

RULES BUILD 1.3

These instructions are a work in progress. Any contents may be changed, revised, or deleted prior to any publication. This is for personal use only.

©2021 Favro Ventures, LLC, All Rights Reserved • Spire's End[®] is a Trademark of Gregory J. Favro

Your Adventure Begins

at the top of the Story Deck. You move through the game like a book. But in this case, it's a stack of cards. Flip them over, make exciting and often difficult choices, then let the story unfold.

The cards are numerical in order. Reveal 1 of the 3 starting cards and off you go!

NAVIGATION

There are some important keywords to know before your journey begins.

REVEAL: Instructs you to advance to the next indicated card number.

PULL: Instructs you to reveal a card out of sequence without advancing from the current Story Card. Once you have completed the content on the pulled card, return to the previous Story Card. From that point continue on from the navigation prompts at the bottom.

Please Note: There can be more than one of a card number. For example, on the first Story Card, you will be instructed to "Reveal 1 of the 3 Starting Cards."

111

When a card number is listed multiple times, this indicates that there is more than one of that card.

COMPONENTS

Story Cards x 400 • Shot Dice x 8 • Wild Dice x 4
Marker Cubes: Gold x 20, Yellow x 8, Black x 8

SET UP & ITEM MANAGEMENT

Set up is practically non-existent. Simply place the Story Deck in front of you. Be sure to have space for revealing story cards and a spot for a discard pile. The dice and marker cubes should be close by. That's it!

As soon as the story begins you will start to receive items. Item Cards will have a colored stripe at the bottom with the item name and icon. Place it under your Inventory Card like the example below.

The Inventory Card (Card 88 - shown below) will be pulled on Card 1.



TARGETS/ENCOUNTERS

When you can't solve problems with your natural charms, the subtle force of a slingshot can do the trick. Your goal is to accurately hit a target.

To do this, you will need to make **BULLSEYES** by rolling **SHOT DICE** and **WILD SHOT DICE**.

SHOT DICE

SHOT DICE: have sides on them that makeup Bullseyes. The target or enemy you face will determine how many Shot Dice you will roll to put Bullseyes together.

SHOT DICE SIDES



SHOT DICE COMBINATIONS



WILD SHOT DICE

WILD SHOT DICE: Are modifiers that may affect your shots with positive or negative effects. One Wild Shot Dice is selected and rolled at the end of each SET. The Black Wild Shot Dice is available at the start of the game (As indicated by the black square on the bottom of the slingshot item card).

Wild Shots and Sets will be covered in detail in a forthcoming section.

TARGET CARD ANATOMY

When a **TARGET CARD** is revealed it's time to use your slingshot. Let's define the statistics that determine how to successfully hit your target.



- A BULLSEYE NUMBER:** Amount of Bullseyes you need to achieve a positive outcome on this target.
- B ACCURACY:** Amount of Shot Dice you can roll per Set
Accuracy indicates the shot difficulty
- C SETS:** How many times you can Roll/Finesse your Shot/Wild Shot Dice
Sets represent how many shot attempts you can make on a target
- D BONUS GOALS:** If there are additional achievements that can be earned, they are listed here in yellow
For example - If you were to get 3 Bullseyes on the Street Merchant, you would also get a ★ (a Feat of Marksmanship).
- E BONUS REWARD:** The symbol below the Bonus Goal is the Bonus Reward you can earn.
There are 2 types of Bonus Rewards: Feats of Marksmanship and Gold. Both rewards are currency you can use at various times during the game.
- F BULLSEYE PARTS AVAILABLE:** These are the Shot Dice sides you can use to make Bullseyes in this particular encounter.
- G RESULT PROMPTS:** When all the Sets are complete you will have either "HIT" (succeeded) or "MISSED" (failed). Proceed to the card number associated with your result.

SHOOTING TARGETS

A **TARGET CARD** has been revealed. Here are the steps to hitting your target.

1 Check the Statistics

Those are: Bullseyes, Accuracy, Sets, Bullseye Parts Available and Bonuses

2 Roll, and Finesse Shot Dice

Finesse is covered in the next section

3 Roll 1 Wild Shot

Wild Shots are covered in a forthcoming section

4 Tally Bullseye Results

5 Repeat steps 2, 3, and 4 as many times as there are Sets

Once all the Sets are complete, follow the prompts at the bottom of the Target or Story Card depending on your success or failure.



