



GAME MANUAL

A full-page background image of Nathan Drake from the Uncharted series. He is riding a dark horse through a dusty, ruined city street. In the background, a large wooden building is on fire, with flames and smoke rising. Debris is flying through the air. Nathan is wearing his signature white shirt, tan pants, and a grey scarf. He is holding a shotgun in his right hand and has a determined expression.

■ Game Overview

Welcome to the world of *Uncharted: Board Game*! In this game, you take on the role of a treasure hunter and compete with other players to gain the most Victory Points. The variety of cards that you collect represent skills and items necessary for or sought after by treasure hunters. You can increase your chances of winning by adding useful cards to your play area. Venture into dangerous ruins, search them thoroughly, and defeat waves of enemies to become a legendary treasure hunter!

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Components

- 190 cards
- 1 game board
- 1 token sheet
- 1 game manual

For 2 to 4 players

Suitable for ages 13 and up

Playing time: 30 to 60 min.

DETAILS OF GAME COMPONENTS

Character cards

Character cards represent various characters from the Uncharted series.



A Card name The name of this card.

B Life How much Life you have when you use this character. Your Life will decrease as you take damage, and you drop out of the game if it becomes 0.

C Effects This character's abilities.

* Character cards are double-sided, with effects on one side and without any effects on the other. We recommend using the side without any effects when you play this game for the first time.

Characters' effects

Character card effects are activated when the specified conditions are met. The following explains what different types of conditions mean.

[X Life or less]

This type of effect is active while the character's Life is X or less.

<Example>

One of Nathan Drake's effects reads:

" [6 Life or less]

At the beginning of your turn, you get 1 additional action during the turn."

Nathan Drake has a maximum of 10 Life, but this effect is active only while he has 6 or less Life. By taking 4 or more damage.

[■■■■]

Some effects are preceded by a set of symbols representing colored cards. You can use this type of effect only while you have cards in your play area that matches or exceeds the symbols in number and color. Also, this type of effect remains active whether the card is standing or resting.

<Example>

[■■■■■]

Whenever you defeat a target, draw ■ 1.

This effect is active while you have three red cards, two or more yellow cards, and two or more green cards in your play area.

Action cards

Each player can place Action cards in front of himself or herself (the area in front of each player is considered to be that player's own "play area"). The effects of these cards represent what the player does in the game.

A Card name The name of this card.

B Cost The number of cards you need to discard from your hand to play this card. To play a card means to place a card in your own play area.

C Color Action cards fall into four categories: <Red>, <Blue>, <Yellow>, and <Green>. Cards of different categories can be distinguished by different card colors. A player cannot have more than three cards of the same category in his or her play area at the same time.

D Effects What happens when you use this card.

E Level There are three card levels: Basic, Normal, and Special. During the game, cards of different levels become available in different ways.



Adventure cards

Adventure cards are placed on the game board and divided into two types: Treasure cards and Enemy cards.

〈Treasure〉

Treasure cards represent Treasures players can gain.



A Card name The name of this card.

B Marker requirement The requirement for discovering this Treasure. When the number of Search markers on this card equals or exceeds the requirement, the Treasure is discovered and can be gained.

C VP (Victory Points) How much VP can be won when this Treasure is gained.

D Effects The benefits you can receive when you gain this Treasure or while you have one or more of your Search markers on it.

E Level There are three card levels: Basic, Normal, and Special. Cards of different levels are placed in the Adventure card zone in different stages of the game.

〈Enemy〉

Enemy cards represent enemies that attack each player.

A Card name The name of this card.

B AP (Attack Points) How much AP this enemy has and how much damage it deals to each player during the Damage phase.

C Health How much Life this enemy has. You can defeat this enemy by attacking it with AP equal to or greater than this value.

D VP (Victory Points) How much VP you can win when you defeat this enemy.

E Effects This enemy's abilities.

F Level There are four card levels: Basic, Normal, Special, and Boss. Cards of different levels are placed in the Adventure card zone in different stages of the game.



[What the icons mean] Some effects are represented by icons and their instructions are as follows:



○ Attack icon

If you use a card with this icon when attacking an enemy in the Adventure card zone, gain a number of Attack Points (AP) equal to the number shown by the icon during the battle.



○ Draw icon

Draw a number of cards from the top of the Action deck equal to the number shown by the icon. (Drawing a card is putting a card from a deck into your hand.)



○ Search icon

Place a number of your Search markers equal to the number shown by the icon on a Treasure/Treasures in the Adventure card zone.

* See Page 9 for more information on how to place Search markers.

Game board

The game board is the stage for this game. The game progresses as players place cards and other game pieces on this board.



A Action deck area

This is where the Action deck is placed face down. Unless specifically stated otherwise, players draw cards from the top of this deck when instructed by card effects.

B Special Action deck area

This is where the Special Action deck is placed face down. Whenever you defeat an enemy, you can draw one card from the top of this deck.

C Adventure deck area

This is where the Adventure deck is placed face down. Whenever there is a vacant space in the Adventure card zone, fill that space by putting the top card of the Adventure deck in that space.

