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- Game: **ANCIENT TERRIBLE THINGS**
(including **THE LOST CHARTER** expansion)
- Publisher: **Pleasant Company Games (2014)**
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Print on card (ensure you are printing at 100% scale) laminate and trim to size.

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ANCIENT TERRIBLE THINGS

SETUP

Place the board within reach of all players. Separate the **Encounter cards** into piles with red, orange, and green backs. Shuffle all of the **Terrible Thing (TT) tokens** facedown.

Depending on the number of players and the length of game you wish to play, count out a number of Encounter cards from each stack and draw a number of TT tokens, as follows:

	Normal Game	Longer Game
5 players	16 cards, 11 TT tokens	15 cards, 16 TT tokens
4 players	8 cards, 9 TT tokens	12 cards, 13 TT tokens
3 players	6 cards, 7 TT tokens	8 cards, 10 TT tokens
2 players	4 cards, 5 TT tokens	6 cards, 7 TT tokens

Shuffle each pile of Encounter stacks and stack them together (facedown) with red at the bottom, orange in the middle, and green on top. Place the resulting **Encounter deck** on the marked space on the board. Return the remaining Encounter cards to the box.

Flip the drawn TT tokens faceup and place them in ascending order from bottom to top onto the **Expedition track**. Return the remaining TT tokens to the box.

Shuffle the **Feat cards** and place the deck on the marked space on the board. Place the top card from the deck faceup to form an adjacent Feat discard pile.

Shuffle the Swag cards and deal 3 of them faceup onto the slots in the **Trading Post**. Place the Swag deck on the marked space on the board.

Place the 5 green **basic dice** in the middle of the board. Place all the tokens and extra dice within easy reach of all players.

Place the **Achievement cards** next to the board.

Each player, starting with the one who most recently faced arcane horrors on a dark river, chooses a **character** and takes that character's **Character mat**. If the **Captain** character is in play, give them the **Map token**. Otherwise, the player who chooses their character last gets the map.

Each player starts with 1 of each token type: **Focus**, **Treasure**, **Courage**, and **Feat**; **3 Feat cards**; and any additional starting resources as listed on their Character mat.

Place a **Re-roll track token** on the Re-Roll track of each Character mat.

Place all the players' Character pawns onto the **Riverboat** and return any remaining pawns to the box.

Each player takes a copy of the **Scenario card**. Players collectively decide whether to play using the easy or difficult game environments, and all turn their card to the chosen side.

 Tokens are collected on your play mat in 5 piles: one for TT tokens and one for each resource type. You may use **5x tokens** to represent 5 resource tokens.

An action must be completed in its entirety before another action may be played.

SEQUENCE OF PLAY

At the start of the round, return all character pawns to the **Riverboat**. Then the player with the Map token may choose to give it to any player.

Then, the player with the Map takes the first turn. Play continues clockwise until each player has taken one turn, then the round ends. Each player completes their entire turn before the next player begins theirs.

1. RIVERBOAT PHASE

Skip this phase if there are encounters at any of the locations.

Deal cards faceup from the Encounter Deck into the numbered slots on each location, from the lowest numbered slot to the highest numbered slot.

Take resource tokens from the supply matching the encounter type(s) shown on each newly-placed Encounter card, and place those tokens on the corresponding location.

2. EXPLORE PHASE

Move your pawn to an **active location** (one with an Encounter card). Take any resource token(s) on that location, and add them to your stash. You may take the special **location action** shown on the location.

3. DESPERATION PHASE

You may spend Courage tokens equal to the Ancient Secrets value of the Encounter card at your current location to perform a **desperate act**. Doing so means you immediately overcome the encounter and place it in your score stack.

4. ENCOUNTER PHASE

Roll dice and spend dice combinations in an attempt to overcome an encounter at your location and gain resources.

If you overcome the encounter, add the card to your score stack. If you do not overcome it, you will unleash a Terrible Thing in the next phase.

If you have already overcome the encounter by performing a desperate act in the previous phase, roll the dice solely to gain resources.

Rolling the Dice

Take the 5 green Basic dice to form a dice pool.

You may then play any Swag or Feat cards that allow you to add or swap out basic dice from your dice pool for other kinds of dice (such as Luck, Feat and Panic dice.)

Roll your final dice pool. **You may then choose to re-roll your dice up to 2 times.**

Should you choose to do so, decide whether to make a **focused** or **unfocused re-roll**.

