

WYVERNS RESCUE

A fetch and deliver Solo Game of Token Terrors
Designed by Rachel Bruner, Art by John de Campos

Goblins have stolen the latest clutch of wyvern eggs! To save their species, a group of wyverns must enter the volcanic caverns of the Messa caves and save their eggs. However, the caverns of the volcano are treacherous, with billowing, hot steam, and lethal lava spits! Can you save all teh eggs?!

OBJECTIVE

The wyverns must enter the Goblin's cave, survive its dangers, and return with their eggs.

Components

- 6 Wyvern Token Terrors
- 3 Cave cards, double-sided
- 1 Egg Location card (Goblin Cave)
- 9 Number tokens, numbered 1-9
- 6 Egg tokens (hatchling on reverse)
- 3 Steam tokens (fire on reverse)

SETUP

- Place the Cave cards (choose a side) in a vertical column in number order, with number 1 closest to you and the Egg Location farthest from you (as shown to the right).
- Place one Egg token on each square in the Egg Location.
- Place the Wyverns next to the entrance, facing forward, in two rows of three wyverns.
- Place the numbered tokens to one side of the column and the steam/fire tokens on the other side.

WIN/LOSE – VICTORY?

You lose if three or more eggs perish in the cave.

You win a flawed victory if four or five eggs are saved.

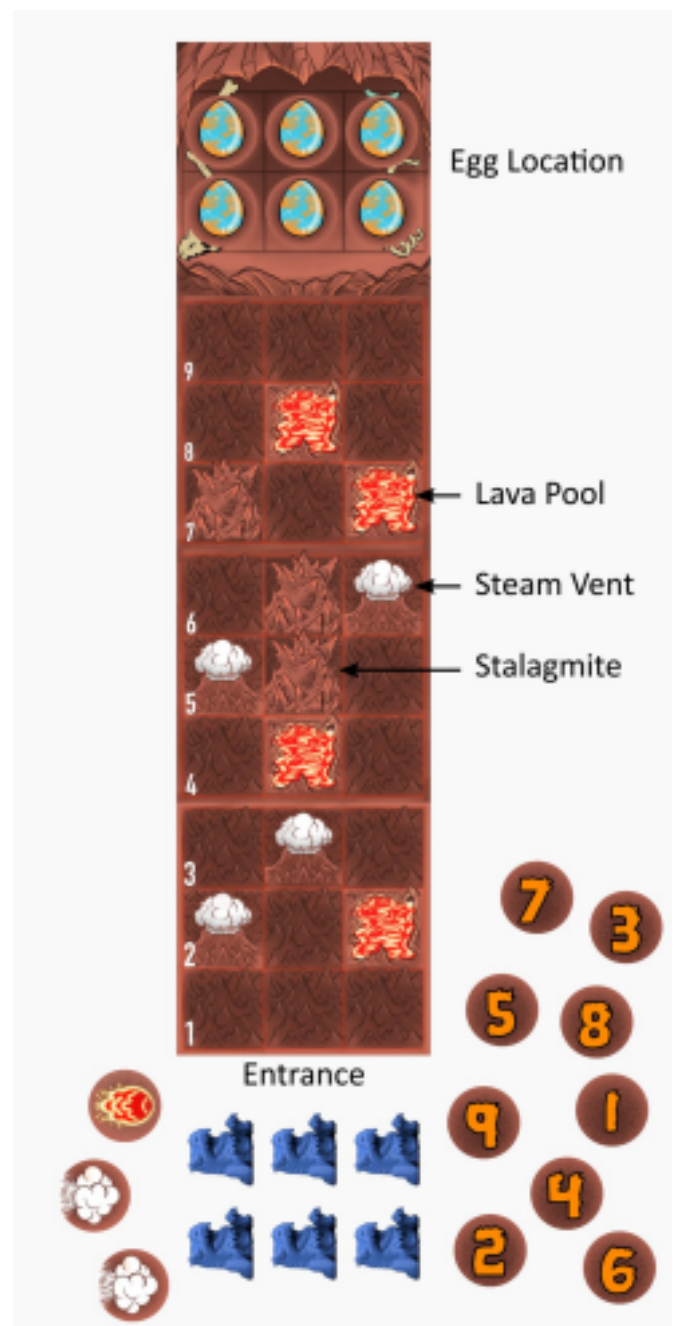
You win a full victory if all six Wyvern eggs are saved!

GAMEPLAY

Wyverns are creatures of flight; unfortunately, the Messa Caves are small, dark, and full of dangers, making it difficult for the wyverns to move quickly or safely.

