

THE ARRIVAL

GAME RULES

By Martin Wallace

2 to 4 players / 12 years + / ca. 75 - 90 min



BACKGROUND

The cruel and legendary Fomori rule over Érin, the green island, in a time long forgotten. They praise their king Balor who reigns from a sinister isle in the north and suppresses the people of Érin with an iron fist. Old paths and remains of abandoned settlements spread over the island's face which will be called Ireland in generations yet to come. Four mighty tribes arrive at the island, striving for permanent presence. But this pursuit mobilizes the Fomori...

Who will prevail in the end and control the island's future for the next centuries?

MATERIAL

1 Rule Book

1 Map



Location



Port



Location

Province



Castle Locations
(on Balor's Isle)



Connection



68 Building Discs - 17 each in player colours
(red, green, blue, yellow)



8 Blockers - 2 each for every player



4 Tribe Cards

1 x Fir Bolg (red), 1 x Muin̄tir Nemid (green),
1 x Mil Éspaine (blue), 1 x Tuath Dé (yellow)



1 Starting Player Card (eng / ger)
with an overview for the Earning Phase



4 Overview Cards
(2 x eng / 2 x ger)



1 Round Counter



4 Balor's Castles



50 Fomori

32 Sineach,

12 Athach,

6 Monghfinn



20 Swords

(1 Tile = 1 Sword)



12 Shields



30 Tactic Tiles



54 Earning Cards

Top section

Middle section

Bottom section



SETUP

1) All **Building Discs, Swords and Shields** are placed next to the Map as General Supply.

2) All **Tactic Tiles** are shuffled and placed in the General Supply face-down. Six of them are drawn and placed on display, face-up.

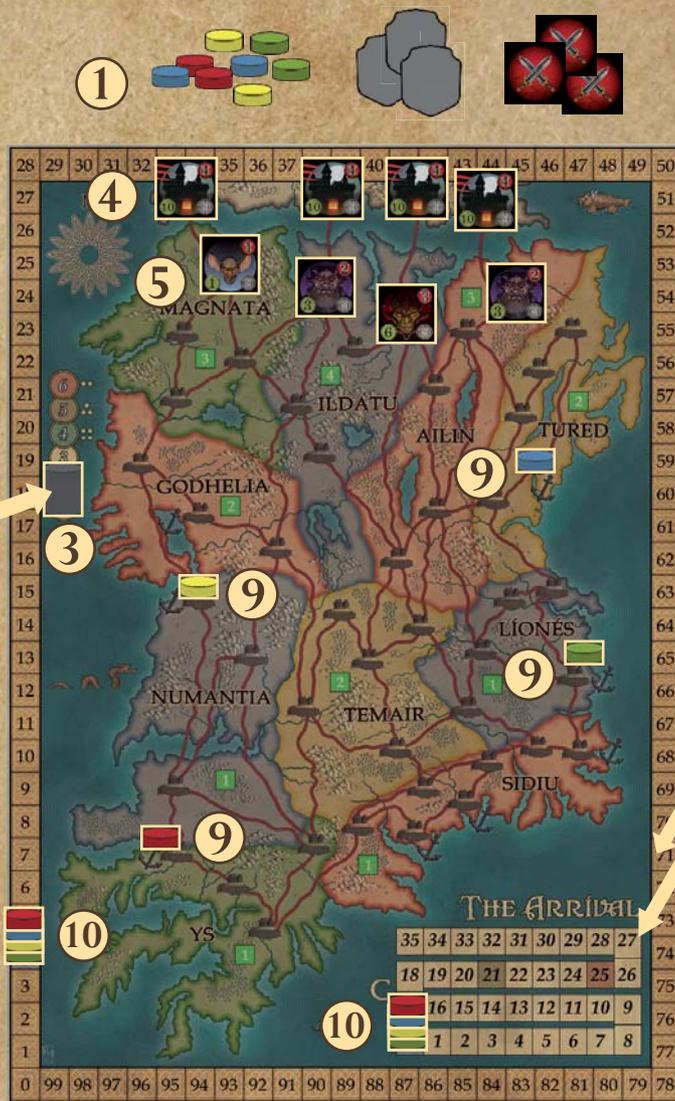
3) The **Round Counter** is put on „1“ of the **Round Track**.

4) All 4 **Balor's Castles** are placed face-up at the four castle locations on Balor's Isle in the north.

5) All **Fomori** are shuffled and placed in the General Supply face-down. **Four** of them are drawn randomly and placed face-up in the locations on the main island which are directly connected to the castle locations.

