

my LITTLE PONY



ADVENTURES IN EQUESTRIA

RULEBOOK

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ADVENTURES IN EQUESTRIA



Welcome to Ponyville!

My Little Pony: Adventures in Equestria is a 1-4 player cooperative deck-building game that lets you and your friends take on the roles of Applejack, Fluttershy, Pinkie Pie, Rainbow Dash, Rarity, and Twilight Sparkle. Travel to various helpful Locations around Equestria as you recruit Allies, learn Actions, search for Artifacts, and resolve Situations that appear in the Adventure Row! Collect Sugar Cubes to overcome Hurdles and the Final Challenge to win the game!

contents



110 Standard Size Cards
(60 Adventure Deck, 42 Starter, 8 Situation)



22 Deluxe Oversized Cards
(12 Hurdles, 4 Final Challenges, 6 Characters)



8 Location Cards



6 Character Standees



6 Plastic Standee Bases



14 Cloud Tokens
(10 "1s" and 4 "5s")



13 Task Tokens



12 +2 Help
Resource Tokens



12 +2 Info
Resource Tokens



12 +2 Move
Resource Tokens



12 1-value
Knowledge
Cubes (blue)



3 5-value Large
Knowledge
Cubes (blue)



12 1-value Work
Cubes (pink)



3 5-value Large
Work
Cubes (pink)



12 1-value
Friendship
Cubes (green)



3 5-value Large
Friendship
Cubes (green)

HOW TO WIN OR LOSE

Win: Overcome 3 Hurdles and 1 Final Challenge before time runs out!







Lose: The Final Challenge reaches its Cloud Limit or the Adventure Row needs to be refilled and all 6 slots cannot be filled.

BUILD YOUR STARTING DECK

In this game, all the players work together to win. Each player picks a Starting Pony Character to play as, and starts with a 10-card starting deck, their Oversized Character Card, and the standee for that Pony Character. To make your starting deck, collect the following cards:

- 5x **Helpful Townpony**
- 2x **A Good, Clean Race**
- 1x **What You Need is Organization**
- 1x **Working Together**

Your 10th card is unique to your chosen Pony Character:

-  Rainbow Dash: **Big Adventure**
-  Pinkie Pie: **Tons of Fun**
-  Rarity: **A Beautiful Heart**
-  Applejack: **Faithful and Strong**
-  Fluttershy: **Sharing Kindness** (*it's an easy feat*)
-  Twilight Sparkle: **Magic Makes it All Complete**

Place your 10-card deck text-side down next to your Character card and place your Pony standee on your Character card.

Place all other copies of **Helpful Townpony**, **A Good, Clean Race**, **What You Need is Organization**, and **Working Together**, as well as the unused starting Pony cards, back into the game box.

Each player has their own deck and their own discard pile. When you draw cards, always draw them from your own personal deck. When you discard, put the cards in your own discard pile. If you need to draw cards and you cannot because your deck has run out of cards, shuffle all of the cards in your discard pile, create a new draw deck, then continue drawing.



Twilight's Gameplay Tip: There are also ways to remove cards from your deck, clearing out weaker cards so you can draw and play your stronger cards more often!

ANATOMY OF AN ADVENTURE DECK CARD



1. The name of the card.
2. The card type.
3. This card provides HELP when played.
4. This card also provides INFO when played.
5. This card also provides MOVE when played.
6. The game action that you perform when you play this card.
7. This is the amount and type of resource needed to buy this card. This card costs 5 HELP to buy it from the Adventure Row. Some cards cost INFO or MOVE to buy, but HELP is most common.
8. These are Trait Icons that can give this Ally certain advantages, but they don't have any inherent value. The Trait icons are Moon ☾, Mountain ▲, and Star ★. Some cards are tagged as Crusader or Pet, but these appear in the game text box.
9. The set icon. This heart icon lets you know that this card comes from the Core Set.

Setting Up the Game

BUILD THE ADVENTURE DECK AND ADVENTURE ROW

Cards in the Adventure Deck include Actions, Allies, Artifacts, and Situations. These are "card types" that are referenced on some cards:

Actions are fun maneuvers that give you awesome bonuses when played.

