

ALVOS



SOME ASSEMBLY REQUIRED

DESIGNED BY
IFFIX Y SANTAPH

COMPONENTS:

PAGES 2-5  PAGES 6-7 
PAGES 8-10 RULES

YOU WILL ALSO NEED:   (10-SIDED DIE)

ARTWORK BY:

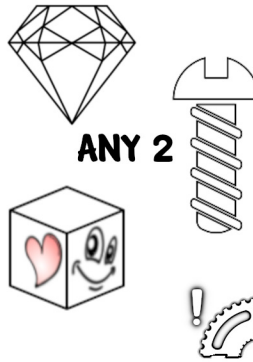
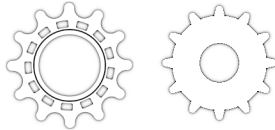
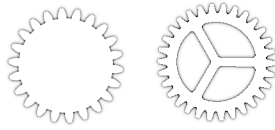
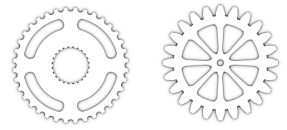
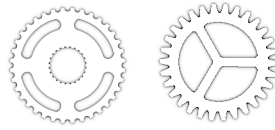
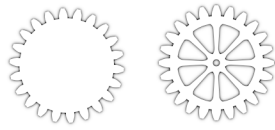
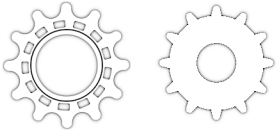
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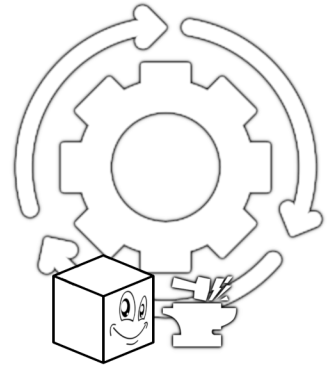
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Thank you.



ANY 2



DISCOVERY



DISCOVERY



DISCOVERY



DISCOVERY



DISCOVERY



DISCOVERY



DISCOVERY



DISCOVERY



EXPLORATION



EXPLORATION



EXPLORATION



EXPLORATION



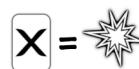
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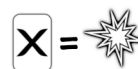
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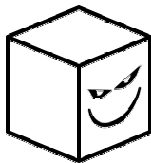


EXPLORATION





**CORRUPT ALVO
EXPANSION**



EXPLORATION



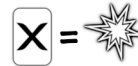
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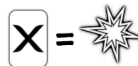
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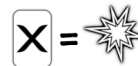
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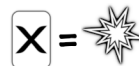
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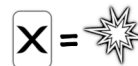
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EXPLORATION



EXPLORATION





ASSEMBLE MACHINE LEFT TO RIGHT.
SCORES COGS BY POSITION IN COMBO.



11



10



6

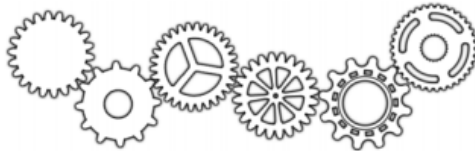


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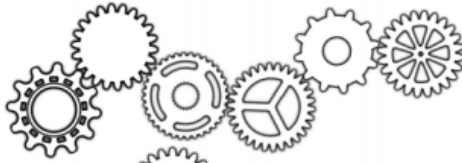


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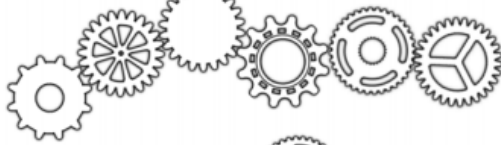
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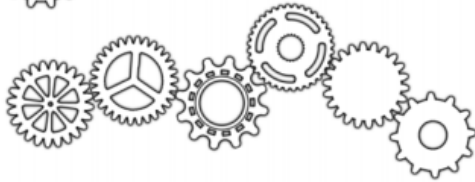
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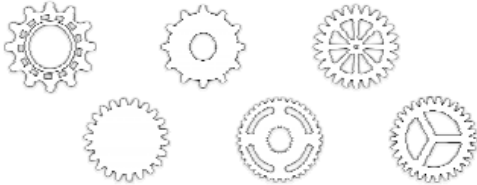
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2 VP EACH - 1 AT A TIME ONLY



ACTIVATE THE MACHINE:
PAIRS.

11	10	6	3	1



ASSEMBLE MACHINE LEFT TO RIGHT.
SCORES COGS BY POSITION IN COMBO.



