands of Galzyr is designed to be played as an ongoing experience where your choices echo in the following games. However, it is possible to reset the game to its original state. You can also reset just individual adventurers if, for example, a new player joins the game and would like to start with a clean slate.

You can reset only between games when all cards are in the trays.

Reset individual adventurers

1 Take all cards from the chosen adventurer's save slot.

Abandon all quests 🪶. If any cards would be placed on the noticeboard, or into the event deck, place them to the global save slot 🌍 instead.

Place the rest of the cards to the library 📚.

2 Take all cards with the adventurer's icon (next to the card number) from the global save slot 🌍 and other adventurers' save slots.

Place the cards to the library 📚.

3 Move cards 🎴 000 and 🎴 111 with the icon of the adventurer from the library 📚 to their save slot.

4 Set the adventurer's gold 🪙 to **10**.

5 Reset the adventurer's skill marks as shown below.

🐗 **Bumir**   🐾 **Mor**   🦅 **Aysala**   🦎 **Keridai**

🐾 If you are resetting **Mor**, and card 🎴 296 is in the library 📚 or in any adventurer's save slot, move the card to the vault 🗃.

🦅 If you are resetting **Aysala**, and card 🎴 297 is in the library 📚 or in any adventurer's save slot, move the card to the vault 🗃.

Reset the whole game

1 Move all cards from the vault 🗃, global save slot 🌍, and adventurers' save slots 🐗 🐾 🦅 🦎 to the library 📚.

2 Roll the 12-sided die, and move the card with the rolled number from the library 📚 to the global save slot 🌍.

3 Take cards 🎴 064 - 🎴 089 (26 in total) from the library 📚. Shuffle the 12 event cards 💫 before placing all 26 cards to the global save slot 🌍.

4 Take cards 🎴 127 - 🎴 148 (22 in total) from the library 📚, shuffle them, and place them to the quest slot 🪶.

5 Move the 3 frontmost cards from the quest slot 🪶 to the global save slot 🌍.

6 Take cards 🎴 296 - 🎴 299 (8 in total) from the library 📚 and place them to the vault 🗃.

7 **Reset individual adventurers** by performing steps **3**, **4**, and **5** in the previous section for each of them.

Credits

Keywords

🐾 Abandon

To abandon a quest 🖋, resolve the effects listed at the bottom of the card.

You may abandon quests voluntarily during your turn while you are not resolving a scene 📖.

Delay

To delay a timed effect, move its timer token further from the day token ⚙ as many days as specified, on top of any previously placed tokens.

Delaying always refers to the timed effect on the same card unless stated otherwise.

Discard

When a card gets discarded, return it to the library 📚.

If a card has multiple effects which require discarding the card, only one of those effects can be resolved.

Discarding always refers to the card it is written on.

Hasten

To hasten a timed effect, move its timer token closer to the day token ⚙ as many days as specified, on top of any previously placed tokens.

If the timer token reaches the day token, resolve the timed effect immediately.

Hastening always refers to the timed effect on the same card unless stated otherwise.

Movement

Movement modifies the number of spaces you can move while you travel. This number can never go below 0.

Iconography

Skill-related

🕷	Thievery
⚔	Might
⛺	Survival
📗	Knowledge
😊	Communication
◉	Perception
★	**Success** in a skill check
✸	**Failure**, reducing the total number of successes
Verb	You can use effects on your cards if the associated **verb** appears in the chosen option
Verb	The use of purple **verbs** is mandatory if the verb appears in the chosen option
🎲🎲🎲🎲	**Skill marks** grant the use of advanced skill dice

Card types

🎒	Item	🦎	Companion
🗝	Quest	⚙	Event
🏛	Local status	🌐	Global status
🏺	Adventurer status		

Terrain

⛰	Grassland	🌲	Forest
🌄	Hill	🏔	Mountain
🏠	Settlement	⚓	Pier

Adventurers
in an expansion

🐱	Bumir	🌸	Mor
🦅	Aysala	🦎	Keridai
😼	Yamej*	🖌	Noko & Umi*

Scene-related

📓 0001	The **scene number** is used to find the right scene in the Book of Adventures
⚡	You must choose a **mandatory scene** if you have one available
🤝	In scenes marked with this icon, another player may assist you as your **partner** if your adventurer figures are on the same space, lending their possessions
✊	Rules in the Book of Adventures affecting only the active player
🤝	Rules in the Book of Adventures affecting only the partner
✋	Rules in the Book of Adventures affecting everyone

Card-related

Tag	Cards and adventurer boards have **tags**, used in the Book of Adventures
🐾	Abandon
🃏	Card
🎴	When asked to take a card with this icon, pick the one matching the active player's adventurer
📚	Most cards are kept in the **library**, in numerical order
🗄	Some cards are kept temporarily in the **vault**, in numerical order
🌐	Global save slot
⬇	**Save** effects are resolved at the end of the game
🐾	Gold
🎲	A skill die (all 6-sided dice)
⬡	The 12-sided die
❓	Location number