Allies are friendly characters who want to help you during your adventure.

Artifacts are powerful Elements of Harmony that will have your heart singing!

Situations are troubling events that you must get rid of as soon as possible!

Actions, Allies, and Artifacts have a cost to buy (see "Anatomy of an Adventure Deck Card" above) that you must pay to buy that card. When you buy or gain a card, place it into your discard pile.

To build the Adventure Deck, separate the Situation cards from the rest of the Adventure Cards. Shuffle all the Action, Ally, and Artifact cards together to form the Adventure Deck.

To lay out the Adventure Row, place the top six cards of the Adventure Deck face up into the Adventure Row in the middle of your play area.



Situations

Situations must be dealt with whenever they land in the Adventure Row. They can generate Clouds every turn while they are in the Adventure Row, so if you can Resolve them, you will save your team a lot of trouble.

Important: If you have played this game fewer than three times, put the Situation cards back into the box. See “Continuing Adventures” on page 11 when you are ready to add these cards to the game.

LOCATIONS

To find what you'll need to overcome the Hurdles and the Final Challenge, you will likely need to travel to a variety of Locations to find help in your Adventure. Take the **Ponyville: Town Square** Location card and place it in an open area near the Adventure Row.

Shuffle all the remaining Locations together to form the Location deck, then draw the top 3 Locations from that deck. Arrange them around the **Ponyville: Town Square** as you see them below. Place the Task Tokens next to the Location area. These are used to show which Location tasks have been completed and cannot be performed again. Each player should now place their Pony standee on the Town Square tile, but not in such a way that it blocks any text. Each Pony starts each game at the Town Square.



Fluttershy's Gameplay Tip:

Each Location has Tasks you can perform to gather what you'll need to overcome the Hurdles and the Final Challenge. Sometimes performing a task is better than buying a card, especially if you need Sugar Cubes fast!

BUILD THE SUPPLY

In an area of the table accessible to all players, place the following game components:

Tokens

- 14 Cloud Tokens
- 13 Task Tokens
- 12 +2 Help Tokens
- 12 +2 Info Tokens
- 12 +2 Move Tokens

Sugar Cubes

- 15 Blue Sugar Cubes (representing Knowledge)
- 15 Pink Sugar Cubes (representing Work)
- 15 Green Sugar Cubes (representing Friendship)



Rarity's Gameplay Tip:

The starting side of your Pony's Character Card has a special unique action that you can take by the card. The flipped side tells you what you need to do to flip it back.

Game text on certain Locations may refer to these Traits and give you benefits, such as a discount for performing high-cost Tasks.

Some Ally cards will have **keywords** at the beginning of their game text, like **Pet** or **Crusader**, which will always be in **bold**. Game text on cards and Locations sometimes refer to these keywords and offer you various benefits and discounts.

Some cards award players a + 🍬, + 🍷, or + 🏠 Resource token. Players keep these tokens until they choose to use them. During their turn or when helping to resolve a Situation or overcome a Hurdle or Final Challenge, a player may discard any number of Resource tokens to add to their Help, Move, or Info total for the turn. Each of these tokens has a +2 resource side and a +1 Wild side. Each token may be used for +2 of the displayed resource type or +1 of **any** resource type.

Sugar Cubes and Resource Tokens you gain are never lost until you spend them or a card effect says otherwise.

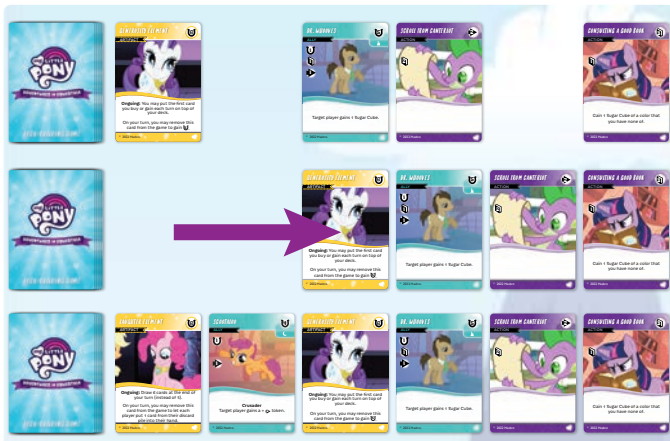
Playing the Game

Choose a player to go first; players take turns in clockwise order.