D VP counter

The VP counter is a line of squares players use to indicate their current Victory Points (VP). Whenever a player gains VP during the game, that player moves his or her VP token on the counter to reflect the number of points acquired.

E Adventure card zone

This is where Treasure cards and Enemy cards are placed face up. This zone needs to have six cards at all times, if possible. And as soon as there is a vacant space in it, fill that space by putting the top card of the Adventure in that space.

F Discard area

Discarded cards are placed here face up. Different types of cards can be placed together, such as cards used to pay costs, defeated enemies, etc.

- * Any player can look at face-up cards, but no one can look at any face-down cards.
- * Once a deck runs out, you cannot draw any more from that deck.

VP & Life Tokens

Used by each player to keep track of his or her VP and Life.



VP tokens



Life tokens

Markers (Search markers)

Markers placed on Treasure cards.



Starting player's marker



The Standard Rules

■ GAME SETUP (RULES SUITABLE FOR BEGINNERS)

Follow the steps below in order before playing the game:

① Distribute tokens and Search markers.

- Distribute all tokens and Search markers of one color to each player so that different players use different colors. Each player then places his or her VP token in the area numbered "0" in the VP counter.

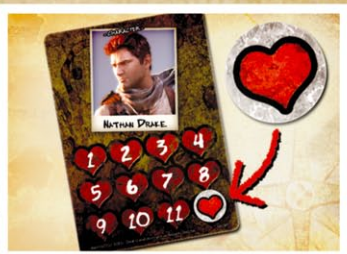


② Decide the starting player.

- Decide the starting player by using a random method, such as Rock, Paper, Scissors. Then, give the starting player's marker to that player.

③ Choose Character cards.

- Beginning with the starting player and proceeding clockwise, each player chooses one Character card. Unchosen Character cards are not used this time. When you have chosen a Character card, place it in your own play area. (Although Character cards are double-sided, use the side with no effects when you play this game for the first time.) Then, set the Life token on the highest number of the character's Life.



④ Arrange the game board.

● Action cards

- There are four kinds of Basic Action cards (white border): "AC-001 .45 Defender," "AC-002 Run," "AC-003 Search" and "AC-004 Zip Wire." Distribute one card of each (a total of four cards) to each player. When you receive your set of Basic Action cards, place them separately in your play area in the upright position (cards in the upright position are considered to be "standing"). If there are less than four players in the game, do not use the remaining Basic Action cards.



- Shuffle all Normal Action cards (black border) into a face-down pile and place it on the game board as the Action deck. Then, shuffle all Special Action cards (yellow border) and place it on the game board as the Special Action deck.



Adventure cards

• As the initial set of targets, place all Basic Treasure and Enemy cards (white border: "TR-001 Wrathful Deity Statue," "TR-002 Three-Stone Coral Ring," "TR-003 Nine Jewel Ring," "TR-004 Incense Burner," "TR-005 Copper Lakhe Mask" and "EN-001 Guard") in the Adventure card zone. (This card combination is especially suited for when you play this game for the first time.)

• Shuffle all Normal Treasure and Enemy cards (black border) into a face-down pile. Then, shuffle all Special Treasure and Enemy cards into another face-down pile. If you are playing with 4 players, remove 8 cards randomly from each of the two card piles so that each pile consists of 12 cards. The removed cards and Boss Enemy cards are not used this time.

* **3 Players:** Remove 10 cards randomly from each of the two card piles so that each pile consists of 10 cards.

* **2 Players:** Remove 12 cards randomly from each of the two card piles so that each pile consists of 8 cards.

Finally, combine the two piles by placing the Normal pile on top of the Special pile. The combined pile is called the Adventure deck and placed on the game board.

* You can enjoy different types of games by changing the cards put in the Adventure deck during the setup. (See Page 10 for suggested Combination.)

* After several games, it is a good idea to put one Boss Enemy card into the Special pile for an even more thrilling experience. Choose one Boss card randomly, put it into the Special pile, and shuffle it.



5 Draw your hand.

• Starting with the first player, each player draws 3 cards from the top of the Action deck to form his or her hand.

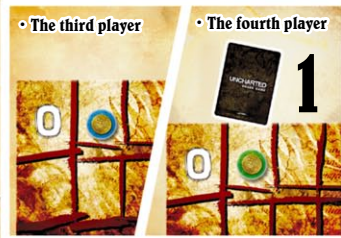
* Do not let other players see what cards you have in your hand.



6 Provide bonuses.

(This step exists only in a three- or four-player game.)

• The third player gains 1 VP. Also, in a four-player game, the fourth player gains 1 VP and draws 1 extra card from the top of the Action deck.



You can start playing once the setup is complete.

How to Play

This is a round-based game in which players play multiple rounds until the game ends.

When the Game Ends and Who Wins

- When one of the decks runs out, play until the end of the round. ➔ The surviving player with the most VP wins the game.
- There is only one surviving player at the end of a round. ➔ That surviving player wins the game.
- There are no surviving players at the end of a round. ➔ The game ends in a draw for all players.

* If the VPs are tied, the player who has less damage on their character's health wins.