Gameplay is done in rounds which consists of two steps:

1. Steam/Lava Spit Release
2. Movement
3. Steam Release and Fire Bursts



1. STEAM/LAVA RELEASE

Volcanic activity produces hot steam and lava spit which shoot through the cracks within the caverns of Messa Caves.

Put all numbered tiles in the bag and shuffle. Randomly flip over three numbers; draw all three before continuing forward.

Each number corresponds to a row in the cave. A Steam or Fire token is placed to the left of the corresponding row for each numbered token drawn, as follows:

1. If the row is empty, place a Steam token.
2. If the row already has a Steam token, flip it over to a Lava token.
3. If the row already has a Lava token, flip it over to a Steam token.

Note: After the first round, take Steam/Fire tokens from the rows that were not drawn.

STEAM GEYSER

Wyverns in a row hit by steam are not hurt; the steam is very hot but bearable.

When steam blasts into a row that contains a Steam Geyser (opening in the floor blowing steam up), steam violently blasts up out of the Steam Geyser, creating a Blasting Steam Geyser. If a wyvern is on Steam Geyser space when a Steam Geyser blasts:

- The wyvern is pushed off the space and must immediately be moved to an orthogonally adjacent space (including the space behind it)
- The wyvern cannot remain where it is, it cannot enter a space already occupied by another Wyvern, and it cannot enter a space with another Blasting Steam Geyser.

If the wyvern cannot move off the Blasting Steam Geyser, because it is surrounded by other wyverns, other Blasting Steam Geysers, or lava pools, it instantly dies from the heat of the Blasting Steam. Remove the wyvern and its Egg token (if applicable) from the game.

LAVA SPIT

When a Lava Spit token is placed next to a row, fire shoots through a crevice in the cave and hits the entire row. Any, and all, wyverns on a row with Lava spit are struck with blazing fire and instantly die— remove them and any carried Egg tokens from the game.

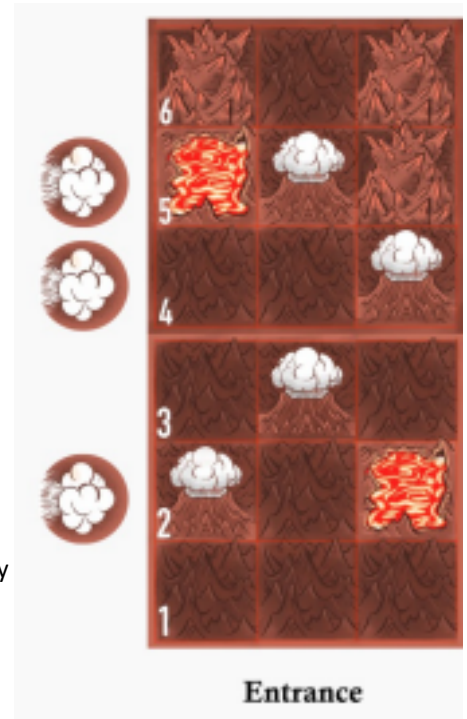
Steam geyser and Lava Spit Example: In the first round numbers 2, 4, and 5 are drawn, all spaces in these rows are blasted with hot steam! In round two, numbers 2, 6, and 8 are drawn. Flip the steam token at row 2 to its Lava Spit side, move the other two steam tokens (at rows 4 and 5) to rows 6 and 8, making sure they are on the steam side.

2. MOVEMENT *(Examples of movement are on the next page.)*

Each turn, at least one new wyvern must enter the cave until all six are inside.

Exception: if there is Fire blasting into row 1, the wyverns at the Entrance will wait for the Fire to clear before moving forward. When the first wyvern in each column at the entrance moves inside the cave, slide the wyvern behind it up to the entrance.

You have a total of 4 points of movement, which can be used among any of the wyverns. Not all movement points must be used, but any points not used are lost at the start of the next round.



MOVEMENT RULES

- Wyverns cannot move backwards (*towards the entrance*) unless they're carrying an Egg token or a Steam Geysers forces them to.
- Moving one space orthogonally to an empty square one space away costs one point of movement.
- Moving diagonally costs two points of movement.
- Only one wyvern may occupy each square.
- Stalagmites block a wyvern from occupying that space.
- The same wyvern may use more than one point of movement.

FLIGHT & DRAFT WINDS

As a single point of movement, a wyvern may fly through "Draft Winds" over any number of other wyverns that are directly next to each other (in a surrounding space), but only in an orthogonal direction, and never backwards. Moving diagonally during flight takes an extra point of movement, for each space moved diagonally.