6) Each player chooses one of the four tribes and becomes its Tribe Leader. He receives the corresponding **Tribe Card, 2 Blockers and 3 Building Discs**. The **Overview Cards** are presented as required, too.

Example: Mil Éspaine with Starting Player Card



1



5

7) All **Earning Cards** are shuffled and divided face-down into three roughly equal sized stacks.

8) The Starting Player is determined randomly and receives the **Starting Player Card**.

9) Beginning with the Starting Player and in clockwise order, each Tribe Leader sets one Building Disc (in his colour) at a free Port Location of his choice.

10) Each player puts a Building Disc at „4“ at the **Fame Point Track** and at „0“ on the **Corruption Track** representing their Tracking Discs.

6



7



8



6



2



IMPORTANT TERMS

Fortifications

During the game players place Building Discs in unoccupied locations in order to fortify them or on top of already placed own Building Discs in order to extend the fortification.



1 Building Disc is an *Ait* (camp)



2 Building Discs are a *Broch* (tower)



3 Building Discs are a *Caer* (fortress)

A fortified location always includes the previous extension level of a fortification; a *Broch* has also an *Ait*; a *Caer* has also a *Broch* and an *Ait*.

Fomori and Balor

There are four threats in this game. King Balor on the one hand who acts from his castles, and three demonic species on the other hand. Together they try to overrun, corrupt and conquer the land.

Sineach - A species of hungry cannibals.
They have strength 1 and offer 1 Fame.



Athach - A species of ill-tempered giants.
They have strength 2 and offer 3 Fame.



Monghfinn - A species of dastardly Dark Druids.
They have strength 3 and offer 6 Fame.



Balor's Castle - Castles of king Balor, from which the Fomori emanate in order to conquer the land. They have strength 4 and offer 10 Fame.



Point Tracks

The Fame Point Track and the Corruption Track are not limited. Any exceedance should be marked appropriately.

Players are not allowed to go below 0. If there have no Fame Points or Corruption Points they cannot spend or lose them.

GAME OVERVIEW AND GOAL

Each player represents a Tribe Leader. Whether the fearless *Fir Bolg* (red), the brave *Muintir Nemid* (green), the defiant *Mil Éspaine* (blue), or the skilful *Tuath Dé* (yellow) – all try to spread over the mythical island of Érin, to fight back the demon-like Fomori and to prevent the other tribes from their urge for expansion at the same time.

But they face a dilemma: do they want to spread quickly but strengthen the Fomori's power, or do they want to proceed more subtle and keep the dreadful Fomori away ?

During the game, tribes obtain Fame Points and Corruption Points without knowing which of both values is decisive for victory at the end of the game.

If too many Fomori rush in, the game ends prematurely and frequently the Tribe Leader with the lowest Corruption wins.

Otherwise the game ends after 4 to 6 rounds (depending on the number of players) and in this case, the Tribe Leader with the highest Fame oftentimes wins.

GAME FLOW

The game lasts over several rounds (see C. ROUND ENDING OR GAME ENDING). Each round comprises **two phases**, which are carried out as **(A) Earning Phase** and a subsequent **(B) Action Phase**.

A) Earning Phase

In the Earning Phase, Tribe Leaders draw Earning Cards and determine which earnings they get.

A.1) Draw Earning Cards

Beginning with the Starting Player and in clockwise order, each Tribe Leader takes the topmost Earning Card from any card stack and puts it unrevealed in front of him.



The symbol on the backside of the card gives a hint, which earnings are offered primarily on the front side.



vermehrt
Bauscheiben



vermehrt
Schwerter &
Schilde



vermehrt
Ruhmespunkte &
Taktikplättchen

This procedure is repeated three times, hence each players has 4 Earning Cards lying face-down in front of him in juxtaposition.

Important: If one of the three card stacks is exhausted, all discarded Earnings Cards are shuffled with the remaining stacks immediately. From that, three new roughly equal sized stacks are made.

A.2) Reveal Earning Cards & block sections

Every Earning Card shows the possible earnings divided into three sections (top, middle and bottom), which can be obtained by the Tribe Leader in this round. To do so, he has to block sections without having full knowledge. The selected sections are blocked on all of his Earning Cards, even on those still unrevealed, and yield no earnings.

Each Tribe Leader uncovers his **first two cards** and chooses one section. This section is marked with a **Blocker** on his first Earning Card.

Then each Tribe Leader uncovers his **third card** and chooses one of the two remaining sections. He blocks this section with the other **Blocker** on his first Earning Card.

Finally each Tribe Leader uncovers his last, **fourth card**.