* If they're tied in both VP and damage, they all win.

Start of Round

* If there are any card effects that activate at the start of the round, apply them before proceeding to the next phase.

① Recovery phase

Each player "stands" (turns upright) all resting cards in his or her play area. (Note: Cards that have been turned sideways are considered to be "resting.")

Once all players have completed this phase, move on to the next phase.

* Nothing happens in the Recovery phase of the first round since all cards are standing.

② Action phase

Beginning with the starting player and proceeding clockwise, players take turns performing two actions at a time; when it is your turn, perform two of the following actions once each or one of them twice.

★ List of Actions ★

○ Use one card in your play area

Use applicable effects of one standing card in your play area by resting it. Effects vary from card to card, so read their instructions carefully before using them.



○ Play a card

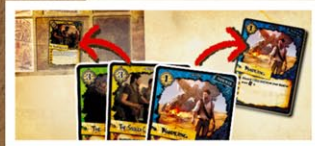
Pay the cost of one card in your hand and place it in your play area in the standing (upright) position. Placing a card in your own play area is called "playing a card."

[Paying a cost]

To pay the cost of a card, discard a number of cards from your hand equal to the cost. During the game, unless otherwise specified, you cannot play a card without paying its cost in this way.

[Up to three cards per category]

You cannot have more than three cards of the same color in your play area at a time. If you would like to play a fourth card of that color, you can discard one of the three cards already in your play area to make room for the new one.



○ Use the special effect of Blue, Yellow, or Green

Discard one card from your hand to generate and apply a special effect. The special effect varies depending on what color card you discard.



Special effect of Yellow

<Place a Search marker>:
Place one of your Search markers on a Treasure of your choice.



Special effect of Blue

<Recover Life>:

Recover 2 Life.



Special effect of Green

<Additional Actions>:
Perform two additional actions during the current turn.

● **Attack an enemy**

Choose and attack an enemy in the Adventure card zone. Before attacking, gain AP by using card effects. You defeat the enemy if your AP equals or exceeds the enemy's Health.

Defeating an enemy lets you gain the VP printed on the Enemy card and draw one card from top of the Special Action deck.

* See Page 8 for more information on how to attack an enemy.

● **Pass**

Do nothing.

When you pass, you must end your turn immediately and cannot take another turn in the same round. Other players who have not yet passed continue to take turns.

However, if you are not the last player to pass in the current phase, you can gain one of the following bonuses.

- Draw one card.
- Place one Search marker on a Treasure.

When it is his or her turn, each player performs two actions (performing the same action twice also counts as performing two actions). Players keep taking turns until all of them pass, skipping those who have already passed in the current phase.

The last player to pass in the phase receives the starting player's marker to act as the starting player in the next round.

Once all players have passed, the game proceeds to the next phase.

* When you pass, indicate it by turning your Character card sideways (or by using another method).

③ **Damage phase**

Enemies attack each player to deal damage, but it is possible to defend against their attacks.

1) **Determine the enemies' AP**

Add up the AP of all the Enemy cards in the Adventure card zone. The total value is their Total AP.

2) **Determine the amount of damage to yourself**

Each player can defend himself or herself by resting any number of standing cards in his or her play area. For each card rested in this way, the player gains 1 Defense Point (abbreviated to DP).

The amount of damage to each player is the total AP that enemies are dealing that turn minus his or her DP. Consequently, the player reduces his or her Life by the amount of damage by moving the Life token on that character's Life to a new value.

* Although enemies attack multiple players, their Total AP does not decrease; they attack each player with the same AP.

* If a player's Life is reduced to 0 as a result of taking damage, that player is out of the game and can no longer play in that game.

When all players have completed this phase, play proceeds to the End of Round.

● **If your Life is reduced to 0**

If your Life is reduced to 0, you drop out of the game and must follow the steps below:

- Discard all cards from your hand and your play area.
- Remove all of your Search markers from the Treasures on the game board, if any.

* You can no longer be targeted by other players' card effects.

Unfortunately, you need to wait until the game ends.

● **End of Round**

The round ends when all players have completed the Damage phase. Begin another round.

HOW TO ATTACK AN ENEMY

When you choose to "attack an enemy" during the Action phase, complete the action by following the steps below:

① Choose a target

Choose one enemy from the Adventure card zone as your target.

② Use Weapons

Use as many standing red cards in your play area as you like. (Using red cards in your play area at this point does not reduce the number of actions you can perform during the current turn.) You must use at least one standing red card, which means that you cannot attack an enemy if you have no cards you can use.

Rest the standing cards you chose to use. If those cards have any effects, apply them as well.

You gain AP equal to the total value of the Attack icons (see image) on the cards you used in this way.



③ Additional AP from other cards

After deciding how much AP you gain from your red cards, decide how much Additional AP you gain from other cards.

You can discard as many red cards from your hand as you like to gain +1 AP for each during the battle. Also, add any AP you can gain from the effects of other types of cards such as Character and Treasure cards.

The total of the AP from the Weapons and the Additional AP is your Total AP.



