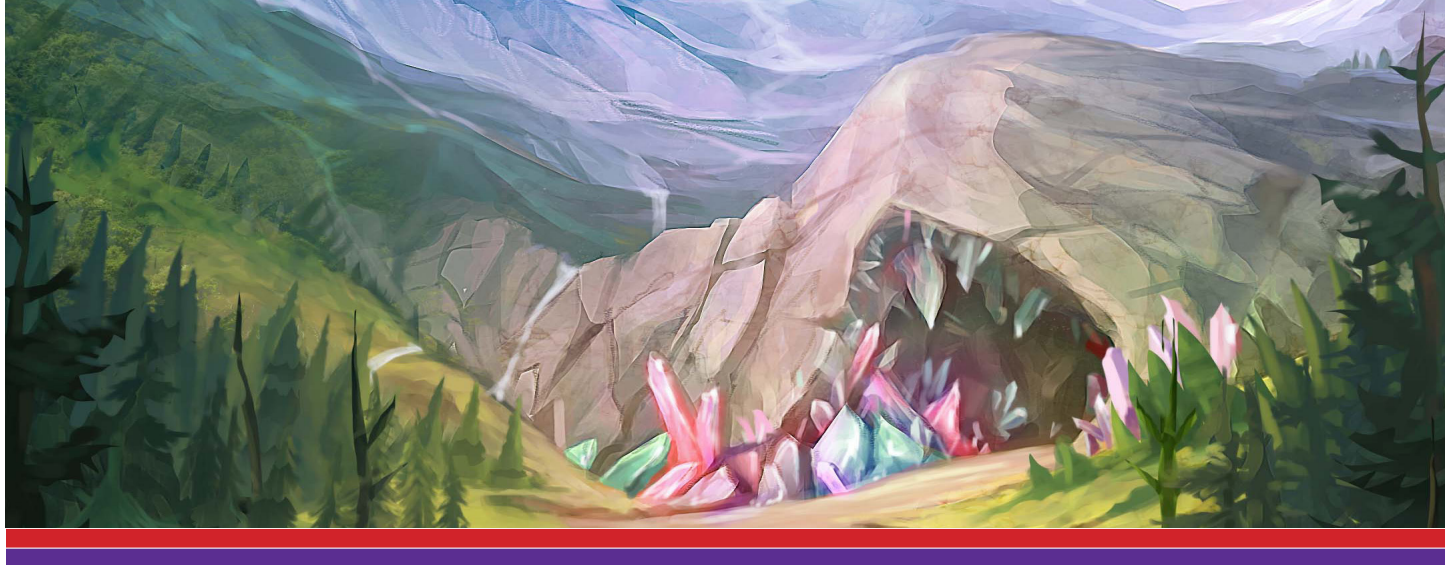


# The Little Adventurers Club



# RULES





# The Chest of Wonders

Every Friday evening, your parents meet with your friends' parents to play cards. It didn't take long for you and your friends to start a meet-up of your own. You call it The Little Adventurers' Club, and at the Club, while your parents are playing BORING games like Canasta and Bridge, you all tell stories and plan for far away adventures in lands you know are just imagination, but you wish were real.

You usually meet in someone's bedroom, but this time, when it was *your* parents' turn to host, you decided to invite everyone up to the attic. You're usually only allowed up there on special occasions, but you asked your parents' permission, and with a warning of "*Be careful,*" they agreed. The attic has lots of interesting things in it: trophies, pictures, old toys, and tools that haven't seen the light of day in years.