Each player shuffles their deck and **draws five cards** to form their opening hand. As this is a cooperative game, you are free to show your cards to your teammates and discuss strategy at any time.

DURING YOUR TURN

Start of Turn



- Slide the Adventure Row cards to the right (away from the Adventure Deck) to remove any gaps, then add new cards to the left side of the Row until there are 6 face-up cards there.
 - If no cards were removed from the Adventure Row during the previous turn, place the rightmost card into the Adventure Row discard pile and then add 1 new card to the Adventure Row.
- If any Locations have Task Tokens on all non-repeatable Tasks, discard those Locations and replace them. Any Ponies on a discarded Location return to the Town Square at no Move cost. Return the Task Tokens to the supply. If the Location stack is empty, a new Location doesn't replace one that leaves play.
- If the top card of the Active Hurdle stack is face down, flip it face up.

Main Phase (Any of these in any order)

- Play Cards
- Buy Cards from the Adventure Row
- Move to a Location
- Perform Tasks
- Use your Character Card Ability
- Resolve a Situation
- Attempt to Overcome a Hurdle or Final Challenge

End Phase

- Add 1 Cloud to the Active Hurdle.**
 - If that Cloud causes the Active Hurdle to reach its Cloud Limit, resolve the Setback text once immediately.
 - If the Active Hurdle is already at its Cloud Limit or if there are no Hurdles left, place the Cloud on the Final Challenge instead.
 - If you overcome a Hurdle during your turn, do not add a Cloud this turn.
- Discard all cards you played and any cards remaining in your hand.
- Draw a new hand of 5 cards.

MAIN PHASE

During your Main Phase, you may do any or all of the following in any order you choose.

Play Cards

Play cards from your hand one at a time. Resolve the game text of each card before playing another card. Some cards have a Sugar Cube icon or a Cloud icon on the left side: Collect that Sugar Cube immediately or place that Cloud on the Active Hurdle. If the Hurdle is already at the Cloud Limit or there is no Active Hurdle, place it on the Final Challenge instead.

Most cards you play also have resource icons on the left side: Help, Info, and/or Move. These icons do not generate resource tokens—they are temporary resources that you can spend during your turn to buy cards, perform Tasks, and activate your character abilities. Once you have played all of the cards you wish to play, add up each of the different resources to determine how much spending power you have. You are free to buy cards from the Adventure Row before you have played all of the cards in your hand if you wish, but playing them all first will show you the total amount you have to spend for the turn. If you draw any cards during your turn, you may play them or leave them in your hand as usual.

If a card mentions other cards you control, such as a Pet or an Artifact, you must **already** control those when you play it to generate the effect shown. (“Control” means that you have that card face up in front of you—see page 10.) Playing the required card later on does **not** trigger the game text of a card you already played.

Buy Cards from the Adventure Row

To buy an Action, Ally, or Artifact from the Adventure Row, you must pay the cost listed on that card in the top right corner. Cards in the Adventure Row have costs from 2-9 and require one of three resources: Help, Info, or Move.



When you buy or gain a card, put that card into your discard pile. “Gain” means you take the item in question without paying any costs for it.

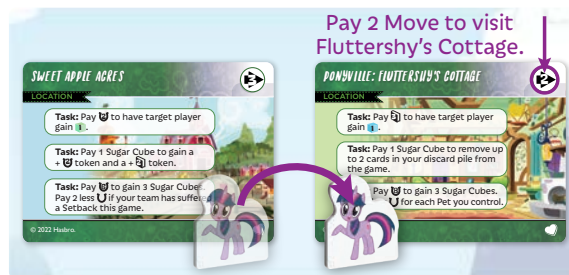
You don’t have to spend all of the resources that you generate, but any Help, Move, or Info you don’t use will be lost at the end of your turn.