④ Calculate the Damage

Compare your Total AP and the target enemy's Health. If your Total AP equals or exceeds the target's Health, you defeat the target. If you fail to defeat it, your attack ends immediately.

* The damage you dealt to the enemy does not carry over to another battle.

When you have defeated the enemy, follow the steps below in order:

- 1) Gain VP equal to the enemy's VP.
- 2) Draw one card from the top of the Special Action deck.
- 3) Place the defeated enemy in the Discard area and place the top card of the Adventure deck into the vacant space in the Adventure card zone, if possible.



HOW TO PLACE SEARCH MARKERS

Players can place Search markers on Treasures by using card effects, passing during the Action phase, etc.

Each Treasure has a Marker requirement in the upper-left corner, and when the number of Search markers on it is equal to or greater than the requirement, the Treasure is discovered by players who searched for it (those who placed one or more Search markers on it).

Whether the Search markers come from a single player or multiple players does not matter; as long as the total number of markers on it is sufficient, the Treasure is discovered.



When a Treasure is discovered, go through the following steps in order:

1 Gain the VP

The player who has placed the most Search markers on that Treasure gains the VP printed in its lower-right corner. If two or more players are tied for the most Search markers, each of those players gain the printed VP.



2 Apply the effect

Apply the effect of the Treasure. You might find the phrase "each player/players who gained this Treasure" in the effect text; the phrase refers to all players who have at least one of their Search markers on that Treasure when it is discovered.

* Discovery by multiple players

When a Treasure is discovered, the Search markers on it may belong not to a single player but to multiple players. In that case, each of those players applies the effect of the Treasure regardless of the number of Search markers he or she placed on it. When doing so, the players apply the effect in turn, beginning with the turn player (the player whose turn it is) and then going clockwise.

* Discovery of multiple Treasures

Some effects may allow a player to place more than one Search marker and discover multiple Treasures at once. If that happens, the player finishes placing the indicated number of Search markers and then applies the effects of the Treasures one by one in any order chosen by the turn player.

3 Replace the Treasure card

- 1) Each player who placed one or more of his or her Search markers on the Treasure returns them to his or her play area.
- 2) Put the Treasure in the Discard area and place the top card of the Adventure deck into the Adventure card zone, if possible.



GLOSSARY

Hand:

Your hand is a set of cards you have in your hand.

Standing:

A standing card is a card in the upright position in a player's play area. Cards can be used while standing.

Resting:

A resting card is a card in a player's play area that has been turned sideways. Cards cannot be used while resting.

Gain X VP:

To move your token on the VP counter X spaces forward.

Steal X VP:

To take X VP from a target player. The target player moves his or her token on the VP counter X spaces backward and you move yours X spaces forward.

Recover X Life:

To regain X points of Life. Note that your Life cannot exceed the maximum value printed on the card.

Damage:

You lose an amount of your Life equal to the damage dealt to you. If your Life reaches 0, you drop out of the game.

Discard:

To discard a card is to put it in the Discard area.

Move a Search marker:

To move a Search marker from a Treasure onto another Treasure within the Adventure card zone. This is different from placing a Search marker with the Search icon.

Play a card at -1 cost:

To play a card by discarding one fewer card when paying the cost of that card. Multiple "at -1 cost" effects are additive; when two or more "at -1 cost" effects apply to you, add their values together. Cost cannot be reduced below zero.

Drop out:

To no longer take part in a game you have been playing. Once you drop out, you cannot play until another game begins.

SUGGESTED COMBINATIONS

Easy

	Players 2 3 4			
Basic				
*All Basic Adventure cards	6	6	6	
Normal				
TR-006 Ghau Amulet Thogchag	1	1	1	
TR-008 Enameled Snuff Bottle	1	1	1	
TR-010 Singing Bowl	0	1	1	
TR-011 Byzantine Gold Coin	1	1	1	
TR-012 Bronze Varaha Statue	1	1	1	
TR-014 Tibetan Turquoise Ring	0	0	1	
EN-002 Enemy Soldier	2	3	4	
EN-003 Lieutenant	1	1	1	
EN-005 RPG Soldier	1	1	1	
Special				
TR-018 Tibetan Flint Lighter	1	1	1	
TR-019 Dipa Oil Lamp	1	1	1	
TR-020 Tibetan Conch Horn	1	1	1	
TR-021 Yama and Buffalo Statue	1	1	1	
TR-023 Wooden Vajrapani Mask	0	1	1	
TR-024 Mani Jewel Thogchag	0	0	1	
TR-025 Tibetan Knife	1	1	1	
EN-006 Gatling Gunner	1	1	2	
EN-007 Sniper Soldier	1	1	1	
EN-009 Heavy-Armed Soldier (B)	1	2	2	
Boss				
EN-012 Tank	1	1	1	
Total:	23	27	31	