The most interesting thing in the attic, though, is a i beat up trunk that used to belong to

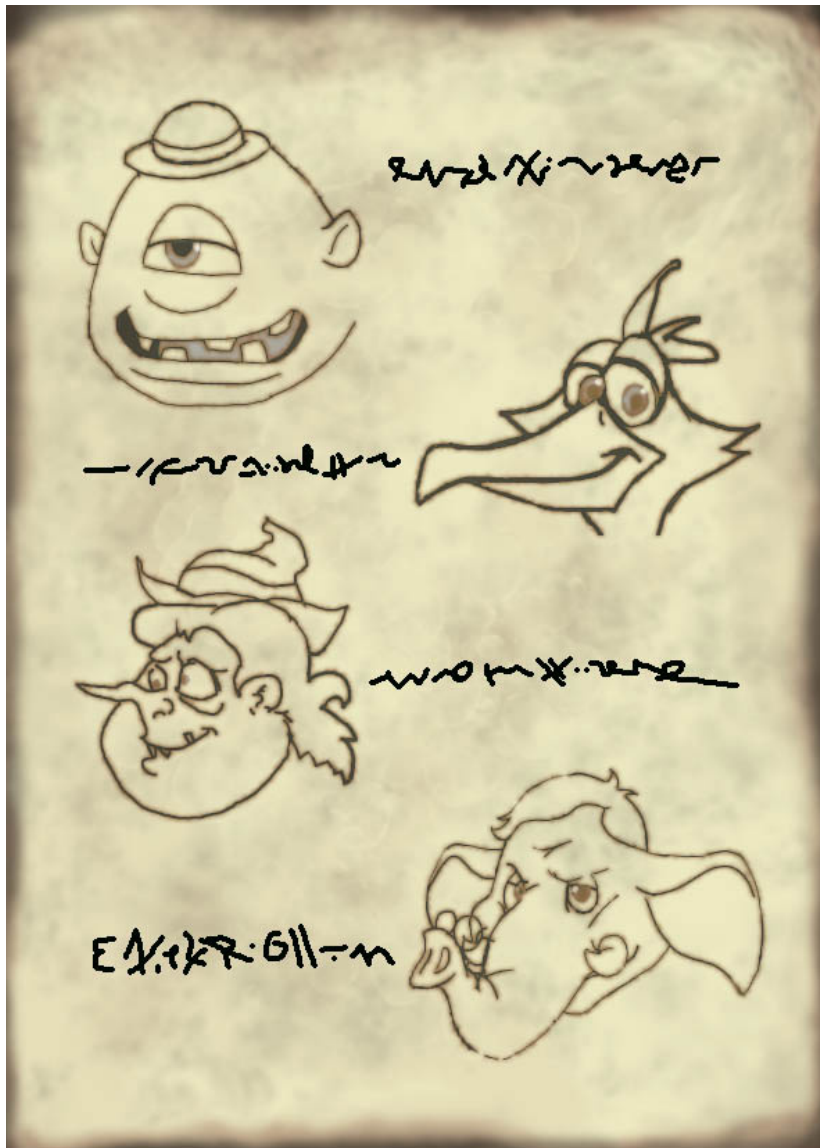




your grandfather. You've asked what was in it before, but your Mom and Dad would always shrug and say, "Nothing special." Tonight, since you're with your friends and you *do* call yourselves The Little Adventurers, you decide to open it.

When you do, you find out that your parents were almost right. There isn't much in the trunk – just a book, a stick, and a rolled up piece of paper.

One of your friends picks up the stick and all of you look at it. There are markings on it that you don't recognize. You unroll the paper and see that it has four faces drawn on it that look like this:



Each drawing has a description of someone, or something, next to it.

Before you have time to read the descriptions, though, another one of your friends opens the book....

Suddenly, a rainbow of light comes out of the trunk, filling the room and dazzling you. You close your eyes against the bright light. When you open them again, you find yourself in a strange new world....





# Welcome to Alterrum!

It's a fantastic place, full of wonders and crazy creatures. But it's not home. A quick read of the introduction to your grandfather's old book explains that the best way to get home is to talk to The Dragon, who lives in a faraway Cave.

But be warned! A wily Wizard is seeking to stop you from leaving Alterrum. He needs children to stay here because their presence powers his spells. He'll do anything in his power to stop you, and he's already racing to intercept you before you get to the Dragon's Cave.