FINESSE THE SHOT

Let's pretend you've done Step 1, and you have rolled your Shot Dice for Step 2.

In most cases rolling the allowed shot dice won't be enough to meet the bullseye requirements to succeed. You may need to **FINESSE THE SHOT**.

When you roll your Shot Dice, you are only required to keep one of your dice roll results. As long as you leave one and lock it in, you may re-roll the remaining dice.

Each roll thereafter follows this same rule, at least one die result must stay until you are out of dice to roll.

Please Note: You are not required to Finesse. You can do it as much or as little as you want, as long as you always leave 1 die result per roll.

WILD SHOTS

You've rolled your Shot Dice, and you've Finessed the hell out of them. Things are looking good.

But it's never that easy. It's time for Step 3. As previously mentioned, after all the Shot Dice have been rolled and locked in, you must roll 1 Wild Shot Dice.

Depending upon where you are in the game and how things have gone, you will have 1 to 4 Wild Dice to choose from. Each has unique attributes. Once the Wild Shot has been rolled the Set is complete.

Please Note: Wild Shot dice cannot be rerolled! And the outcome is not optional. There is no Finesse for Wildshots. The result is locked and the effect is immediate.

WILD SHOT DICE



BLACK
Wild Shot Dice- Tier 1



BLUE
Wild Shot Dice- Tier 2



YELLOW
Wild Shot Dice- Tier 3



GRAY
Wild Shot Dice- Tier 1

WILD SHOT SIDE ATTRIBUTES



PERFECT BULLSEYE
Gain 1 Bullseye



MISSFIRE
Remove 1 Shot Dice result of your choice



RICOCHET
Reroll 1 Shot Dice of your choice



INSTINCT
Change 1 Shot Dice roll to any result you choose

RULES BUILD 1.3

These instructions are a work in progress. Any contents may be changed, revised, or deleted prior to any publication. This is for personal use only.

©2021 Favro Ventures, LLC, All Rights Reserved • Spire's End[®] is a Trademark of Gregory J. Favro

TARGET CARD PLAYTHROUGH



STREET MERCHANT DETAILS

Let's playthrough a Target Card so you can fully understand the game flow.




You can see that the Street Merchant needs to be hit with 2 Bullseyes.

The Accuracy is 3 so you can roll 3 Shot Dice (and always 1 Wild Shot Dice) for 2 Sets.

There are 3 parts that can be used for Bullseyes. As indicated by the symbols below.




SCENARIO #1

You roll your 3 Shot Dice. The results are:   




You're able to make 1 Bullseye, Bravo! To finish this set you need to roll 1 Wild Shot Dice. We will use black.

You roll the Black Wild Shot Dice. The result is: 

This means one of your shot dice results must be removed from play. Luckily you have a roll that isn't making a Bullseye and can be tossed out.

So you remove: 

This completes Set 1. Your Bullseye total is 1. Now, it's time for set 2.

You roll your 3 Shot Dice. The results are:   

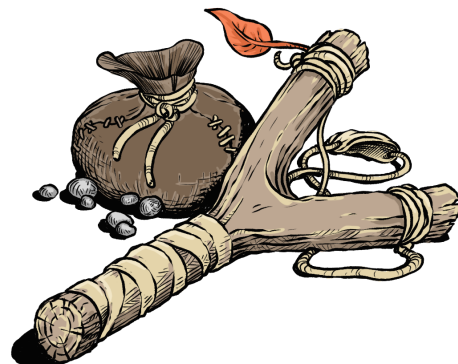
You made another Bullseye, great job! Let's roll our Wild Shot Dice and go for the bonus Bullseye!

You roll the Black Wild Shot Dice. The result is: 

BOOM, another Bullseye. The Street Merchant is having a bad day. This brings your total up to 3! That concludes Set 2 and this Target Card. With that third Bullseye, you earned the Feat of Marksmanship Bonus Goal! Record this reward by placing a Yellow Cube Marker on the Feats Counter on the Character Card.

Feats of Marksmanship are covered in a forthcoming section

This example is a best-case scenario - it won't always go this way. Most targets will require some FINESSE. On the next page, we will look at another scenario that doesn't play out so smoothly.