Normal

	Players 2 3 4			
Basic				
*All Basic Adventure cards	6	6	6	
Normal				
TR-006 Ghau Amulet Thogchag	1	1	1	
TR-007 Ottoman Bracelet	1	1	1	
TR-009 Tibetan Ritual Vase	0	1	1	
TR-010 Singing Bowl	1	1	1	
TR-014 Tibetan Turquoise Ring	0	0	1	
TR-015 Nepali Bronze Lion	1	1	1	
EN-002 Enemy Soldier	1	2	2	
EN-003 Lieutenant	1	1	1	
EN-004 Scout	1	1	1	
EN-005 RPG Soldier	1	1	2	
Special				
TR-016 Ram's Head Thogchag	1	1	1	
TR-017 Bronze Ganesha Statue	1	1	1	
TR-019 Dipa Oil Lamp	0	1	1	
TR-021 Yama and Buffalo Statue	1	1	1	
TR-023 Wooden Vajrapani Mask	1	1	1	
TR-025 Tibetan Knife	0	0	1	
EN-006 Gatling Gunner	1	1	1	
EN-007 Sniper Soldier	1	1	1	
EN-008 Heavy-Armed Soldier (A)	1	1	1	
EN-009 Heavy-Armed Soldier (B)	1	1	1	
EN-010 Guardian	0	1	2	
Boss				
EN-011 Guardian Beast	1	1	1	
Total:	23	27	31	

Hard

	Players 2 3 4			
Basic				
*All Basic Adventure cards	6	6	6	
Normal				
TR-006 Ghau Amulet Thogchag	1	1	1	
TR-007 Ottoman Bracelet	1	1	1	
TR-010 Singing Bowl	0	1	1	
TR-012 Bronze Varaha Statue	0	0	1	
TR-013 Saraswati Statue	1	1	1	
TR-014 Tibetan Turquoise Ring	1	1	1	
EN-003 Lieutenant	1	2	2	
EN-004 Scout	2	2	2	
EN-005 RPG Soldier	1	1	2	
Special				
TR-020 Tibetan Conch Horn	1	1	1	
TR-022 Ottoman Ring	1	1	1	
TR-023 Wooden Vajrapani Mask	1	1	1	
TR-024 Mani Jewel Thogchag	1	1	1	
TR-025 Tibetan Knife	0	1	1	
EN-006 Gatling Gunner	1	1	2	
EN-007 Sniper Soldier	1	1	1	
EN-008 Heavy-Armed Soldier (A)	1	1	1	
EN-010 Guardian	0	1	2	
Boss				
EN-013 Ataq Navarro	1	1	1	
EN-014 Helicopter	1	1	1	
Total:	23	27	31	

Multiplayer "Deathmatch" Rules

For 3 to 4 players

■ GAME OVERVIEW

In a Deathmatch game, players battle against each other instead of fighting enemies. Unlike in a Standard game, there are no enemies, so you decide how you want to win. You might want to search for Treasures yourself or take them from other players by defeating them in battle. A Deathmatch game is, therefore, a multiplayer game where players directly compete with each other for victory.

■ GAME SETUP

Follow the steps below in order before playing the game:

① Remove cards that are not used.

The following cards are not used in a Deathmatch game:

● Action cards

AC-031 The Spoils of War / AC-032 Francis Drake's Ring / AC-038 Chloe's .45 Defender

● Adventure cards <Treasure>

TR-007 Ottoman Bracelet / TR-019 Dipa Oil Lamp / TR-018 Tibetan Flint Lighter / TR-025 Tibetan Knife

● Adventure cards <Enemy>

* All cards

② Distribute tokens and Search markers.

• Distribute all Search markers of one color and one Life token of that color to each player. Players do not place VP tokens on the VP counter in a Deathmatch game, so each player needs only one Life token.

③ Decide the starting player.

• Decide the starting player by using a random method, such as Rock, Paper, Scissors. Then, give the starting player's marker to that player.

④ Choose Character cards.

• Beginning with the starting player and proceeding clockwise, each player chooses one Character card. Unchosen Character cards are not used this time.

When you have chosen a Character card, place it in your own play area. Then, place your token on the largest number of the character's Life.

⑤ Arrange the game board.

● Action cards

• Follow the Standard rules to distribute the four kinds of Basic Action cards and prepare the Action deck and the Special Action deck.

● Adventure cards

• Place the five Basic Treasure cards in the Adventure card zone, leaving one of the spaces in the area vacant.

• Shuffle all Normal and Special Treasure cards into one face-down pile and place it on the game board as the Adventure deck.

• Put the top card of the Adventure deck into the vacant space in the Adventure card zone.

⑥ Draw your hand.

• Follow the Standard rules to form your hand.

You can start playing once the setup is complete.

■ WHEN THE GAME ENDS AND WHO WINS

• The game ends when a player's VP reaches 10 or more.

★ That player wins the game.

* If the Action deck runs out of cards, shuffle all cards in the Discard area to form a new Action deck.

■ HOW TO PLAY

● Start Of Round

If there are any effects that activate at the start of round, apply them before proceeding to the next phase.

① Recovery phase

If there are any players with 0 Life, they fully recover their Life.

Each player stands all resting cards in his or her play area.

Once all players have completed this phase, move on to the next phase.

② Action phase

Beginning with the starting player and proceeding clockwise, players take turns performing two actions at a time; when it is your turn, perform two different actions once each or the same action twice.