## OBJECT OF THE GAME

On the game board is a blue path and a red path that both lead to the Dragon's Cave. The players, who are all members of The Little Adventurer's Club, must work together to move themselves down the blue path. Meanwhile, the Wizard is racing down the red path. To win, the Little Adventurers must beat the Wizard to the Dragon. If they don't, the Wizard will keep them in Alterrum. That is, until the next game, when they can try to beat him again!

## GAME CONTENTS

**1 SINGLE FOLD BOARD**

**1 BOOK OF ADVENTURE**

**2 LARGE WOODEN CUSTOM DICE**

**6 WOODEN CREATURE TOKENS**

**PUNCH-OUT FIGURES FOR THE PLAYERS AND THE WIZARD**

**2 PLASTIC STANDEES**

**35 ADVENTURE CARDS**

**6 MOVEMENT CARDS**





*Shamboozle the Witch here! I see you've brought a few things with you to Alterrum. There's that book, that wand, and that description of me and my friends. All those things will come in handy. And yes, that's a wand, not a stick – use it wisely! Oh, by the way, detailed descriptions of me and my friends are later in this rulebook, starting on page XX.*

## GAME PLAY

There are three ways to play The Little Adventurers' Club. First, if you're playing with very young children (ages 5-7), or if this is your first game, you may ignore the Requirements symbols on the board (for instance, the Food Requirement to enter the Forest and the Camping Requirements to enter the Lake). While most players will find the Requirements add to the strategy and planning in the game, some younger children may find them too challenging or frustrating.

For a normal game, simply use the Requirements.

If you're playing with older or more precocious children, then you should try the Troll Brothers Variant described toward the end of this Rulebook.

*Hi! I'm Sir Frapple! Sometimes I feel like things are too challenging for me and I get frustrated. I think that's okay, especially for a Cyclops. But also for kids.*



## A NOTE ON GAMEPLAY

This is a cooperative game, meaning that all players should get a chance to roll dice and be a part of conversations and decisions about the game. In the end, the players will either win together or lose together. Regardless of a win or a loss, the point is for The Little Adventurers' Club to be an enjoyable SHARED experience.

We encourage parents to read the encounters to younger children, or read along with them, so that you may ask them questions about the story and characters. There are also opportunities within the encounters, although they aren't always explicit, that allow you as reader to ask questions like, "What is your favorite food?" or "What would you do in this case?"

We've also discovered that many children, particularly older ones, like to read the encounters themselves. We encourage parents to stay nearby to help guide the game and discuss the encounters aloud and keep the game from slowing down.





## ABOUT THE COMPONENTS



*What's up, humans! Bluebeak the Bird comin' atcha! There ain't a lot of pieces to The Little Adventurers' Club, because fiddly bits don't make a game –*



*I like fiddly bits! They're like toys!*



*Uh...yeah. So, anyway, humans – the biggest and best part of The Little Adventurers' Club is the story.*



*I like stories! Tell me a story!*



*Later, blue tater! I'm telling the humans about the game right now.*



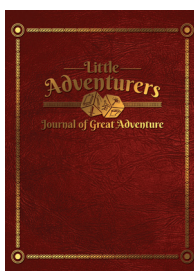
*Ooh! Games! I like games!*



*Sigh....*



**The Game Board:** This is just a physical representation of some of the features of Alterrum which lie between where you start and your ultimate goal: The Dragon's Cave. There are two sides to it. One side you will only use if you're playing the Troll Brothers variant of the game.



**The Book of Adventure:** Here's where the story that Bluebeak's talking about is located. Inside this book you'll find a whole world of adventure, and the choices you make will determine which adventurers you have.





**The Dice (2):** Sometimes random stuff happens. These two big, wooden dice have special symbols on them. You roll them and the special symbols will tell you what the random stuff is.