The earnings shown on the remaining unblocked section on all four cards are valid this round for the respective Tribe Leader.



Note: Uncovering the Earning Cards and setting the Blockers can usually be done simultaneously; if one player insists, Blockers are set in turn order beginning with the Starting Player.

Strategy: The top section usually has the most earnings in terms of Building Discs, Swords, Shields, Tactic Tiles and Fame Points, however, it also features the most Fomori and, as a result, the most Corruption Points. The bottom section usually has the fewest Building Discs, Swords, Shields, Tactic Tiles and Fame Points, but features clearly fewer Fomori and Corruption Points.

A.3) Exploit Earning Cards

Beginning with the Starting Player and in turn order, Tribe Leaders take the earnings shown on the open section of their Earning Cards in the following sequence and put them into their Tribe Supply:

a) Fame Points

The Tribe Leaders gain consecutively the shown Fame Points.



Examples:



1 Fame Point



2 Fame Points for each *Broch* or *Caer*



3 Fame Points for each *Caer*

b) Building Discs, Swords and Shields



The Tribe Leaders obtain Building Discs, Swords and Shields corresponding to the sum of numbers on the respective symbols.



Note: If there are not enough Swords or Shields in the General Supply, the Starting Player distributes the available ones one by one in turn order to the Tribe Leaders who can claim these, beginning with himself. They are limited in number and availability.

The quantity of Building Discs is limited. If there are not enough own Building Discs in the General Supply, the Tribe Leader only gets the available ones; the remaining Discs claimed are void.

c) Allocate Fomori & Corruption Points

The Tribe Leaders take Fomori and the same amount of Corruption Points corresponding to the sum of numbers on the symbol.

The front side of the Fomori must be kept unseen by the Tribe Leader, they are temporarily secret for all.



Note: If there are not enough Fomori in the General Supply, all open, discarded Fomori are flipped face-down, shuffled and put back into the General Supply, before players start taking new ones. If there still are not enough Fomori, one after the other is distributed in turn order (beginning with the Starting Player).

Example:

A Fomori symbol showing the number 2 means, that the player takes 2 Fomori and moves 2 points forward with his disc on the Corruption Track.



d) Take Tactic Tiles

Corresponding to the sum of the numbers shown, Tribe Leaders take Tactic Tiles from the open display.



In a round, a Tribe Leader cannot take more than the open 6 tiles displayed. After one Tribe Leader has chosen his tiles, the display is refilled with Tactic Tiles up to 6 open ones again.

Note: If there are not enough Tactic Tiles in the General Supply, the tiles already used are flipped face-down, shuffled and put back into the General Supply. If there are still not enough, the choice becomes smaller.

e) Discard Earning Cards

The Tribe Leaders discard all Earning Cards in front of them.

B. Action Phase

During the **Action Phase**, Tribe Leaders can use their earnings in order to expand their tribes and to spread or repel Fomori.

Beginning with the Starting Player and in turn order, each Tribe Leader conducts exactly **two** actions in any order; it is allowed to conduct two different actions or twice the same.

This is repeated as long as every Tribe Leader has chosen the Action: PASS.

Exception: At the beginning of the Action Phase in the first round (and only then), Tribe Leaders only conduct **one** action.

Actions are:

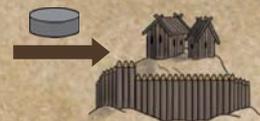
- **BUILD FORTIFICATION**
- **PLACE SHIELD**
- **SPREAD FOMORI**
- **REPEL FOMORI**
- **PASS**

In his turn, a Tribe Leader is also allowed to use following tiles before, while or after his actions, what is not considered as an action itself:

- **USE TACTIC TILE**
- **USE CASTLE TROPHY**

Action: BUILD FORTIFICATION

The Tribe Leader increases his area of influence by fortifying a new location or he reinforces a location for a better defence against attacks.



The Tribe Leader takes a Building Disc from his Tribe Supply and places it

- in an unoccupied location that is directly connected to an own fortified location.
- OR
- in an unoccupied location that is connected to a fortified location of **another** Tribe Leader. He then has to lose 2 Fame Points (which he must have to perform this action).
(Outpost)
- OR

- in an unoccupied **Port Location**, but only if he already has a fortified Port Location.

OR

- on top of an **own Ait or Broch**. Now this location is fortified with a *Broch* or *Caer* respectively.

Important: Tribe Leaders cannot build on Balor's Isle.

Note: The Tribe Leader cannot remove Building Discs on fortified locations at will. This can solely be done by Fomori.