* The actions you can perform during the phase are the same as in a Standard game, with a few exceptions (see below). The rule about the bonuses for passing are also the same.

Once all players have passed, the game proceeds to the End of Round.

● End of Round

The round ends when all players have completed the Action phase. Begin another round.

★ The special rules for the Action phase in a Deathmatch game are the following:

● You cannot "attack an enemy"

There are no enemies, so you cannot perform the "attack an enemy" action. You can "attack another player" instead.

● How to "attack another player"

You can attack another player just like you would attack an enemy in a Standard game. Similarly, the attacked player can defend himself or herself in response. When you attack another player, follow the steps below:

① Choose a target player

Choose another player as your target.

② Use Weapons

Use as many standing red cards in your play area as you like. You must use at least one standing red card, which means that you cannot attack another player if you have no red cards you can use. You gain AP equal to the total value of the Attack icons on the cards used at this point.

③ Additional AP from other cards

You can discard red cards from your hand to gain +1 AP for each during the battle. Also, add any AP you can gain from the effects of other types of cards, such as Character and Treasure cards.

The total of the AP from the Weapons and the Additional AP is your Total AP.

④ Determine the DP

The target player can defend against your attack. Just as in a Standard game, the player can rest any number of standing cards in his or her play area to gain 1 Defense Point (DP) for each. (doing so does not reduce the number of actions players can perform during that Action phase.)

The damage dealt to the target player is your Total AP minus his or her DP. Once the damage is determined, the target player reduces his or her Life by the amount of the damage.

If the target player's Life reaches 0 at this point, you and the target player go through the following steps:

You (the attacker)

- Take one of the Treasure cards with the most VP from the defeated player's play area and put it in your own play area.
- Draw one card from the top of the Special Action deck.

The target player (the defender)

- The defeated player can perform no more actions during this round. The player must stay out of the game until this round ends, so he or she cannot get a bonus for passing or be targeted by card effects.
- Until the player rejoins the game, the player can keep the cards in his or her hands and play area and does not have to move the Search markers he or she placed on Treasures.

* Note: If your Life reaches 0 in a Deathmatch game, you temporarily stay out of the game for the rest of the round. However, none of the Treasures in your play area can be taken by another player while you are out of the game.

● Treasure cards

A Deathmatch game differs from a Standard game on the following point:

When a Treasure is discovered, one player can move that Treasure card into his or her play area.

Which player can do so is determined according to the following order of priority:

① The player who placed the most Search markers.

In case of a tie,

② If the starting player is among the tied players, he or she takes priority. If not, then the tied player closest to the starting player in clockwise order takes priority.

When you have moved a Treasure card into your play area, keep it visible to all players. As long as it is in your play area, you have the VP printed on it.

* Although only one player can move a Treasure card into his or her play area, all surviving players who placed 1 or more Search markers on it are entitled to use its effect when it is discovered.

When the total VP of all Treasure cards in a player's play area reaches 10 or more, that player wins the game.

■ INFORMATION ABOUT INDIVIDUAL CARDS

Some card effects need to be changed or ignored in a Deathmatch game.

● Character cards

Harry Flynn

[■■■■]

Whenever you use the special effect of Green, you may choose to steal 1 VP from a player with the most VP instead.

* This effect cannot be used. So, it is a good idea to use the side with no effects if you choose this character for this game.

Karl Schäfer

[4 Life or less]

Gain 1 VP at the start of each round.

[■■■■■■■]

Gain 1 VP at the start of each round.

* This effect cannot be used. So, it is a good idea to use the side with no effects if you choose this character for this game.



Multiplayer "Survival" Rules

For 1 to 4 players

GAME OVERVIEW

In a Survival game, players cooperate with each other to fight wave after wave of enemies. Enemies will increase in number and strength each round. Players usually compete with each other, but in a Survival game, cooperation is the key to overcoming the fearsome enemies!

Also, unlike other types of games, Survival games can be played by a single player.

GAME SETUP

Follow the steps below in order before playing the game:

1 Remove cards that are not used.

The following cards are not used in a Survival game:

● Action cards

AC-031 The Spoils of War /
AC-032 Francis Drake's Ring /
AC-038 Chloe's 45 Defender

● Adventure cards <Treasure>

TR-017 Bronze Ganesh Statue /
TR-018 Tibetan Flint Lighter /
TR-025 Tibetan Knife

* Do not use the following cards in a single-player Survival game.

● Action cards

AC-021 The Stolen Clue / AC-025 Make a Deal /
AC-026 Drum / AC-027 Light Seaplane

● Adventure cards <Treasure>

TR-009 Tibetan Ritual Vase / TR-010 Singing Bowl

2 Distribute tokens and Search markers.

• Distribute all Search markers of one color and one Life token of that color to each player. Players do not VP place tokens on the VP counter in a Survival game, so each player needs only one Life token.

3 Decide the starting player.

• Decide the starting player by using a random method, such as Rock, Paper, Scissors. Then, give the starting player's marker to that player.

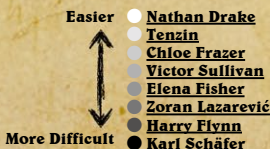
4 Choose Character cards.