Note that you can add to the resources you have generated through cardplay with Help, Info, and Move tokens you have collected.

*For example: After playing all of your cards, you have 4 HELP and 2 MOVE. You decide to buy **Scroll from Canterlot** for 2 MOVE and then use 1 Help token for +2 HELP, giving you 6 total HELP, which is enough to buy **Angel**. You are left with 1 HELP, which is not enough to buy anything else, so it is lost at the end of your turn.*

Move to a Location

The Move cost to move your Pony is listed in the upper right corner of each Location. You must pay this amount of Move to move to that Location. You may move from any Location to any Location as long as you pay the required Move cost—you don’t have to travel to the Town Square first. Once you are at a Location, you may complete a Task there that same turn or wait until a future turn. You may move to any number of Locations during a single turn, as long as you have the Move to spend.



Perform Tasks

While your Pony is at a Location, you can perform any Tasks on that card by paying the cost shown and then adding a Task Token to it. You may perform any number of **different** Tasks at a Location, but you may never perform the **same** Task twice in the same turn. If a Task Token is on a Task, you **cannot** perform that Task. If you move to other Locations during your turn, you may perform any Tasks you are able to pay for at each one.

The Tasks at the **Ponyville: Town Square** have a circular “Repeatable” icon on them.

This means that you do not place a Task Token when you perform a Task here unless a card says otherwise. While you don’t place a Task Token on these, you still cannot perform the same repeatable Task twice during the same turn.



Use Your Character Card Ability

Each Pony has a unique ability that can help you and/or your teammates. On each side of your Character Card is an ability you can use, and the cost you must pay to use it. Your Starting Side ability will help your team in some way. Your Flipped side ability lets you flip your Character Card back to its Starting Side at a cost of 1 of each resource (Help, Info, & Move). **You may activate both sides of your Character Card once during each of your turns.** This means you can use your Starting Side ability then flip it back to its Starting Side or vice versa, but you can’t activate either ability more than once during the same turn.

Resolve a Situation

Situations will appear in the Adventure Row from time to time once they have been added to the Adventure Deck (see “Continuing Adventures” on page 11). To resolve a Situation, you must pay the cost listed after the word **Resolve**. As listed on each Situation, your teammates may spend Resource Tokens to aid you in this endeavour. When you Resolve a Situation, place it into the Adventure Row discard pile. If there is a Reward listed, you receive it before discarding the card. Most Situations do not have a Reward, but the best reward is getting them out of the Adventure Row!

At the end of your turn, each Situation in the Adventure Row adds 1 Cloud to the Final Challenge. This is dangerous, as doing so will limit the time you have available to Overcome it!



Pinkie Pie's Gameplay Tip:

If you don't have the resources you need to resolve a Situation, it might be a good idea to spend 3 HELP at the Ponyville Town Square to gain a Resource Token your team needs to resolve it. That way, you can aid one of your teammates on their turn. They'll appreciate the help. Tee hee!

Attempt to Overcome a Hurdle or Final Challenge

To win the game, you must overcome three Hurdles and one Final Challenge. Here are the steps your team must take to overcome the Active Hurdle or Final Challenge:

1. Determine if your team has the required Sugar Cubes. If you do, you **may** attempt to overcome the Hurdle or Final Challenge.
 - a. For the Final Challenge, each player must have their share of the required Sugar Cubes.
 - b. While there is an active Hurdle, you may not attempt to overcome the Final Challenge.
2. Discard all cards you have played so far this turn that do not say “Ongoing.”
3. Flip the top card of the unused Hurdle deck face up and look at the Chaos text in the lower right corner.
 - a. If you are attempting the Final Challenge, flip 2 Hurdle cards instead.
4. Each player may play cards from their hand for their resources and/or discard Resource Tokens to generate what you need to beat the Chaos text.*
 - a. Do not draw new cards to replace these played cards.