11



10



6

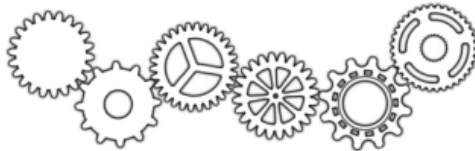


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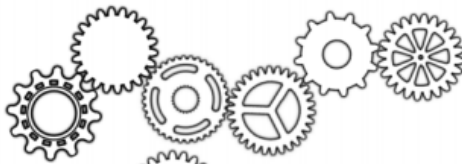


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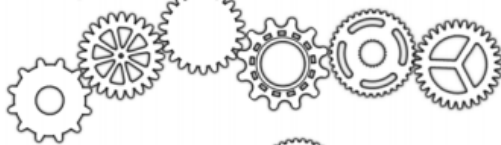
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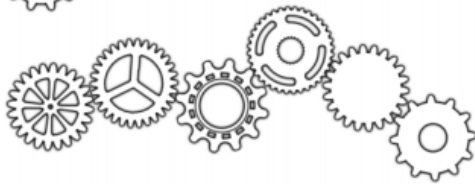
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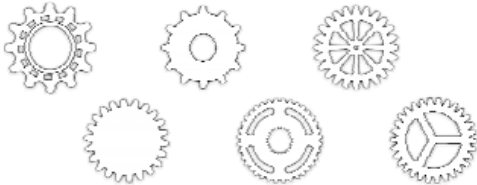
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2 VP EACH - 1 AT A TIME ONLY



ACTIVATE THE MACHINE:
PAIRS.

11	10	6	3	1

ALVOS



**SOME
ASSEMBLY
REQUIRED**

1-6 PLAYERS

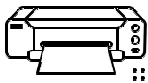


AGE 10+



40-50

**For best
results, print
in black &
white.**



THE TROUBLE WITH ALVOS

Even before the war broke out, the next dimension was no place for an Alvo. The Seirina dragons were prone to sneezing fits that left many an alvo rubbing his burnt hindquarters gingerly. While war between Yvhada and Sopavre determined to render one another extinct should have led to an eventual sigh of relief, things only wound up worse, as the villainous Sopavre's dwindling armies forced them to seek other means to wage war. The weak-willed Alvos proved to be far too easy to manipulate, and when they unwittingly began to attack the Yvhada at the Sopavres' behest, they made a terrible new enemy. As Alvos began to disappear one by one it was clear something had gone horribly wrong, and their only hope of survival was to escape this cavelike dimension through any means necessary.

Meanwhile, Maximilian Meeple of New Meepleton middle school was destined to become the champion of his 5th grade science fair. That was until his baking soda vinegar volcano went awry. For what he thought was vinegar was something else entirely, and, during the volcano's test run, he obliviously tore a rift in the universe, through which a pair of Alvos spilled out, and legends of their escape quickly became... legendary. And the quest was on to build a machine to make the rift bigger, so that all of the Alvos could save themselves.

You, brave explorer, are among the Alvos looking to assemble the contraption by which you will leave the Next Dimension forever... If you don't bring the cave down first.

SCOPE

In this competitive roll&write card game, you will be searching the cave for cogs, careful not to collect more than your Alvo can carry, adding them onto your contraption. The game ends climactically with a skirmish of Sopavre intent on destroying your machine.

Alvos is a semicooperative game. This means that, while you may win on your own, it is possible to lose together.

SETUP

The game comes with the following components: 20 exploration cards, eight discovery cards, a cave, one inventory sheet per player, and a machine.

- Separate Discovery cards from Exploration cards.

- Shuffle Exploration cards, and place them face-down in your play-space. Flip the first card, forming a discard pile.
- Shuffle the Discovery cards, and reveal these in a line left-to-right, above the exploration cards.
- Give each player an inventory sheet and a pen or pencil.
- Place the machine in the center of the play area.
- The start player is whoever most recently visited a cave. Give this player the cave board.

You are ready to begin.

PLAY

On your turn, draw an Exploration card. Decide how you will play it on top of the previous card. The difference between the top of your card and the top of the previous card will determine which column of the cave you will enter.

For example, suppose the top of the previous played card is a 6. Your card has an 11 and a 3. You will either play the 11 side, entering column 5 ($11-6=5$), or play the 3 side, entering column 3 ($6-3=3$).

In the column of the cave is a number, corresponding to a Discovery card (counted left to right) in the discovery row. Take this card, perform its action, take its risk, and then place the Discovery card at the end of the Discovery Row. (You may shift other cards as needed, but you may not change their order.)

DISCOVERY


There are 6 common Discovery cards, a special card, and a Build card.

Common Discovery cards allow you to collect the 2 cogs shown at the top. Mark a star next to a cog you collect on your inventory sheet. *You cannot carry more cogs than your strength.* If you must decide which cogs to keep, you may discard a cog from your inventory by Xing it out.

The Special Discovery card allows you to collect any 2 items shown. You may collect 2 items of one type if you choose.

Diamond: Mark off the leftmost unmarked box next to the diamond on your inventory sheet. These diamonds are worth points at the end of the game.

Bolt: Use a bolt to skip a cog in the sequence when building the machine. Bolts also serve to break ties at the end of the game.

 **Strength:** Increase your Alvo's strength by 1. *You cannot carry more cogs than your strength.*

The Build Discovery card allows you to build a part of the machine. *Only you* will build at this time. See the Build Section for further information.

