

ANCIENT TERRIBLE THINGS

PRINT 'N' PLAY

The following rules outline key differences in the rules of Ancient Terrible Things Print n' Play (ATT PnP), from those described in the retail game rulebook, specifically with regards to component substitution and initial game set-up.

ATT PnP includes card and mat components for a 2-player game. The game can be scaled for up to 4-players through printing of additional card sheets and character mats.

Digital PDF Components

24 x Ominous Encounter cards
16 x Feat cards
16 x Swag cards
2 x Scenario cards
4 x Achievement cards
1 x Map Card

2 x Character mats
1 x Gameboard (A3)
1 x Rulebook (full game)
1 x Rulebook (PnP addendum)

Character Pawns

ATT PnP does not include character pawns.

Instead, meeples or other objects should be used for the tracking of the character pawns on the game board.



Dice Tokens

ATT PnP does not include tokens for resources.

Instead, dice should be used for the tracking of the number of resources on character sheets.



The Map

ATT PnP includes The Map card in place of the Map token.



Dice

To play ATT PnP, you will need at least 5 standard pip dice to substitute for Focus dice, over and above the dice needed for tracking resources on character sheets. ATT PnP does not include cards that feature Luck, Panic or Feat die.



Terrible Thing tokens

ATT PnP does not include Terrible Thing (TT) tokens.

Instead, dice should be used for the tracking of the number of TT tokens accumulated on the character sheets.

When a character fails to overcome an Encounter, their TT dice value increases by one.

The Unspeakable Event

When the combined value of all characters TT dice is equal to or higher than the set number of TT tokens for the game (ie 7 for a 2-player game), the game ends immediately. Players then subtract Ancient Secrets points for their TT die value, as per the following:

TT Die Value Final Score Penalty

1	- 0
2	- 1
3	- 3
4	- 5
5+	- 7



The Battered Journal

ATT PnP does not include the Battered Journal token. This remains an unsubstantiated rumour.

Set-up and placement variant for ATT PnP

ATT PnP includes a truncated game board detailing the core Locations with space for Encounter cards.

The game board does not include the Trading Post. Swag cards for the Trading Post should be arranged alongside the game board.

The same applies for the Encounter deck, Rumours and the Feat deck and Feat discard pile. Follow the diagram below for set-up suggestions.

Locations do not have resource tokens added to them when new Encounters are placed. Instead, players adjust the appropriate resource die when they move onto a Location.

(example: The character would increase their Focus resource die by one when they move onto a Location containing a Pitfall Encounter.)



Riverboat and Trading Post

ATT PnP game board does not include the Riverboat space for character pawns at the beginning of the round, or the Trading Post space for the characters at end of the round.

The following placement rules apply instead:

At the beginning of the game round, all pawns are placed alongside the game board. When a player takes their turn, the pawn is placed on the relevant Location space. The pawn remains on the Location space for the remainder of the round.

At the beginning of the next round, all pawns are removed from the board and the next round begins.