STEAM GEYSERS

Wyverns may move onto dormant Steam Geysers; they cannot move onto, or fly over, Blasting Steam Geysers.

LAVA LAKES

Flying over Lava lakes costs an extra point of movement. If a wyvern lands on a Lava Lake, it instantly dies- remove it (and its Egg token, if applicable) from the game.

EGG TOKEN

When a wyvern moves onto a space in the Egg Location with an Egg token, take the token and place it under the wyvern. Rotate the wyvern 180 degrees to face the Entrance. Wyverns facing the entrance may not move backwards (towards the Egg Location). A wyvern may only have one Egg token at a time.

If a wyvern successfully brings an Egg out of the cave, it carefully deposits the egg (*flip the token over to the hatching side and set it off to the side*). Wyverns that have left the cave may now re-enter the cave in an attempt to save additional Eggs but are not required to do so.

Once all Egg tokens have been picked up, any wyverns without an Egg token still in the cave, will immediately attempt to leave the cave (rotate wyverns to face the cave entrance if they are not already doing so).

GAME END & SCORING

If 3 or more Eggs are destroyed? -

You lose Game Over. This most recent Goblin raid will mark the death knell of the Wyvern species. The Wyverns will be gone but not forgotten.

If 4 or 5 Eggs are rescued? -

You live to fly another day but...? This is a partial victory. Wyverns are already highly endangered and even one egg being lost is a mighty blow to the Wyvern species.

All 6 eggs are rescued!!!

You have ensured that the Wyverns have a fighting chance to maintain their place as the apex predator on Terra. Try a more challenging mode where you MUST use all 4 movement points.

The wyvern in row 1 below could:

Level of Difficulty

When you're ready, try this harder level of difficulty: you must use all 4 movement points each turn.

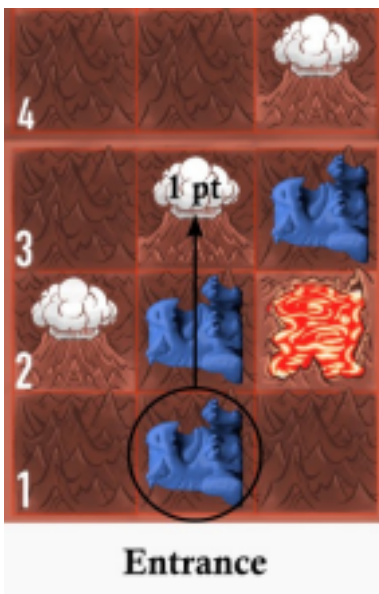
- use one point to fly over the wyvern in front of it, and then another point to fly diagonally to the left or right over the second

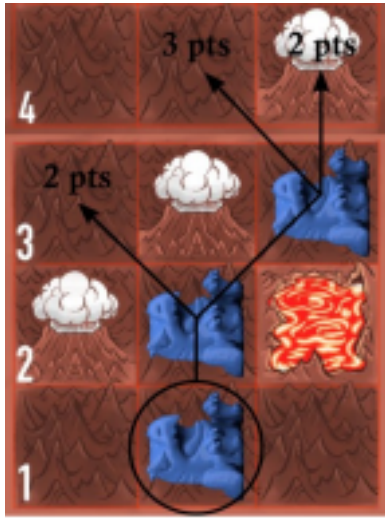
Examples of Movement

- use one movement point to move to the left or right, or two points to move diagonally to row 2, but it would die if it stopped at the lava pool.

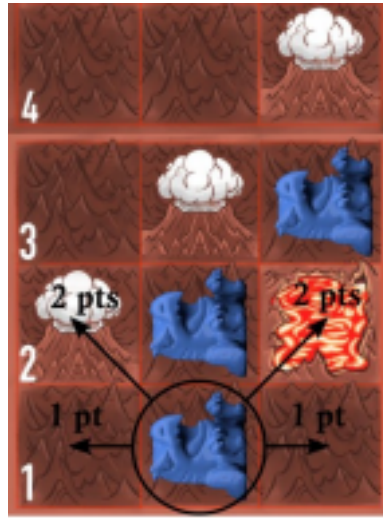
- use one movement point to fly over the wyvern in front of it and land in front of it, in row 3. wyvern (in row 3) and land on the space in front of it; to land diagonally to the left space (center

square) would cost a third point of movement.





Entrance



Entrance