*Hello. My name is Sir Greybert, Baron of Nose-A-Lot. Did you know that at first, the makers of this game were going to make the dice out of ivory? I talked them out of that!*



**Wooden Creature Tokens (6):** Four of these represent the four individuals who will help you on your journey. Each one will go randomly on a location: the Forest, the Lake, the Desert, and the Swamp or Mountain. The other two represent the Troll Brothers. They're only used when playing the Troll Brothers Variant, found on page XX.



*Hey! That's my face! You know, you can put those tokens face down or face up on the board. Face up, you know which one of us is where. Face down, and you won't know until you get there!*



**Punch-out Figures for the Players and the Wizard (2):** These represent your progress versus the Wizard's progress on the board.

**Plastic Standees (2):** These hold the punch-outs above. As if you couldn't figure that out.



**Adventure Cards (35):** Over the course of the game, you'll have several opportunities to draw from this stack of cards. Sometimes you'll be able to search for a specific card. Sometimes you'll draw randomly. Either way, these cards will help you. Maybe.



**Movement Cards (6):** Each one of these cards have up to three differently-colored fields on them, and the colors on them will determine who moves – you or the Wizard. They line up next to the Game Board randomly, so every game is different!



*When you first place the cards, they'll all have only two choices on them – red and blue. After a while, though, their other sides might be face up. It's up to you. Oh, and the dice! So watch out, because dice can be tricky.*



# SET-UP

1. Open the Game Board and place it in a central location.
2. Shuffle the four Creature Tokens and put one on each of the first three locations on the Game Board - the Forest, the Lake, and the Desert. You may place them either face down or face up, depending on whether you want to be surprised or not. The last Creature Token should be placed on the central space provided between the Swamp and the Mountain. Depending on which location the players travel to – either Swamp or Mountain – they will encounter that Creature.
3. Shuffle the six Movement Cards and place them on their starting side (the side with the \* symbol on it) face up next to each of the six die symbols located on the Game Board, one card next to each symbol. Don't look at the face down side as you place the card.
4. Shuffle the 35 Adventure Cards to form a single deck next to the Game Board. Sometimes you'll need to look through this Adventure Deck (or its discard) for a specific card. After doing so and taking the specified card, reshuffle the Adventure Deck. Do NOT shuffle the discard back into the deck when this happens.
5. Place the Players' Punch-out Figure on its starting space on the Game Board. Place the Wizard's Punch-out Figure on his starting space on the Game Board.
6. Decide who will roll the dice first. If you can't decide, then the youngest player should roll first. By the same token, if you can't decide who will read first, let the oldest person who will be reading take first crack at it.







# HOW TO PLAY THE GAME

Players are advancing in hopes of getting to the Dragon before the Wizard, but along the way they'll make stops to encounter the four creatures central to the storytelling. The Book of Adventure is divided into sections for each location on the map (Forest, Lake, Desert, Swamp, Mountain). These sections are further divided into four chapters in each section – one chapter for each Creature (Sir Frapple the Cyclops, Shamboozle the Witch, Bluebeak the Bird, and Greybert the Elephant). Each chapter also contains up to six encounters for each Creature, since the Creatures can appear at any location. All told, there are around 120 different encounters available, which can result in numerous combinations of stories.

## Advancing on the Game Board and How The Dice Work

1. The first player rolls the Dice. They are not rerolled unless you have a card that allows for a reroll. Once rolled, the Dice each show one of six icons: the Sword, the Hand, the Map, the Wand, The Teacup, or the Book, as illustrated below.