Action: PLACE SHIELD

The Tribe Leader protects all Fortifications in a province thus improving the defence against the Fomori menace.



The Tribe Leader takes a Shield from his Tribe Supply and puts it into a province, in which he has at least one Fortification.

There is a limit of 3 Shield per province.

Shields protect **all** locations of a province from Fomori attacks.

Action: SPREAD FOMORI

The threat spreads and undermines the tribe's morals.

The Tribe Leader chooses a location, which is connected to a location occupied by Fomori or a Balor's Castle and takes as many covered



Fomori from his Tribe Supply, as

- Shields are present in province of the location (if any)
- AND
- Building Discs are present at the location (if any)
- AND
- a further one.

The Tribe Leader sets a Fomori at the chosen location and flips it face-up. All further Fomori are put back into the General Supply along with the („smashed“) Shields from the province and the („destroyed“) Building Discs from the location.

This action can only be conducted, if there are sufficient Fomori in the respective Tribe Supply. It is **not allowed to do this action only partially**. Therefore, it is not possible to destroy Shields and/or Fortification Levels without ensuing occupation of a location.

Example:

The Tribe Leader of the Tuath Dé choses the Action: SPREAD FOMORI. Currently the Fomori are occupying a location, which is connected to a location that is fortified with a Caer (3 Building Discs) by the Tribe Leader of the Fir Bolg.

The Tribe Leader of the Tuath Dé wants to attack this location. He needs four Fomori for this action: three for destroying the three Fortification Levels (Caer, Broch and Ait) and one to occupy the location, which has become free now.



Further example:

As above, but now there are two Shields in the province of the location attacked. In this case, the Tribe Leader had to spend six Fomori: two for both Shields, three for destroying the three Fortification Levels and one for occupying the location, which has become free now.

One more example:

The Tribe Leader of the Mil Éspaine wants to put a Fomori at an unoccupied location, which is directly connected with a location occupied by another Fomori. Since the designated location is not fortified and there are no Shields in this province, the Tribe Leader simply puts the Fomori there and flips it face-up.

Important: The last Fortification of a Tribe Leader on the island (regardless if *Ait*, *Broch* or *Caer*) cannot be destroyed, thus cannot be chosen for an attack.

Note: This action also allows to chose a location, which is occupied by an own fortification.

Fomori cannot spread from one Port Location to another Port Location.

Action: REPEL FOMORI

The Tribes defend themselves against the demons and fight for territories and fame.



The Tribe Leader chooses a location occupied by a Fomori or a Balor's Castle and takes as many Swords from his Tribe Supply as indicated (see symbol on the top right on the Fomori / Castles).

The chosen location must:

- be **directly connected** to a fortified location of the Tribe Leader

OR

- be a **Port Location**, provided that the Tribe Leader has an own fortified Port Location

OR

- be in a **province**, in which a fortified location of the Tribe Leader exists

OR

- be in a province, whose adjacent **neighbour province** has a fortified location of the Tribe Leader in it. In doing so, he must possess 2 Fame Points, which he loses.

(Distant Attack)

The Tribe Leader either gains Fame Points as indicated on the repelled Fomori or Balor's Castle (see symbol bottom left on Fomori / Castles) or he loses exactly 1 Corruption Point.



Repelled Fomori are laid back face-up into the General Supply. A repelled Balor's Castle is laid face-up into the respective Tribe Supply, representing a **Castle Trophy** now.

Action: PASS

The tribe does not intervene anymore and gathers his forces anew.

If the Tribe Leader has no Fomori left in his Tribe Supply or if he is not able to use his remaining Fomori compliant to the rules, he is allowed to pass.

The Tribe Leader chooses up to 3 Swords, Shields and/or Building Discs (in any combination) from his Tribe Supply, which remain in his Tribe Supply and can be stored until the next round on the chest depicted on the Tribe Card. All other Swords, Shields, Building Discs (and unusable Fomori) are put back into the General Supply.

Note: It is intended to spare up to 3 Swords, Shields and /or Building in total, not only three of one kind.

Tactic Tiles and Castle Trophies are retained in the Tribe Supply.

After that the Tribe Leader puts his Blockers on the Tribe Card. He has no actions anymore and is out of play until the end of the round.

The Tribe Leader who passes first in a round becomes the Starting Player for the next round and gets the Starting Player Card.

If the first action is to pass, there is no second action.

USE TACTIC TILE

The Tribe Leader can use a Tactic Tile in his turn before or after one of his actions. For this purpose, he executes the effect and discards it face-up on the discard pile. The Tribe Leader can use multiple Tactic Tiles directly in a row.