RISK

At the bottom of each Common and Special Discovery card is a type of risk. *There is no risk on the Build card.* Risk occurs after the discovery action



YVHADA: You are ambushed by an Yvhada hunter. Roll the 10-sided die. If the die is equal to the number of cogs you carry or lower, lose one strength (reduce the number next to the Alvo on your inventory sheet), and discard a cog if necessary. Otherwise, you escape.



SEIRINA: A Seirina dragon sneezed. Roll a 10-sided die. If the space you marked in the cavern is higher in value than the roll, lose one strength (reduce the number next to the Alvo on your inventory sheet), and discard a cog if necessary. Otherwise, you escape.



SOPAVRE: The Sopavre don't mind Alvos, provided the Alvos don't plan on going anywhere. Examine the upside-down number on your played Exploration card. Then, color in one of the fire symbols on the machine directly above that value. If you are playing with the *Corrupted Alvo Expansion*, give the corrupted alvo to the player who X'd out the fire symbol, *only after the X has been made*. If all four fire symbols above a single number are filled in, the game ends immediately. All Alvos lose, or the current corrupt Alvo wins.



CAVE IN: Roll a 10-sided die, and X the bottom-most space of that column, and each adjacent space (the bomb cannot be X'd out if adjacent). If the column is already fully X'd out, or if you X out the bomb (column 6), all Alvos lose. If you are playing with the *Corrupted Alvo Expansion* and the bomb goes off, the corrupted alvo wins.



BROKEN COG: If you are holding any cogs when activating the Special Discovery card, X out the cog of your choice.

ZERO SUM (DOUBLES)

On occasion, you may be able to play a card matching the top value of the prior card, resulting in a 0 sum. This activates a special bonus.

11'S: Collect a diamond. Pass the cave. End your turn.

10'S: Draw a card. Pass the cave. End your turn. As the result of this, you will now have a choice which card to play on your turn, increasing your options. You will still only play 1 card on your turn.

6'S: Cross out the topmost unmarked space of the 6 column. This results in:

1. Collect any 1 cog.
2. Collect a diamond.
3. Collect any 2 cogs.
4. Collect any cog and a diamond.
5. Collect any 2 cogs.
6. Collect 2 diamonds.
7. KABOOM!!! Game over.

3'S AND 1'S: Flip the unplayed Exploration cards creating a discard pile. Shuffle the played cards, creating a fresh deck. Then open the build action. *Keep in mind that if you run out of Exploration cards to draw, the game is over. Alvos lose.* If playing with the *Corrupted Alvo* expansion, the corrupted Alvo wins.

BUILD

If a build action occurs due to the Build Discovery card, only the player who activated this card will build. If the build action occurs because a 1 or 3 has been paired, the player of that card will build first, and players will build in clockwise order, with each player after the first only installing a single cog.

Cogs can only be installed in sequence left to right. You may install as many cogs as you possess in multiple sequences, provided you don't skip any cogs left to right.

You may spend a bolt to skip a single cog in sequence. You may use multiple bolts at once.

When you install a cog, X it out and initial above the X. You may not install a cog if it has already been X'd out. If someone has X'd out a cog later in the sequence, when you come to it, skip over it as though it weren't there.

You may also install a single cog in the lower section, provided you install no other cogs during your build action.

POWER THE MACHINE

If playing with the *Corrupted Alvo* expansion, the game ends when the machine is built. The highest scoring Alvo wins. Jump to *Scoring* section.

If playing without corrupted alvos, the game may optionally end after the skirmish. During the skirmish, remove the cave and Discovery Cards from play; shuffle the Exploration cards.

Your goal will be to play doubles to power the machine.

Flip the topmost Exploration card.

Draw a card. Play it to double the deck if possible. Otherwise, the upside-down value gets colored in.

If you play a new double, mark its box on the right of the machine. Otherwise, doubles have no effect, positive or negative.

When you play the first card after a double, there are no negative effects.

Pair all 5 values without destroying the machine or running out of cards to create the rift and enter the scoring phase. Otherwise, alvos lose.

SCORING

Each initialed cog is worth its assigned value shown to the left of the sequence.

Score additional points for diamonds collected.

Optionally, deduct 1 point for each left-over cog. (Advanced games only.)

If you end the game as the Corrupted Alvo, lose 3 points.

Finally, if tied, whoever collected the most bolts (used, or unused) wins the tie. If still tied, the tied player with the fewest initials wins.

CORRUPTED ALVO EXPANSION

If you have chosen to play with the corrupted Alvo, remember that the Sopavre use mind control to manipulate the Alvos to their bidding. In this case, from the time you become corrupted, by triggering a Sopavre Risk, you will endeavor to sabotage your opponents. While corrupted, you will not have the option to install cogs or collect them. Instead, during the build phase, you will color in a fire symbol of your choice. You will also succeed by triggering a bomb in column 6 (see cave in), causing the deck to run out, or causing the last of 4 fire symbols on any value of the machine to be shaded in. Keep in mind that if you trigger a Sopavre Risk, you won't be able to seize the Corrupted Alvo token from another player until the fire is already shaded. Strategize carefully.