• Beginning with the starting player and proceeding clockwise, each player chooses one Character card. Unchosen Character cards are not used this time.

When you have chosen a Character card, place it in your own play area. Then, place your token on the largest number of the character's Life.

[Difficulty Levels of Characters]

The difficulty level of a Survival game depends on the characters chosen by players. Choose a difficult character if you want a challenge.



5 Arrange the game board.

* We recommend that you do not use the game board when playing a Survival game, as the board is too small to place all the necessary cards on. Arrange the cards and decks as if you were placing them in the appropriate areas of the board.

● Action cards

• Follow the Standard rules to distribute the four kinds of Basic Action cards and prepare the Action deck and the Special Action deck.

● Adventure cards <Treasure>

• You need to prepare the Treasures and enemies to start the game. Begin by shuffling all Treasure cards into a face-down pile to form the "Treasure" Adventure deck. After placing the deck in the middle of the players, put the top two cards of the deck separately in the Adventure card zone.

• Then, shuffle all Normal Enemy cards into a face-down pile, and shuffle all Special Enemy cards into another face-down pile. Remove cards randomly from each of the two card piles so that each pile consists of an appropriate number of cards. The removed cards are not used this time. How many cards each pile should consist of varies with the number of players, as shown below:

1-player game:

4 Normal cards / 4 Special cards + 1 Boss card

2-player game:

7 Normal cards / 7 Special cards + 1 Boss card

3-player game:

10 Normal cards / 10 Special cards + 1 Boss card

4-player game:

1 Basic card + 10 Normal cards / 10 Special cards + 4 Boss cards

• In a one- to three-player game, randomly choose a Boss card and shuffle it into the pile of Special Enemy cards.

• In a four-player game, shuffle all the four Boss cards into the pile of Special Enemy cards. In addition, shuffle one Basic Enemy card into the other, Normal pile.



Finally, combine the two piles by placing the Normal pile on top of the Special pile. The combined pile is called the "Enemy" Adventure deck and placed in the middle of the players.

⑥ Draw your hand.

- Follow the Standard rules to form your hand.

You can start playing once the setup is complete.

■ WHEN THE GAME ENDS AND WHO WINS

● Victory condition

- All enemies in the Adventure card zone have been defeated at the end of the sixth round.
- ★ All players in the game win.

● Loss conditions

- One or more players drop out of the game.
 - One or more enemies exist in the Adventure card zone at the end of the sixth round.
- ✗ If either of the two conditions is met, all players in the game lose to the enemies.

* If the Action deck runs out of cards, shuffle all cards in the Discard area to form a new Action deck.

■ START OF ROUND

① Recovery phase

Each player "stands" (turns upright) all resting cards in his or her play area. (Note: Cards that have been turned sideways are considered to be "resting.")

Then, take an appropriate number of cards from the top of the "Enemy" Adventure deck and place them separately in the Adventure card zone. The number of cards to be placed at this point is decided by the round you are in and the number of players in the game, as shown below:

Round	1st	2nd	3rd	4th	5th	6th
1 player	1	1	1	2	2	2
2 players	1	2	2	3	3	4
3 players	1	2	3	4	5	6
4 players	1	2	4	5	6	7

Once all players have completed this phase, move on to the next phase.

② Action phase

Beginning with the starting player and proceeding clockwise, players take turns performing two actions at a time; when it is your turn, perform two different actions once each or the same action twice.

* The actions you can perform during the phase are the same as in a Standard game, with a few exceptions (see below). The rule about the bonuses for passing are also the same.

Once all players have passed, the game proceeds to the next phase.

③ Damage phase

Enemies attack each player to deal damage, but it is possible to defend against their attacks.

* The procedure for this phase is the same as in a Standard game.

When all players have completed this phase, play proceeds to the End of Round.

● End of Round

The round ends when all players have completed the Damage phase. Begin another round.

★ The special rules for the Action phase in a Survival game are the following:

● How enemies appear

You can defeat enemies by attacking them during the Action phase. When you "attack an enemy," follow the Standard rules until you have calculated the damage to the target enemy. After defeating the enemy, there are differences between the Standard rules and Survival rules. Unlike in a Standard game, you perform only the following steps in a Survival game:

- 1) Draw one card from the top of the Special Action deck.
- 2) Place the defeated enemy in the Discard area.

There is no limit to the number of Enemy cards allowed in the Adventure card zone. As a predetermined number of enemies is added to the area each round, players will be faced with an increasing number of enemies unless they keep defeating them.

● Treasure cards

A Survival game differs from a Standard game on the following two points:

- No player can gain VP by discovering Treasures.
- No more than two Treasure cards can be in the Adventure card zone at a time.

Victory Points don't exist in a Survival game, so none of the players who discovered a Treasure can gain any VP. Also, the maximum number of Treasure cards in the Adventure card zone is two. Three or more Treasure cards cannot be in the area at the same time.

Other rules about Treasure cards are the same as the Standard rules. When the Marker requirement of a Treasure is met, the Treasure is discovered. Each player who placed one or more Search markers on it applies its effect. After that, the Treasure card is placed in the Discard area, and a new card is placed in the Adventure card zone to replace it.