To make a **focused re-roll**, select the dice you wish to re-roll, and spend Focus tokens equal to that number of dice. Then, re-roll the selected dice. **Yellow Luck dice do not cost Focus tokens to re-roll, and red Panic dice may never be re-rolled.**

Before or after each re-roll, you may perform the following actions in any order and any number of times:

Perform A Feat. Play a Feat card from your hand, paying the Feat tokens prompted on the card to the supply. These cards immediately take effect and are then discarded. If you cannot take the action on the Feat card, it has no effect.

Use Equipment. Exhaust (turn facedown) one of your Swag cards to use its effect, paying its token cost if prompted. This action applies only to Swag cards that specify they are *exhausted* when used.

You may not play Feat or Swag cards that allow you to swap out dice in your dice pool after your initial roll. You may however play cards that allow you to add dice to your pool.

Spending the dice

Once you are finished rolling, you may spend your combinations of dice to gain resources as per your Scenario card, and/or overcome the Encounter card. Once you perform either of these actions, you may not reroll any of your dice.

You may perform the following actions until you choose not to, or until you can no longer make any useable combinations with your remaining dice or choose not to:

Overcome the Encounter. Select dice that match the combination shown on the Encounter card. Remove those dice from the board, and add the Encounter card to your score stack.

Gain Resources. Select dice that match a combination shown on your Scenario card. Remove those dice from the board, and gain the resources specified for that dice combination.

Re-roll Track

To keep track of how many re-rolls you have remaining, each character mat has a Re-roll track and a Re-roll tracker token.



Each player has a maximum of 2 re-rolls.

Move the **Re-roll track token** on the Re-Roll track down 1 space, before each re-roll.

Cards that allow you roll additional dice do not count towards your re-rolls. During the Refresh phase, reset your Re-roll marker on your character mat's Re-roll track to 2. Some cards may allow you to have an additional re-roll during your turn.

5. TERRIBLE THING PHASE

If you fail to overcome the encounter (or choose not to), you unleash a Terrible Thing. Discard the Encounter card to the Rumours space on the board, and take a Terrible Thing token from the lowest available space on the Expedition track.

If this is the last token on the track, the game ends immediately.

6. TRADING POST PHASE

Move your pawn to the **Trading Post**. You may move any card in the Trading Post onto the Old Stock (discard) pile, and replace it with a new card from the top of the Swag deck.



Then, you may buy any of the faceup Swag cards (including the top card of the Old Stock pile), by paying the cost shown with Treasure tokens from your stash.

You may spend 2 Treasure tokens to refresh up to 3 cards, placing them onto the Old Stock pile, and drawing new cards to replace them. When you have finished buying cards, refresh any empty slots by dealing new cards into them.

7. REFRESH PHASE

Draw Feat cards from the Feat deck until you have 3 cards in your hand.

Turn all of your facedown (*exhausted*) Swag cards faceup.

Your turn is now over. If all pawns are on the **Trading Post**, the round ends.

If the Encounter deck is empty at the end of the round, the game ends immediately.

THE UNSPEAKABLE EVENT

The **Unspeakable Event**, and the end of the game, is triggered when one of the following conditions is met:

The last TT token is removed from the Expedition track during the Terrible Thing phase.

There are no more Encounter cards in the Encounter deck to place at the start of a Riverboat phase, and there are no active locations (locations with an Encounter card).

Each player counts the total value of all Ancient Secrets in their score pile, which includes:

Overcome Encounter cards

Swag cards that are worth Ancient Secrets

Achievement cards

The Map (worth 1 Ancient Secret)

Each player then subtracts the total penalty value of the TT tokens in their stash to arrive at a final score.

The winner of the game is the player with the highest score.

If any number of players tie for the highest score, break the tie by comparing TT tokens (the fewer tokens the better) and Courage tokens (the more tokens the better) in that order.

The player who wins the game becomes the lone survivor and briefly receives the **Battered Journal token** as their reward, before it is loathsome committed to the Sanatorium furnace.

LOCATION ACTIONS

There are 6 **fateful locations** shown on the board. Each of these locations is associated with a unique action when you place your pawn on that location:



Accursed Shrine

You may gain 1 Focus or Feat token, adding it to your stash.



Ghastly Gorge

You may discard any number of Feat cards from your hand, and draw that many fresh Feat cards.



Sinister Chateau

You may exchange a resource token of any type from your stash with a resource token of a different type in another player's stash. You may not move TT tokens this way.