5. If you have all of the cubes and resources needed, you overcome the Hurdle or Final Challenge!
 - a. Discard the required Sugar Cubes, spent tokens, and any cards played during the attempt.
 - b. Read and resolve the Reward text.
 - c. Discard the Hurdles and place any Clouds on the Active Hurdle back into the supply.
 - d. If you overcome the Final Challenge, your team wins the game!
6. If your team cannot generate the extra required resources and/or cubes, the attempt fails.
 - a. Players retain all their cubes, tokens, and cards.
 - b. Discard the Hurdle(s) you flipped for its Chaos text.
 - c. The Hurdle or Final Challenge remains active and must be attempted again during another player's turn.
7. The active player enters their End Phase.



*During an attempt, **each** player may show off cards and tokens they have that could aid the attempt. They are not played/discarded unless the attempt will be successful. **Only the icons on the left side of these cards count during the attempt.** Ignore all game text on cards played during an attempt. Cards played can generate Help, Info, Move, Sugar Cubes, and/or Clouds (on *Trixie*, *Gilda*, or *Princess Luna* in this set). Players are also free to spend Resource Tokens for +2 of the displayed resource or +1 of any resource (as seen on the back of each Resource Token). A single player may pay for the additional Chaos costs or it can be a team effort.

Successful Attempt

Discard all of the necessary cubes, tokens, and cards played to aid the attempt. Read the Reward text on the Hurdle you overcame (not on the Chaos Hurdle you flipped). Then discard the Active Hurdle and the Chaos Hurdle. Return any Clouds that were on the Hurdle to the supply. The active player then ends their turn. No cards are drawn to replace any cards played during the attempt.

Failed Attempt

If your team cannot generate the extra cubes and/or resources needed, they keep all of their cubes and tokens, and don't play any cards from their hand. The active player then enters their End Phase. **The Hurdle remains the Active Hurdle until it is overcome.** The Hurdle flipped for the Chaos cost is discarded.

Example of Overcoming a Hurdle

In a 3-player game, Applejack is the active player and the active Hurdle is **Evil Enchantress** (Level 2).

It requires 2 Pink Cubes multiplied by the number of players in the game, which means 6 Pink Cubes. Fluttershy and Applejack

have no Pink Cubes, but Rarity has 5. Applejack plays 2 cards that each generate 1 MOVE, then uses her Character's Starting Side ability to target herself and gain 1 Pink Cube. Now that the team has 6 Pink Cubes, Applejack asks the other players if this is a good time to make an attempt and they agree that it is! Applejack discards the 2 cards she had in play and announces that the team is making the attempt.

Applejack flips the top card of the unused Hurdle stack and reveals that Chaos has added "+1 Move per player." Applejack is worried, as she spent her only Move to get the 6th Pink Cube. However, Fluttershy points to her +2 Move token and asks if anyone has 1 Move in their hand. Rarity says "I do!" and plays **A Good, Clean Race**, which generates 1 Move.

Because they have now generated 3 Move, they overcome the Hurdle! The 6 Pink Cubes and the +2 Move token are placed back into the supply. The card Rarity played is discarded and she does not draw a new card to replace it. She will play her next turn with only 4 cards.

Next, Applejack reads the Reward on the Hurdle they overcame: "The active player gains 1 Pink and 1 Blue Cube." She takes those cubes and places them next to her Character Card. Then Applejack discards both Hurdles: The one they overcame and the one that was flipped to add its Chaos text. Applejack's turn is now over as an attempt was made. She discards her remaining cards in hand, then draws a new hand of 5 cards.



Rainbow Dash's Gameplay Tip:

There is no penalty for attempting and failing to overcome a Hurdle or The Final Challenge. If you have the required Sugar Cubes, you can make the attempt at any time during your turn, but your odds of success will improve if you don't play too many cards before the attempt is made.



MORE ON HURDLES AND FINAL CHALLENGES

Cloud Limit

All Hurdles and Final Challenges have a Cloud Limit. This is listed inside the gray Cloud in the upper left of each of these cards and then usually has an additional value added to this total.