■ INFORMATION ABOUT INDIVIDUAL CARDS

Some card effects need to be changed or ignored in a Survival game.

● Character cards

Harry Flynn



Whenever you use the special effect of Blue, you may choose to rest 1 standing card in another player's play area instead.



Whenever you use the special effect of Green, you may choose to steal 1 VP from a player with the most VP instead.

* These effects cannot be used.

Karl Schäfer

[4 Life or less]

Gain 1 VP at the start of each round.



Gain 1 VP at the start of each round.

* These effects cannot be used.

● Adventure cards <Enemy>

Gatling Gunner

Then, deal 1 more damage to the player(s) with the most VP.



Then, deal 1 more damage to the player(s) with the most cards in hand.

Guardian Beast

At the end of each round, the player(s) with the most VP loses 2 VP.



At the end of each round, the player(s) with the most cards in hand discards 2 cards.

Tank

At the end of each round, deal 2 damage to the player(s) with the most VP.



At the end of each round, deal 2 damage to the player(s) with the most cards in hand.

Atq Navarro

At the end of each round, the player(s) with the most VP loses 2 VP.



At the end of each round, the player(s) with the most cards in hand discards 2 cards.

Sniper Soldier

When this enemy appears, deal 2 damage to the turn player.

* As this card appears in the Recovery phase, there is no "turn player." Deal 2 damage to the player with the starting player's marker instead.



CARD LIST

Character Card

CH-001	Nathan Drake	1
CH-002	Elena Fisher	1
CH-003	Chloe Frazer	1
CH-004	Victor Sullivan	1
CH-005	Harry Flynn	1
CH-006	Karl Schäfer	1
CH-007	Tenzin	1
CH-008	Zoran Lazarević	1

Action Card

AC-001	.45 Defender	4
AC-002	Run	4
AC-003	Search	4
AC-004	Zip Wire	4
AC-005	Pistole	4
AC-006	.45 Defender	4
AC-007	Wes-44	4
AC-008	AK-47	4
AC-009	92FS-9mm	3
AC-010	M4	3
AC-011	RPG	2
AC-012	Balancing	4
AC-013	Care	4
AC-014	Clinging to Life	4
AC-015	Cover	4
AC-016	Wandering	2
AC-017	Run	3
AC-018	Jump	1
AC-019	Map Drawn in Invisible Ink	4
AC-020	Temptation	4
AC-021	The Stolen Clue	3
AC-022	Search	3
AC-023	Go Deeper	4
AC-024	Nathan Drake's Journal	2
AC-025	Make a Deal	2
AC-026	Drum	4
AC-027	Light Seaplane	3
AC-028	Marco Polo's Journals	4
AC-029	Francis Drake's Diary	4
AC-030	The Phurba	3
AC-031	The Spoils of War	3
AC-032	Francis Drake's Ring	1
AC-033	Wes-44	3
AC-034	92FS-9mm	3
AC-035	Desert-5	3
AC-036	Dragon Sniper	3
AC-037	GAU-19	2
AC-038	Chloe's .45 Defender	2
AC-039	Horse Riding	2
AC-040	Search	2
AC-041	Zip Wire	2

Adventure Card

«Treasure»

TR-001	Wrathful Deity Statue	1
TR-002	Three-Stone Coral Ring	1
TR-003	Nine Jewel Ring	1
TR-004	Incense Burner	1
TR-005	Copper Lakhe Mask	1
TR-006	Ghau Amulet Thogchag	1
TR-007	Ottoman Bracelet	1
TR-008	Enameled Snuff Bottle	1
TR-009	Tibetan Ritual Vase	1
TR-010	Singing Bowl	1
TR-011	Byzantine Gold Coin	1
TR-012	Bronze Varaha Statue	1
TR-013	Saraswati Statue	1
TR-014	Tibetan Turquoise Ring	1
TR-015	Nepali Bronze Lion	1
TR-016	Ram's Head Thogchag	1
TR-017	Bronze Ganesh Statue	1
TR-018	Tibetan Flint Lighter	1
TR-019	Dipa Oil Lamp	1
TR-020	Tibetan Conch Horn	1
TR-021	Yama and Buffalo Statue	1
TR-022	Ottoman Ring	1
TR-023	Wooden Vajrapani Mask	1
TR-024	Mani Jewel Thogchag	1
TR-025	Tibetan Knife	1

«Enemy»

EN-001	Guard	1
EN-002	Enemy Soldier	4
EN-003	Lieutenant	2
EN-004	Scout	2
EN-005	RPG Soldier	2
EN-006	Gatling Gunner	2
EN-007	Sniper Soldier	2
EN-008	Heavy-Armed Soldier (A)	2
EN-009	Heavy-Armed Soldier (B)	2
EN-010	Guardian	2
EN-011	Guardian Beast	1
EN-012	Tank	1
EN-013	Atoq Navarro	1
EN-014	Helicopter	1



■ Credit

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Graphic Design : Keita Komiyama
Game Development : Tylar Allinder.

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