Yawning Chasm

You may perform a **desperate act** against any Encounter card in play. Spend Courage tokens to immediately overcome an encounter in any other location and place that card in your score pile, returning any resource tokens on that location to the supply. The number of Courage tokens paid to activate this location action is equal to the value in Ancient Secrets shown on the encounter you overcome using this location action.

You may still perform a desperate act at your current location during the Desperation phase.



Rusted Gunsloop

You may gain a Courage or Treasure token, adding it to your stash.



Crumbling Ruin

Take the Map token.

ACHIEVEMENT CARDS

Achievement cards reward **Ancient Secrets** for achieving a particular game condition, and are available to any player. Each Achievement card is held by a single player, but players can steal an Achievement card from another player by outperforming them.

The conditions for claiming and stealing a particular achievement are described on the card.

Some Swag cards count as a particular encounter type for the purposes of scoring achievements.

DICE COMBINATIONS

Encounter and Scenario cards show particular combinations of dice, which come in 4 types:

High numbers (single die showing a particular number or higher).

Pairs of dice showing the same number, (which must be a particular value or higher).

Blocks of 3 or more dice showing the same number (which must be a particular value or higher).

Runs of 3 or more dice in a sequence (starting with a particular value or higher).

Cards show the **minimum value** of dice required for a combination. You must fulfill combinations one at a time, removing from the board any dice used to fulfill that combination. Values shown on dice cannot be combined or split. Runs and blocks can be made of 3, 4, 5, or more dice.

When you fulfill a dice combination listed on a Scenario card, you get 1 resource of the type shown for every die in the combination.

THE LOST CHARTER EXPANSION

Character Obsessions

Optionally, each character begins the game with their respective **obsession**. Each Obsession card describes the condition that activates the effect, and the condition to discard the obsession. Obsessions have a Terrible Thing value if they remain in a player's possession at game end.

Revelation Encounter

When a character attempts a **revelation encounter**, that player add a purple Revelation die to their dice pool. Revelation dice results may only be used for completing Encounter dice combos and may not be used to gain Resource tokens. The Revelation die may be re-rolled using Focus tokens.

Warning Encounter

These are exactly like ordinary encounters except they don't cost you a TT token penalty if you fail them (so, they are worth fewer points for the same combo).

However, should you fail a warning encounter, a TT token is still discarded from the Expedition track.

Event Encounter

When drawn, Encounter Event cards are placed over the current location, and replace the location action at that location. Some location events have an ongoing effect, that affects the entire game state. When a player moves their pawn to a location with an event encounter, the effect is resolved during the Explore phase, and the event encounter is removed from the board.

Trade Offer

Where a card allows a player to make a trade offer, that player may make a single offer to exchange Secrets (ie. completed encounters), tokens or Swag items in any combination or amount, with an opponent.

Achievement and Feat cards cannot be traded. Swag which are *exhausted* when activated, become *exhausted* when traded.

A trade offer is not a negotiation, and cannot be revised or retracted once it has been made.

Foreshadowed Encounters

Certain effects allow an encounter to be **foreshadowed** for a particular player, before their turn. This commits the player to attempting the encounter, unless an opponent does so before them.

To foreshadow an encounter, place your pawn on it. If an opponent moves to an encounter you have foreshadowed, return your pawn to the *Riverboat* and give that opponent a random TT token from your stash. The encounter then ceases to be foreshadowed.

Players on foreshadowed encounters take the location action and collect resources as per normal when beginning their turn.

One way for an encounter to become foreshadowed is as a result of a player stepping in to **rescue** another player. This is a special effect which prevents the rescued player from taking a TT token, and foreshadows the encounter for the rescuer. Any resources taken from the Encounter card by the rescued player are returned to it if possible.

FORGOTTEN SECRETS (SOLO PLAY)

Setup

Remove all purple-header cards from the Feat deck (Player vs Player Feats). Remove the *Skeleton Key* from the Swag deck. Do not use the Character Obsession cards. Build an Ominous Encounter deck with 18 Encounter cards (4 green, 6 orange, 8 red) Shuffle and draw 5 TT tokens for the Expedition track. Choose a character and equip them with 1 resource token of each type, plus their starting resources.

Object of the Game

The object of the solo game is to end each round (including the final round) with an empty Rumours pile and a positive Ancient Secrets score, with at least one Terrible Thing remaining on the Expedition track.

The solo game allows the player to forget Ancient Secrets from their score pile (removing them from the game), and to forget encounters in the Rumours pile (removing them from the game).

At the end of each round, the player must forget cards with at least double the total Ancient Secret value of the cards in the Rumours pile. The entire Rumours pile is then removed from the game.