If the number of Clouds on a Hurdle ever equals or exceeds the Cloud Limit, resolve the **Setback** text on the card immediately. Just because you suffered a Setback does not mean the Hurdle goes away—you must still overcome the Hurdle to move on to the next one—but the Setback on each Hurdle only resolves once per game, if at all!

2/3+5 means 2 per player

For example, "2/3+1" means 5 for two players, 7 for three players, and 9 for four players.

If the Clouds on a Hurdle are equal to its Cloud Limit, any additional Clouds that would be added to that Hurdle are placed on the Final Challenge instead! This can seriously impact the amount of time you'll have to overcome the Final Challenge after clearing all of the Hurdles.

If the number of Clouds on the Final Challenge ever equals or exceeds the Cloud Limit, your team loses the game!

Cloud Cover

Final Challenges have game text called Cloud Cover, which can cause trouble for your team even before you reach the Final Challenge! Situations and some card effects can add Clouds to the Final Challenge while you are still trying to overcome Hurdles.


If there are 3 or more Clouds on the Final Challenge, the first Cloud Cover effect is active for all players. When there are 8 or more Clouds on the Final Challenge, **both** Cloud Cover effects are active for all players. The Cloud Cover effects are active even if there are still Hurdles to overcome. Be sure to look at the Final Challenge to see if any of the effects are "on" during each of your turns. Once you have overcome the Hurdles, you will be adding Clouds to the Final Challenge at the end of each player's turn, so the Cloud Cover effects will soon be unavoidable!

Sugar Cubes Required to Overcome

Hurdles and the Final Challenge have Sugar Cube requirements you must meet in order to attempt them.

They are based on the number of players in the game. For Hurdles, those Sugar Cubes can come from any number of players (even just one). For the Final Challenge, each player must have collected the required number of Sugar Cubes.

For both Hurdles and Final Challenges, the additional resources/Sugar Cubes that might be needed based on the Chaos draw can come from any player.

*For example, to face **Best Night Ever?**, each player must have 2 , then you have to flip 2 Hurdles and beat the Chaos costs on both of them. If you can, you overcome the Final Challenge and win the game! If you can't, don't play any cards or discard your tokens and Sugar Cubes.*

Chaos

When you attempt a Hurdle, draw 1 card from the stack of unused Hurdles and read the Chaos text in the lower right corner to see what additional resources or Sugar Cubes you need to overcome it. During an attempt on a Final Challenge, draw 2 Hurdles at the same time instead. If the unused Hurdle stack runs out due to multiple failed attempts, reshuffle those cards to create a new unused Hurdle deck.

Once you see the requirements on the Chaos card(s), if you cannot provide the extra resources and/or Sugar Cubes, don't spend any of your resources or lose any of your Sugar Cubes: Only spend them if you are going to be successful. If you are unsuccessful, discard the Chaos Hurdle face up near the unused Hurdle stack. You'll draw a new Chaos card for each attempt you make.

Important: The Chaos text on the active Hurdle is not used when attempting to overcome that Hurdle.

ADDITIONAL RULES

Resource Tokens

These tokens are a great way to save up some of the standard resources (Help, Info, & Move) to be used immediately or during future turns. You may use Resource Tokens for the following:

- Increase your own Help, Info, or Move with a +2 Token of that type.
- Aid another player when they try to Resolve a Situation.
- Aid your teammates when trying to Overcome a Hurdle or the Final Challenge.

On the front side of each Resource Token is the symbol that tells you what type of resource it grants. On the back of each Resource Token is a Wild side with +1. Instead of spending a Resource Token for its +2 of the resource shown,

you may put it back into the supply to gain your choice of 1 Help, 1 Info, or 1 Move.

Targets

Many cards and effects use a phrase such as "target player" or something similar. To "target" something is to choose that player or card to be the recipient of an effect. So, "target player" means you choose which player should be the recipient of the effect. That player could even be you!