TARGET CARD

PLAYTHROUGH CONTINUED



CARD PEDDLER DETAILS

Now let's take on the Card Peddler and see how this plays out.

We can see that he needs to be hit with 1 Bullseye.

The Accuracy is 3 so you can roll 3 Shot Dice (and always 1 Wild Shot Dice) for 1 Set.

There are only 2 parts that can be used for Bullseyes.



SCENARIO #2

You roll your 3 Shot Dice. The results are:

Ouch! With only 1 Set, this isn't a great start. It's time to *FINESSE THE SHOT*.

You lock in the roll you can potentially use:

You re-roll the other 2 Shot Dice. The results are:

Neither of these are going to help you. So you Finesse the shot again. You have 1 last roll to make this right.

You have to lock in one of these 2 rolls. You choose:
(In this scenario you could get a bonus with this part)

Currently, the locked in rolls are:

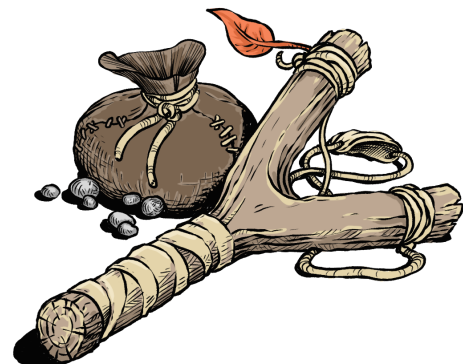
You re-roll 1 Shot Dice. The result is:

Your final results are:

This is great! You have 1 bullseye. It's time to complete the set with the Wild Shot roll.

You roll the Black Wild Shot Dice. The result is:

Unaffected by the Wild Shot you end up with 1 Bullseye, and the bonus goal! You earn 1 Gold. That concludes this Target Card.



FACE-OFFS

Unfortunately, Hildegard won't always be able to shoot safely from a distance. Someone or something may fight back!

When you're in harm's way at least two horizontal cards will be revealed. These are the **FACE-OFF CARDS**. You approach these the same way as Target Cards, with a few exceptions. There are **NO SET LIMITS** and there is an optional 4th step called **BLOCKING** (blocking is covered in the Face-off Scenario).

HILDEGARD'S TURN FLOW:

Roll Shot Dice (Hildegard attacks first unless stated otherwise),
Finesse (if needed), Roll Wild Shot, Block (if needed).

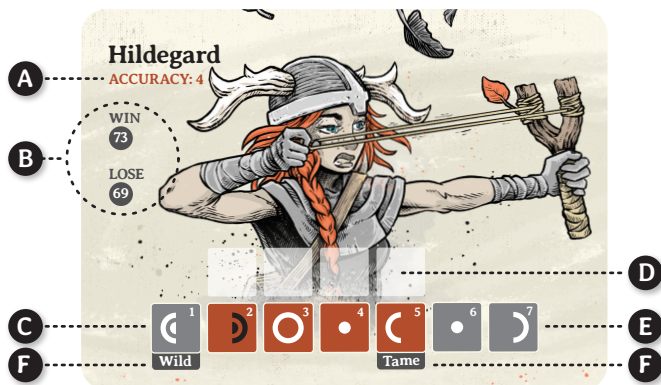
The enemy has 3 steps in its turn that you will perform. First, you roll the Shot Dice. If one or more of the results match a square in numerical order on Hildegard's **BULLSEYE METER**, that square is filled with a Yellow Cube Marker. Any roll results that can't fill a square (without skipping a spot) are finessed until they fill the squares or run out of rolls. Enemies do not roll Wild Shots.

ENEMY TURN FLOW:

Roll Shot Dice, Finesse (if needed), Fill Bullseye Meter (when applicable).

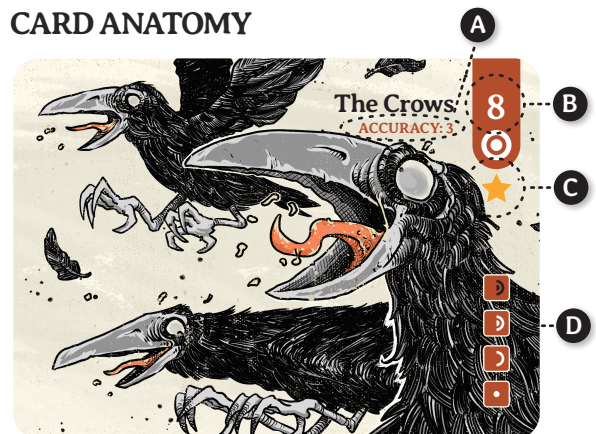
A Face-off concludes when you reach an enemy Bullseye limit or when the enemy fills Hildegard's **BULLSEYE METER**.