End of round is when no location has an Encounter card (not at the end of each of the player's turns).

Any cards worth Ancient Secrets can be spent in this way, including Swag cards and achievements. Note that achievements cannot be regained after they have been spent, and spent cards do not count towards achievements.

Cards which would normally be worth Ancient Secrets at the end of the game are worth that many Ancient Secrets when they are forgotten.

The Map

The Map is not used to determine turn order. Instead, when the player has the Map, they may discard it when they fail to overcome an encounter. That encounter stays on the board, is replenished with resource tokens, and the player does not take a TT counter.

The player may regain the Map through any effects which would normally cause them to gain the Map (including the location action of the *Crumbling Ruin*). The map token cannot be used at the *Crumbling Ruin*.

Location Action variants

The location action variants for solo play are on the reverse side of the respective travel edition cards. These cards cover the original locations when using the board during solo play:

Sinister Chateau: Take a token from the bank, return a token to the bank.

Yawning Chasm: Spend Courage tokens equal to the Ancient Secrets value of the top card on the Rumours discard pile, to discard that card from play.

ANCIENT TERRIBLE THINGS

Return all character pawns to the *Riverboat*. The player with the Map token may choose to give it to any player.

The player with the Map takes the first turn. Play continues clockwise until each player has taken one turn, then the round ends.

1. RIVERBOAT PHASE

Skip this phase if there are encounters at any of the locations.

Deal cards faceup from the Encounter Deck into the slots on each location, from the lowest numbered slot to the highest.

Take resource tokens from the supply matching the encounter type(s) shown on each newly-placed Encounter card, and place those tokens on the corresponding location.

2. EXPLORE PHASE

Move your pawn to an **active location** (one with an Encounter card). Take any resource token(s) on that location. You may take the special **location action** shown on the location.

3. DESPERATION PHASE

You may spend Courage tokens equal to the Ancient Secrets value of the Encounter card at your current location to perform a **desperate act** to immediately overcome the encounter and place it in your score stack.

4. ENCOUNTER PHASE

Roll dice and spend dice combinations to overcome an encounter at your location and gain resources. If you overcome the encounter, add the card to your score stack.

If you have already overcome the encounter by performing a desperate act in the previous phase, roll the dice solely to gain resources.

Rolling the Dice

Take the 5 green Basic dice to form a dice pool. You may then play any Swag or Feat cards that allow you to add or swap out basic dice from your pool for other kinds of dice.

Roll your final dice pool. **You may then choose to re-roll your dice up to 2 times.**

Decide whether to make a **focused** or **unfocused re-roll**.

Focused re-roll: select the dice you wish to re-roll, and spend Focus tokens equal to that number of dice. Then, re-roll the selected dice. **Yellow Luck dice do not cost Focus tokens to re-roll, and red Panic dice may never be re-rolled.**

Before or after each re-roll, you may perform these actions:

Perform A Feat. Play a Feat card from your hand, paying the Feat token cost.

Use Equipment. Exhaust one of your Swag cards that specifies it is *exhausted* when used to use its effect, paying its token cost.

You may spend your combinations of dice to gain resources as per your Scenario card, and/or overcome the Encounter card.

Overcome the Encounter. Select dice that match the combination shown on the Encounter card. Remove those dice from the board, and take the Encounter card.

Gain Resources. Select dice that match a combination shown on your Scenario card. Remove those dice from the board, and gain those resources.

5. TERRIBLE THING PHASE

If you fail to overcome the encounter (or choose not to), you unleash a Terrible Thing. Discard the Encounter card to the Rumours space, and take a Terrible Thing token from the lowest available space on the Expedition track. **If this is the last token on the track, the game ends immediately.**

6. TRADING POST PHASE

Move your pawn to the *Trading Post*. You may move any card in the Trading Post onto the Old Stock (discard) pile, and replace it with a new card from the top of the Swag deck.

Then, you may buy any of the faceup Swag cards (including the top card of the Old Stock pile), by paying the cost shown with Treasure tokens from your stash.

You may spend 2 Treasure tokens to refresh up to 3 cards, placing them onto the Old Stock pile, and drawing new cards. When you have finished buying cards, refresh any empty slots by dealing new cards into them.

7. REFRESH PHASE

Draw Feat cards from the Feat deck until you have 3 cards in your hand. Turn all of your facedown (*exhausted*) Swag cards faceup.

Your turn is now over. If all pawns are on the *Trading Post*, the round ends.