Ongoing

This keyword appears on Artifacts. When you buy an Artifact, it goes into your discard pile just like any other card. However, when you later play it from your hand, it stays in play for the rest of the game unless you discard it or an effect says otherwise.


Discarding Cards

When game text tells you to discard a card, it means from your hand as the default. If it must be discarded from another zone, like the top of your deck or the top of the Adventure Deck, then it will specifically mention that you discard the card(s) from that place.

Remove From the Game

Some card effects and rules will tell you to remove



Task: Pay  to remove 1 card in your discard pile from the game.

cards from the game. This is seen on the Town Square Location Task that lets you remove a card in your discard pile from the game. You may place the removed card back in the box or just away from the playing area. Removing Starter cards from your deck is a great way to make sure you draw more of the new and better cards you have bought during the game.

Control

Cards you play and cards that you have in play on an Ongoing basis are cards you "control." You control your tokens and Sugar Cubes as well.

Reshuffling

When your deck runs out, shuffle your discard pile to make a new and better deck that contains all of the cards you have bought. That's why it's called a deck-building game! Do not shuffle your discard pile just because your deck is empty. But if an effect instructs you to discard, reveal, or destroy the top card of your deck and you have no deck, shuffle your discard pile to make a new deck first.

SOLO RULES

- When playing Solo, play only 1 Pony Character.
- Play as if there are 2 players in every aspect of the game: Sugar Cubes needed to Overcome, Cloud Limits... everything!
- During a Final Challenge, you must provide 2 player's worth of Sugar Cubes of the correct types.
- If a card references "another player" it has no use for you. As usual, "target player" can target you. Cards that give assets to "each player" only give you those assets once.
- Everything else is the same!

CONTINUING ADVENTURES

Once you win a game, it might be time to increase the difficulty. The easiest way to do this is by adding 1 of each of the 4 different Situation cards to the Adventure Deck after the initial 6 cards have been placed into the Adventure Row. Leave the 4 duplicate Situations in the box until you have beaten the game with 4 Situations in the Adventure Deck. When you are ready, shuffle all 8 Situations into the Adventure Deck after placing the initial 6 cards into the Adventure Row.

To further increase the difficulty, try adding an additional Hurdle or two to the Active Hurdle stack at the start of the game. This will give the Clouds more time to accumulate on the Final Challenge and you might also see the Adventure Deck run low, which could cause the game to end if it finally runs out!



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My Little Pony: Adventures in Equestria

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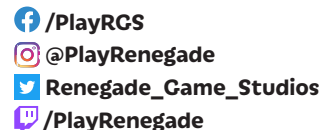
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TURN SEQUENCE

Start of Turn

1. Slide the Adventure Row cards to the right (away from the Adventure Deck), then add new cards to the left side of the Row until there are 6 face-up cards there.
2. If any Locations have Task Tokens on all non-repeatable Tasks, discard them and replace them. Any Ponies on a discarded Location return to the Town Square at no Move cost. If the Location stack is empty, a new Location doesn't replace one that leaves play.
3. If the top card of the Active Hurdle stack is face down, flip it face up.

Main Phase (Any of these in any order)

- Play Cards
- Buy Cards from the Adventure Row
- Move to a Location
- Perform Tasks
- Use your Character Card Ability
- Resolve a Situation
- Attempt to Overcome a Hurdle or Final Challenge (see page 8 for more rules on this)

End Phase

1. Add 1 Cloud to the Active Hurdle.

- a. If that Cloud causes the Hurdle to reach its Cloud Limit, resolve its Setback immediately.
- b. If the Hurdle is already at its Cloud Limit or if there are no Hurdles, place the Cloud on the Final Challenge instead.
- c. If you overcome a Hurdle during your turn, add no Clouds this turn.

2. Discard all cards you played (except Ongoing ones) and any cards remaining in your hand.
3. Draw a new hand of 5 cards.

ICON KEY

Help U

Moon ☾

Info 📖

Mountain 🏔

Move ➡

Star ★

Cloud ☁

**2/🐾 means
2 per player**

For example, "2/🐾 +1" means 5 for two players, 7 for three players, and 9 for four players.