HILDEGARD CARD ANATOMY



- A ACCURACY:** The amount of Shot Dice Hildegard can roll on the Face-off per set.
In this example, Hildegard will roll 4 Shot Dice.
- B CARD NAVIGATION PROMPTS:** This indicates the next card to proceed with after the Face-off is over.
- C HILDEGARD'S BULLSEYE METER:** This meter fills from left to right as the enemy hits you. If the meter squares fill up completely, Hildegard loses the Face-off.
In this example, the enemy has 7 squares to fill.
- D BLOCK SPACE:** This is where you place a Block cube for the square directly below (so you can still see the Bullseye part).
- E UNBLOCKABLE SQUARE:** Gray squares cannot be Blocked
- F STATUS EFFECT TRIGGER:** A Status Effect is triggered on Hildegard when it's filled from an enemy hit (not Blocks).
Status Effects are outlined on Page 9.

ENEMY CARD ANATOMY



- A ACCURACY:** The amount of Shot Dice the Crows can roll on the Face-off per set.
In this example, the Crows will roll 3 Shot Dice.
- B BULLSEYE NUMBER:** Amount of Bullseye's you need to achieve a positive outcome on this target.
In this example, the Crows need to be hit with 8 Bullseye's.
- C BONUS REWARD:** Bonus Reward achieved for defeating the Enemy.
In this example, you would earn 1 Feat of Marksmanship
- D BULLSEYE PARTS AVAILABLE:** These are the Shot Dice sides you can use to make Bullseyes on the enemy.

BLOCKING

During a Face-off, if any roll results can't be used to make a bullseye you have the option to **BLOCK**.

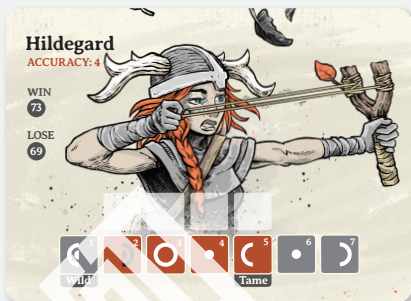
If any Shot Dice result matches the next open square in Hildegard's Bullseye Meter you can place a Black Cube Marker on that square. That square is now Blocked from the enemy's attack.

The enemy needs to **BASH** the Block by rolling that square's Bullseye part to remove that cube. From there, the enemy needs to roll that part a second time to fill the square.

You can only block 1 square per set.

Please Note: Squares cannot be skipped on the Bullseye Meter. They must be filled in numerical order. That applies to both Hits from the enemy and Blocks by Hildegard. BUT, blocks can be removed in any order by your enemy depending on the rolls.

Status Effects are not triggered when a square is filled by a Block. They are only triggered by enemy hits.



FACE-OFF SCENARIO

Hildegard's Turn

You roll your 4 Shot Dice. The results are:

Nice, you're able to make 1 Bullseye! You keep the Bullseye and re-roll the other 2 dice.

The results are: You have another Bullseye. That's 2. You roll your Wild Shot.

The result is: You have yet another Bullseye. That brings your total to 3.

That ends your set. Now you roll for the Crows.

The Crow's Turn

You roll 3 Shot Dice for the Crows. The results are:

You fill the first spot on Hildegard's Bullseye Meter since was rolled. If the meter is filled you lose the Face-off. (see Hildegard's Meter on the left)

Because was rolled the Crows are smart enough to keep it since that part is 3rd on Hildegard's Bullseye Meter.

You re-roll 1 Shot Dice for the Crows. The result is: This isn't good for Hildegard. The Crows rolled what was needed for the first 3 squares on her Bullseye Meter. Set Cube Markers on them to keep track.



It's all tied up! 3 Bullseyes for Hildegard and 3 Bullseyes for the Crows. Hildegard and the Crows will continue to take turns until one of their Bullseye limits are reached.