Tactic Tiles are described in Section E.

USE CASTLE TROPHY

The Tribe Leader flips an open Castle Trophy in his Tribe Supply face-down and puts up to three Fomori back into the General Supply without revealing them.



C. Round Ending or Game Ending

After all Tribe Leaders have passed, the current round ends.

If the Corruption Limit is reached or surpassed during the round by any Tribe Leader, the game ends at the end of this round, even if the Corruption goes below the limit later again. The game ending is shown by putting the Round Counter straight away at the C of the Corruption Track.

No. of players	Corruption Limit	No. of rounds
2	25	6
3	21	5
4	17	4

Otherwise, the Round Counter moves on to the next field and a new round begins. When the maximum number of rounds are over, the game ends.

D. Determine the best Tribe Leader

Now the winning tribe is determined.

The Fomori have overrun the tribes:

If the Fomori occupy the same or more locations (including Balor's Castles) than the total that the Tribe Leaders together were capable of fortifying, the Fomori have overrun the Tribes.

Every Tribe Leader adds his remaining Building Discs, Swords, Shields (after the last *Action: PASS* max. 3) and Tactic Tiles in his Tribe Supply and decreases his Corruption by 1 per three of these elements.

The Tribe Leaders **with the lowest Corruption** wins. In case of a tie, the tied player with more Fame from the current game wins.

The tribes have successfully repelled the Fomori:

If the Tribe Leaders in total have fortified more locations than have been occupied by the Fomori (including Balor's Castles), the tribes have finally prevailed.

Every Tribe Leader obtains for each Fortification (regardless its Fortification Level) a bonus according to the imprinted number in the province (green square), e.g. for every Fortification in Magnata 3 Fame Points.

3

Every Tribe Leaders adds his remaining Building Discs, Swords, Shields (after the last *Action: PASS* max. 3) and Tactic Tiles in his Tribe Supply and increases his Fame by 1 per every three of these elements.

The Tribe Leader **with the highest Fame** wins. In case of a tie, the tied player with the least Corruption Points wins.

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E. Description of the Tactic Tiles

Cauldron of Dagda (1x per province)

Each tile shows one of the ten provinces. The Tribe Leader gains immediately for every own fortified location in this province the Fame Points indicated, regardless what Fortification Levels they might have.



Silver in the hills (1x per province colour)

Each tile shows one of the four province colours. The Tribe Leader gains immediately for every own fortified location in a province having this colour the Fame Points indicated, regardless what Fortification Levels they might have.



Flight of the wild geese (1x)

The Tribe Leader gains immediately for every province, in which he has at least one fortification 2 Fame Points, regardless any Fortification Levels.



Trail of the salmon (1x)

The Tribe Leader gains immediately for every own fortified Port Location 2 Fame Points, regardless what Fortification Levels they might have.



Lia Fáil – stone of fate (1x)

The Tribe Leader immediately gains Fame Points depending on his current position on the Fame Track. The tile can only be used, if there are no ties concerning the positions.

Foremost position:	2 Fame Points
Second Position:	4 Fame Points
Third Position:	6 Fame Points
Fourth Position:	8 Fame Points



Emer's mercy (1x)

The Tribe Leaders gains 5 Fame Points at once, if he solely has the fewest Corruption Points currently.



High walls (1x) / Sublime stronghold (1x)

The Tribe Leader immediately gains 2 Fame Points for every own *Broch* or *Caer* / The Tribe Leader immediately gains 3 Fame Points for every own *Caer*.



Ogam's wisdom (2x)

Usage of this tile is restricted to the Earning Phase after setting both Blockers and before exploiting the cards. The Tribe Leader moves one of both already set Blockers to another section thus selecting a new section for exploitation.



Hour of the master-builder (2x)

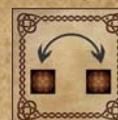
This tile activates itself automatically when chosen and stays active until the entire round. It is evaluated at the end of the round, then it is discarded.

The Tribe Leader is entitled to collect up to three Building Discs that he loses this round due to Fomori. After all players have passed, but before the round is terminated, the Tribe Leader can build these discs according to the normal rules.



Cú Chulainn's ruse (2x)

The Tribe Leaders swaps two open Fomori on the map at will (not: *Balor's Castles*).



Big migration (2x)

The Tribe Leader swaps two *Aits* on the map at will, irrespective of the owner.



Song of the bard (2x)

The Tribe Leader decreases his Corruption up to 3 Points, but not below 0.