2. The two Dice serve to activate the cards next to their matching icons on the Board. For each icon on the board there should be a single adjacent Movement Card.
3. One of the two Dice must be placed on a RED square next to its matching icon on the Board. Players collectively decide which Die is placed on the RED square.
4. One of the two Dice must be placed on a BLUE square next to its matching icon on the Board. Players collectively decide which Die is placed on the BLUE square.
5. With one Die on a RED square and one on a BLUE square, activate the matching color on the Movement card which is adjacent to the icon where you placed the Die. For example, if you rolled the Tea Cup and placed it on the BLUE square adjacent to the Tea Cup icon on the board, you will read and execute the BLUE section on the Movement Card next to it. The second Die will then execute the RED section on the Movement Card adjacent to whichever icon it shows.
6. If both Dice show the same icon (for example, if they're both Tea Cups), then the players will execute both the RED and BLUE sections for the same Movement Card – in this example, the one which is adjacent to the Tea Cup icon on the Board.
7. The order in which the Dice are executed (along with the corresponding sections on the Movement Cards) is BLUE FIRST, THEN RED. An illustrated example of this can be found on the next page.
8. Players take turns rolling dice and activating one or two Movement Cards until you reach one of the five Locations. You should pass the dice around, giving each player a chance to roll the dice before allowing the first player to roll the dice again.

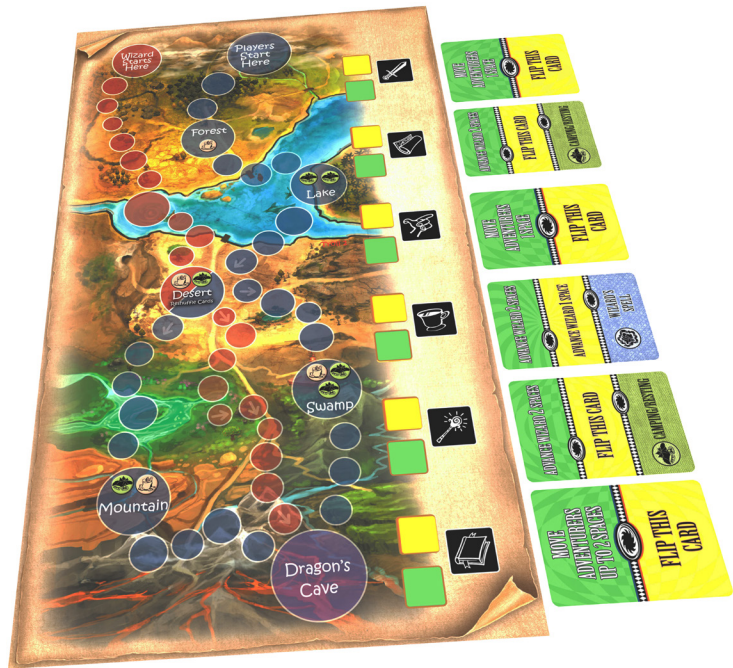


*Where you place the dice is one of the biggest decisions you'll make during your adventures, kiddoes! And believe me, sometimes you won't be happy with EITHER of your choices. Just be sure that you don't let that nasty Wizard advance too fast!*





In this example, a little girl named Elizabeth rolled a Book and a Teacup. She and the other players talked about it and chose to place the Book die on the Blue Book space and the Teacup die on the Red Teacup space. This means they'll get to flip the Card next to the Book, but it also means they'll have to move the Wizard 1 space. Since they know that a Food Requirement is on the other side of the card they'll be flipping (which they need if they want to enter the Desert), they're OK with this.



### Stopping At A Location

1. When the your Figure comes to a Location space, you must stop moving immediately, **EVEN IF YOU HAVE MOVEMENT LEFT OVER** from your Movement Card. The Locations are: the Forest, the Lake, the Desert, the Swamp, and the Mountain. They are clearly marked on the Game Board, and they will typically contain a wooden Creature Token. You should move your Figure onto the Location space, but this does not count as entering it, and if you are playing with the Creature Tokens face down, you should not reveal that Token yet.
2. Once you reach a Location, if any of the Movement Cards on the side of the Game Board show the Requirement(s) you need to enter that Location, you can enter the Location and encounter one of the four Creatures who populate the game (either Sir Frapple, Shamboozle, Bluebeak, or Greybert). If the Creature Tokens are face up, you'll know whom you're encountering. Otherwise, you need to flip over the Token to find out!
3. The Requirements are going to be some combination of Food/Supplies and/or Camping/Resting. The further players progress, the more demanding these Requirements become.