Please Note: When the enemy Finesses the shot, they will ALWAYS keep a roll they could potentially use. For example:

The Crow's roll:

You can see that two of these results fit on squares 2 and 3 of the Hildegard's Bullseye Meter (see above), but square 1 would need to be filled first.

In this case the Crows would keep and re-roll 1 Shot Dice.

If is rolled all three spots would be filled on the Bullseye Meter. If not, no squares could be filled by the Crows on this set.

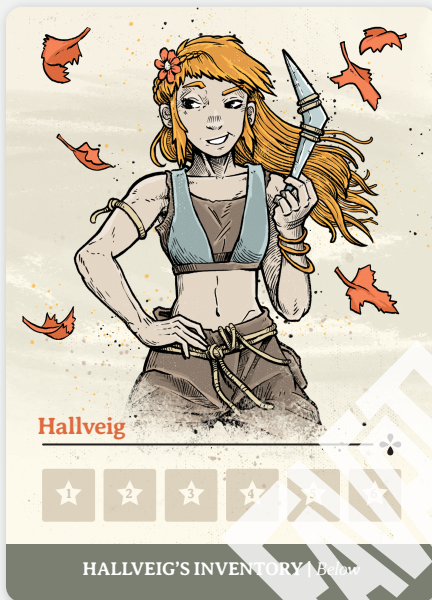
TWO PLAYER MODE

Hildegard & Hallveig

Hildegard has always dreamt of her first travels outside of the Gray Oaks, but she'd never imagined her little sister Hallveig tagging along for the ride.

If you would like to play through the game with another player, they will take on the role of Hallveig. She's a hot headed that's an expert with throwing darts.

In two player games you will make choices, shoot targets and face-off against enemies together.



At the start of a two player game Pull Cards XXX and XXX. These are Hallveig's Character and Weapon Cards.

Like Hildegard, Hallveig can only use the Black Wild Shot Dice when the game starts. BUT only 1 Wild Shot Dice is rolled between the 2 players. It's customary to trade off rolling Wild Shot Dice on Sets.

Please Note: No additional Gold or Feats of Marksmanship are earned because it's a two player game.

TWO PLAYER SCENARIO

POOL PLAY

In Two-Player Mode, you and your teammate will pool your dice rolls together to make bullseyes on a target or enemy.

All the statistics that determine how you can hit a target remain the same.

In Pool Play, the difference is in how you Finesse the shot. To re-roll a shot dice, you must remove another dice roll to do it.

Let's use the Street Merchant for this two-player scenario.



Player 1 rolls 3 Shot Dice because the Accuracy on the Street Merchant is 3.

The results are:

Player 2 also rolls 3 Shot Dice.

The results are:

Player 1 & Player 2 pool the rolls together.

They decide to keep: and would like to Finesse the Shot Dice left.

Both players have 2 remaining dice. To Finesse a shot, they must be able to first remove 1 dice from play and have another left over to re-roll. In this case, they can both remove 1 dice and have 1 left over.

Both players remove 1 of their dice from play. 4 dice are left.

Players 1 and 2 re-roll 1 dice. The results are:

The pool results look like this:

Finally, the 2 players have 1 Wild Shot to roll. Since it's the first set, Player 1 will roll it this turn.

The result is: The Wild Shot has no effect on the Set.

Good job team! You have 1 Bullseye. This concludes the set since you can't make anymore Bullseyes with the remaining dice. Player 1 and 2 begin Set 2.

