

ABOVE AND BELOW

EXPANDED EDITION RULES

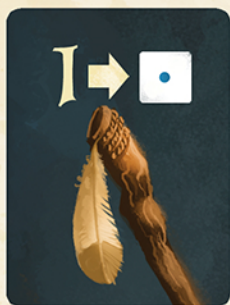
MODULAR VARIANTS: You may add any or all of these variants to the game at your discretion. Each variant is listed below:



EXPANDED EDITION VILLAGERS: There are seven Expanded Edition villagers in total. Add these to the random pile of villagers at the start of the game.



QUESTS: During game setup, place the five quest tokens face up to the side of the reputation board. As soon as a player fulfills the requirements of a quest token by owning the pictured goods/items, he claims the quest token and places it near his player board. At the end of the game, the player gains the listed number of village points. *Example: The first player to gain a paper and a pot would claim the token to the left. The player would gain 4 village points at the end of the game.*

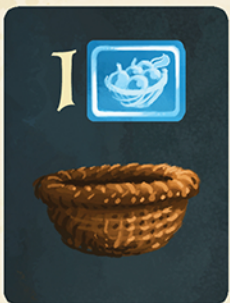


TOOL TOKENS: During game setup, place the tool tokens in a pile face down near the reputation board. Shuffle the pile. At the start of each round, place one of these tool tokens (face down) on top of the cave card deck. The first player to successfully Explore in the round gains the tool token. He flips the token face up and places it to the side of his player board. The player may use the tool token once per round. When he uses it, he flips it so that it is face down. At the end of each round, he flips any used tool tokens he owns face up. The abilities of each token are described below.

Mystical Walking Stick: Using this tool allows a player to add 1 to an Explore action die roll. The player may choose to use this tool after he has rolled for all of his villagers. *Example: Tom flips the walking stick to turn a die result of 4 into a result of 5.*

Book of Knowledge: A player may use this tool when he sends a villager to complete the Train action. The villager he sends instantly has the "Quill Plus" ability, which means the villager can Train for one fewer coin. Also, the villager does not need a quill to Train.

Basket of Plenty: A player may use this tool when he sends a villager to complete the Harvest action. The villager may Harvest two goods instead of one. The villager may Harvest from multiple cards.



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VILLAGER STATUS: At the start of the game, place these tokens to the side of the reputation board. Villagers gain these status tokens as effects of certain encounters in the “Desert Labyrinth” and “Underforest” encounter books. When an encounter states that one of your villagers gains a status, place the appropriate token on the villager. The status cannot be removed for the rest of the game, and the following affects apply to that villager. NOTE: You must use this variant if playing with the “Desert Labyrinth” and “Underforest” tokens.



Poisoned: A villager that is poisoned has a -1 to his die roll during the Explore action.



Melancholy: Each time you use a villager that is melancholy, you must roll a die. On a roll of 1 or 2, the villager does not complete his action and you must place him in the exhausted area on your player board. If this happens, you may immediately choose another villager to take an action.



Greedy: If you gain coins on an Explore action, and a greedy villager is in the group of explorers, you gain one fewer coin.



Coward: A villager with the coward status cannot be injured when performing the Explore action.



DESERT LABYRINTH/ UNDERFOREST: During game setup, place these tokens in a pile face down (number side down) near the reputation board. Each time a player uses the Explore action, place a Desert Labyrinth or Underforest token on the card. The paragraph numbers on the token replace any on the card. *Example: the token to the right would replace a die result of 1, 2, or 3 when determining what paragraph to read.* You must read the listed paragraph from the Desert Labyrinth and Underforest Encounter Book, available through the Kickstarter.com page for Above and Below.



SUPPLIES: During game setup, place these tokens in a pile next to the reputation board. Supplies are gained as rewards in the Desert Labyrinth and Underforest Encounters. Players may spend them in later Explore actions to add 1 to a die result. Supplies are also worth 1 village point per two that a player owns at the end of the game.