As you flip the Movement Cards over, try to remember which ones show which Requirements. That way you'll know which Cards you need to activate in order to get what you need, so that you can enter the locations when you need to.

4. If you do **NOT** have the Requirement symbols showing what you need, you must stay in the Location without entering and encountering the Creature. You cannot proceed until you encounter the Creature, and you cannot encounter the Creature at that Location until you have the proper Requirements showing face up on the Movement Cards, allowing you to enter it.
5. In this case you must stay in place and roll the dice per the rules, until you've managed to turn the Movement Cards to whichever face(s) provide the proper Requirements. **THEN** you may enter and encounter the Creature.
6. Note that these are the times in which you are most vulnerable to losing the game. You very well may be sitting in one spot while the Wizard trots along to the Dragon's Cave. Nasty old Wizard.



*In the example above, you can see that the players have reached the Lake, where Sir Frapple is waiting patiently for them. To enter, they need their Movement Cards to show not one, but TWO Camping Requirement symbols. Unfortunately, only one is showing....*



*Come on in! The water here at the Lake is fine! I can't swim so well, so I'm not going in, but I put my big toe in it, and it sure feels good and wet! I like it when water is wet! Don't you?*



*They can't come in because they don't have the proper Requirements, Sir Frapple. They'll have to stay where they are and roll the Dice in hopes of flipping a Movement card that shows another Camping. And with every roll, chances are high that the Wizard will move forward toward the Dragon's Cave.*



*I'm hungry. Look! A frog!*

## Encounters

1. Once you have the proper Requirements to enter a Location, you can and should do so. When you enter, you will encounter the Creature there. If the Creature's Token is not already flipped over, flip it.
2. To encounter the Creature, first look up the Section in the Book of Adventure corresponding to the Location (the Forest, the Lake, etc.). Then, within that section, find the Chapter for the Creature. In the example above, since the Token in the Lake shows Sir Frapple, you would look for *his* Chapter there and read the first page of it aloud. If there are multiple players wanting to read, you should pass the Book around as you did with the Dice, giving every player a chance to read in turn.
3. Each Chapter introduces the Creature, who is usually in some sort of trouble. At the end of this introduction, you will usually be instructed to roll the Dice again. When you do, you'll compare your results to the chart which is also at the end of the introduction. This usually gives you a choice as to how you proceed (sometimes you'll roll two alike symbols and you won't have a choice). Make your choice about what you want to do to help the Creature with his or her predicament, then turn to the Encounter corresponding to the symbol (and action) you chose. Read the encounter.
4. Most of the time, the Encounter will give you some sort of reward or penalty (like moving ahead a space or drawing an Adventure Card). When you finish the Encounter, take your reward or penalty, then begin rolling the Dice and moving along the path once again, until you reach the next Location.





Please allow me to give you an example regarding Encounters! Let's say you encountered little old me in the Desert. Well, you'd first turn to the section that has all the Desert Encounters. Then you'd look for the Chapter with my beautiful mug on it. Then you'd read the introduction and after that roll the Dice. Let's say you got a Sword and a Wand. Well, then, those are your choices! You either do what the Book suggests next to the Wand icon or you do what it says next to the Sword icon. Turn to the Encounter you choose and resolve it.

5. After resolving an Encounter, take all the Movement Cards, except the Card with the Wizard's Curse showing (if it got flipped), and shuffle them, then randomly reset the Cards by the Game Board with their starting sides up. **DO NOT SHUFFLE AND RESET** after reading an encounter in the Swamp or Mountain.

## ADVENTURE CARDS



Players may receive these cards as rewards for various Encounters. If an Encounter calls for you to receive a specific card, simply look through the Adventure Deck (or its discard if the card is there already) for that card and add it to your hand. After doing so, reshuffle the Adventure Deck. Do NOT shuffle the discard back into the Deck when this happens.