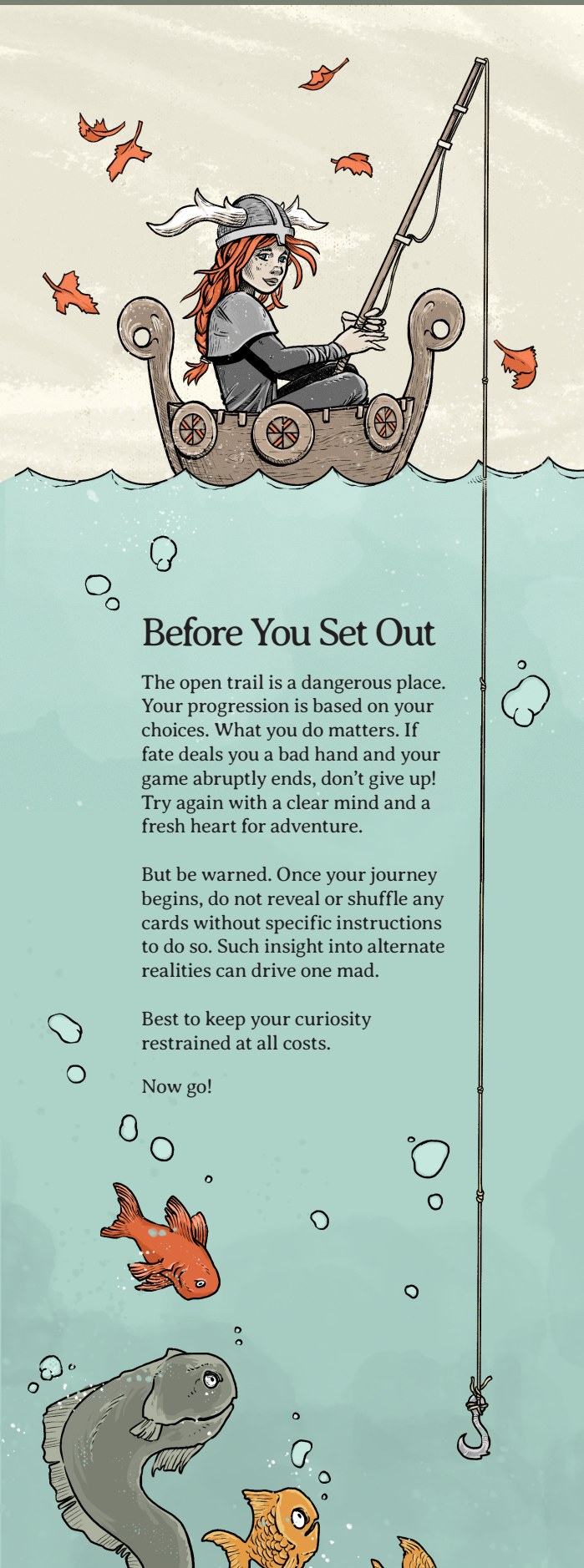
Please Note: Pool Play works the same during Face-offs. If you have an opportunity to Block you must also remove another dice from play before doing so. Think of it as a payment to make the move.



RULES BUILD 1.3

These instructions are a work in progress. Any contents may be changed, revised, or deleted prior to any publication. This is for personal use only.

©2021 Favro Ventures, LLC, All Rights Reserved • Spire's End[®] is a Trademark of Gregory J. Favro



Before You Set Out

The open trail is a dangerous place. Your progression is based on your choices. What you do matters. If fate deals you a bad hand and your game abruptly ends, don't give up! Try again with a clear mind and a fresh heart for adventure.

But be warned. Once your journey begins, do not reveal or shuffle any cards without specific instructions to do so. Such insight into alternate realities can drive one mad.

Best to keep your curiosity restrained at all costs.

Now go!

STATUS EFFECTS

BULLSEYE METER

		FEAT COST
HONE	+1 Shot Dice on next Set	★ x 1
WILD	May Reroll a Wild Shot on next Set*	★ x 1
BLOCK	Add a Block to the next Bullseye Square	★ x 2
MEND	Empty 1 Hit Bullseye Square (not a Block)	★ x 3

* Only 1 result may be used. For example, you can't roll a Perfect Bullseye, then reroll and get another.

FLUB	-1 Shot Dice on next Set
TAME	No Wild Shot on next Set
GRAZE	No Finesse on next Set
HIT	Fill next Bullseye Square*

* If a Hit occurs and the last numerical spot is Blocked, it removes the Block instead.

FEATS OF MARKSMANSHIP

Feats are bonuses you can achieve on Target and Enemy Cards. Feats of Marksmanship Stars ★ can be spent at any time on a Target or Enemy to perform special actions (Once per roll). Only 1 Feat may be used at a time.

See Status Effects above and listed Feats needed to perform one.

BONUS GOLD

Gold is the 2nd type of bonus you can win on Target and Enemy Cards. In the scenario above, you would have earned 1 Gold because you matched up the indicated Shot Dice symbols.

Please Note: You can earn a gold bonus on each Set is you meet the goal.