If the Encounter deck is empty at the end of the round, the game ends immediately.

ANCIENT TERRIBLE THINGS

Return all character pawns to the *Riverboat*. The player with the Map token may choose to give it to any player.

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2. EXPLORE PHASE

Move your pawn to an **active location** (one with an Encounter card). Take any resource token(s) on that location. You may take the special **location action** shown on the location.

3. DESPERATION PHASE

You may spend Courage tokens equal to the Ancient Secrets value of the Encounter card at your current location to perform a **desperate act** to immediately overcome the encounter and place it in your score stack.

4. ENCOUNTER PHASE

Roll dice and spend dice combinations to overcome an encounter at your location and gain resources. If you overcome the encounter, add the card to your score stack.

If you have already overcome the encounter by performing a desperate act in the previous phase, roll the dice solely to gain resources.

Rolling the Dice

Take the 5 green Basic dice to form a dice pool. You may then play any Swag or Feat cards that allow you to add or swap out basic dice from your pool for other kinds of dice.

Roll your final dice pool. **You may then choose to re-roll your dice up to 2 times.**

Decide whether to make a **focused** or **unfocused re-roll**.

Focused re-roll: select the dice you wish to re-roll, and spend Focus tokens equal to that number of dice. Then, re-roll the selected dice. **Yellow Luck dice do not cost Focus tokens to re-roll, and red Panic dice may never be re-rolled.**

Before or after each re-roll, you may perform these actions:

Perform A Feat. Play a Feat card from your hand, paying the Feat token cost.

Use Equipment. Exhaust one of your Swag cards that specifies it is *exhausted* when used to use its effect, paying its token cost.

You may spend your combinations of dice to gain resources as per your Scenario card, and/or overcome the Encounter card.

Overcome the Encounter. Select dice that match the combination shown on the Encounter card. Remove those dice from the board, and take the Encounter card.

Gain Resources. Select dice that match a combination shown on your Scenario card. Remove those dice from the board, and gain those resources.

5. TERRIBLE THING PHASE

If you fail to overcome the encounter (or choose not to), you unleash a Terrible Thing. Discard the Encounter card to the Rumours space, and take a Terrible Thing token from the lowest available space on the Expedition track. **If this is the last token on the track, the game ends immediately.**

6. TRADING POST PHASE

Move your pawn to the *Trading Post*. You may move any card in the Trading Post onto the Old Stock (discard) pile, and replace it with a new card from the top of the Swag deck.

Then, you may buy any of the faceup Swag cards (including the top card of the Old Stock pile), by paying the cost shown with Treasure tokens from your stash.

You may spend 2 Treasure tokens to refresh up to 3 cards, placing them onto the Old Stock pile, and drawing new cards. When you have finished buying cards, refresh any empty slots by dealing new cards into them.

7. REFRESH PHASE

Draw Feat cards from the Feat deck until you have 3 cards in your hand. Turn all of your facedown (*exhausted*) Swag cards faceup.

Your turn is now over. If all pawns are on the *Trading Post*, the round ends.

If the Encounter deck is empty at the end of the round, the game ends immediately.

ANCIENT TERRIBLE THINGS

RESOURCES



Focus

Spent to re-roll individual dice in an encounter, improving your chance to beat it or get resources.



Treasure

Spent to buy Swag cards from the *Trading Post*.



Courage

Spent to perform a **desperate act** and overcome an encounter without spending dice.



Feat

Spent to play Feat cards; can increase the value of a Feat die by 1.

ENCOUNTERS



Pitfall

Focus token



Artifact

Treasure token



Horror

Courage token



Villain

Feat token

LOCATION ACTIONS



Accursed Shrine

You may gain 1 Focus or Feat token, adding it to your stash.



Ghastly Gorge

You may discard any number of Feat cards from your hand, and draw that many fresh Feat cards.



Sinister Chateau

You may exchange a resource token of any type from your stash with a resource token of a different type in another player's stash. You may not move TT tokens this way.



Rusted Gunsloop

You may gain a Courage or Treasure token, adding it to your stash.



Crumbling Ruin

Take the Map token.



Yawning Chasm

You may perform a **desperate act** against any Encounter card in play.

Spend Courage tokens to immediately overcome an encounter in any other location and place that card in your score pile, returning any resource tokens on that location to the supply.

The number of Courage tokens paid to activate this location action is equal to the value in Ancient Secrets shown on the encounter you overcome using this location action.

You may still perform a desperate act at your current location during the Desperation phase.

ANCIENT TERRIBLE THINGS

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