Many times, you will just be instructed to draw a random Adventure Card from the top of the Adventure Deck.

The Adventure Cards are shared by all players. Anyone may look at the cards you have at any time. Since this is a cooperative game, in order to play any card, you should all agree that it should be played.

You may play Adventure Cards at any time it is appropriate.



What that MEANS, boys and girls, is that you can actually INTERRUPT any other action or course of action. The Adventure Card ALWAYS takes priority. That means you can use it to stop the Wizard from moving, if the Card allows it. That means you can disregard, reroll, or ignore a Die roll if you want to. Adventure Cards are ALMOST as useful as I am!

## SPECIAL NOTE: THE WIZARD'S CURSE



Once this particular Movement Card is flipped, it cannot be flipped back to its other side, nor is it reshuffled after an Encounter. It stays in play at the same icon for the remainder of the game. Note, however, that there are several Adventure Cards which will flip it back over. Then it becomes just like any other Movement Card. (Until you flip it over again!)

## THE TROLL BROTHERS VARIANT

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## MEET THE CREATURES OF ALTERRUM!



### SIR FRAPPLE

Once, Cyclopes were fierce and mighty creatures who walked the world, bringing havoc and destruction. Then, a few of them joined the good guys in a big fight against the evil Mermen of Logansville. After the fight (which the good guys won), the King at the time knighted all of the Cyclopes who fought on his team. The line of Cyclops knights has continued to this day, ending with Sir Frapple. But being a knight doesn't necessarily make you noble or smart, and Sir Frapple is neither. Still, just like his ancestors were to the King of old, Sir Frapple is the best kind of friend you can have: a loyal one.



### SHAMBOOZLE THE WITCH

Shamboozle attended the famous Pigcorns school for witches and wizards along with luminaries like Alvin Doofleduck, Goondorf the Chartreuse, and Marlin the Magnificentish. When she accidentally turned the headmaster into a grandfather clock, she was expelled. Still, she'd learned just enough magic to be dangerous, and even though the new headmaster told her not to use magic (The old headmaster just said "Tick, tock," and "Bongggg!"), Shamboozle ignored him. Now she lives all alone in a house in the Forest, but she travels far and wide throughout the land, trying to help people (and herself) with her "spells."



### **BLUEBEAK**

The youngest of 17 siblings, Bluebeak had a hard time getting food when his mom brought it home. As a result, he's a bit of a runt. That's right! As tall as Bluebeak is, all of his brothers and sisters are several feet taller. And when they were all still young birdlings, a man from Gollywood came to the desert mountain where Bluebeak and his family lived, and picked Bluebeak to be in... the movies! Bluebeak had an illustrious career, but when he came back him, he found that all of his brothers and sisters had been taken to the zoo. Their great size and colorful plumage made them a wonderful attraction. And do you know who owns the zoo? The Wizard!



### **GREYBERT, BARON OF NOSE-A-LOT**

The tropical nation of Nose-A-Lot has a population of citizens who, without fail, all think they're waaaay smarter than they are. You know the type. You don't? Oh, well, let me explain it to you, since you're sub-intelligent compared to me.... See what I mean? It's like that. It is a given, though, that elephants like Baron Greybert have notoriously long memories. Really, it seems that the only things they don't remember are all the times they got outsmarted, or messed something up, or accidentally sent their Barony into a tailspin because they forgot to carry the 3....

# LITTLE ADVENTURERS' BIG HELPERS!

Many thanks to everyone who supported us and made the World of Alterrum a reality!

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*Thanks, everybody! I like YOU!*



*We're looking forward to seeing you in Alterrum. Stop by any time - we'll be waiting for you!*



*Yeah! Thanks, kiddos! And remember, even though the early bird catches the worm, the late bird gets his beauty sleep!*



*Indeed. Thank you. I would say we couldn't have done it without you, except that I probably could have, given incentive and the proper parameters....*



