

Alvos

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 obviously 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.

Regarding Alvos

Alvos is a roll&write pick-up-and-deliver game for 1-6 Alvos. (Special adjustments for solitaire and 5-6 players at the end of the rulebook.) It plays in about 30 minutes, and is designed for ages 10 and up.

Over the course of the game, you will collect cogs to deliver to the engineer as he assembles a 5-part machine. As you deliver cogs, you will score points, using a +Scoring system, by which others' scores will increase your own. After the engineer has passed around the cave 3 times, the game will end, and the highest score will win.

But use caution; sinister forces within the cave are intent on destroying the Alvos and their machine, and may bring the entire cave crashing down.

Set Up

You will need:



Two 6-sided Dice



One Alvo marker per player (While Alvos are white cuboids, other colors/shapes may be used to distinguish one from another.)



One engineer marker



One pencil per player

The game board and inventory sheets on the following pages.

Place the engineer on the outer hex of the gameboard marked 20.

Give each player their inventory sheet, pencil, and Alvo. Name your Alvo, making such each has a different first initial.

Players should roll a die to determine the start player. Also, your first roll should be written in the top left box of the Unused Dice section on your inventory sheet.

You are ready to begin.

Play

On your turn, you will roll two dice. First, add your roll to the unused die value from your inventory sheet.

3-9, 12-18) Continue to **Resolution**.

11) Advance the engineer to the next outer hex clockwise; check off the leftmost box in the engineer's previous location. If you advance the engineer to hex 10, increase your Alvo's health by 1, then advance the engineer clockwise to the next hex.

Check off the boxes in both previous locations. Then continue to **Resolution**.

10) Resolve an Event. Then continue to **Resolution**.

Events

Seirina Sneeze

Your Alvo loses 1 health. All Alvos in adjacent hexes at the end of the round lose 1 health.

Sopavre Sabotage

Mark the fire symbol on the machine in the outer hex matching either of your rolled dice. If you color in the 2nd fire symbol on that part of the machine, the machine is destroyed and all Alvos lose.

Windfall

Collect 1 cog shard and a bolt or cog of your choice. (see *bolts*)

Trip

Lose 1 cog and color in 1 cog shard (see *cog shards*)

Yvhada Attack

Your Alvo loses 1 health and 1 cog of your choice. If you are not holding any cogs, lose 1 health and skip your turn.

Cave In

X out Hex 1 (containing bolts). If this occurs twice in one game, all Alvos are defeated.

Resolution

If you rolled doubles, first collect a cog shard (shading one of the 9 cog shards on your inventory.)

You will now have the opportunity to collect a cog, or possibly turn in a number of cogs to the engineer.

To collect a cog: 1) Combine one of the dice you rolled with your unused die. Cross off the old unused die value and add the remaining die to your Unused Dice section, or 2) Combine your two new dice. Leave the old unused value in its place. There is a slight scoring advantage to using unused dice.

Place your Alvo on the hex with the corresponding value (either left or right of the slash), and collect a cog.

Alvos

If the hex has been caved in, choose another hex if able, or pass your turn.

To deliver a cog to the engineer, 1) match the engineer's position with your unused die, or 2) match the hex adjacent to the engineer's hex with your current roll.

Cogs must be delivered in sequence, left-to-right. When delivering cogs, you may deliver as many as are unmarked, or fewer. Then, mark these off as delivered.

+Scoring

1 cog delivered scores 1+ points.

2 cogs delivered score 3+ points.

3 cogs delivered score 6+ points.

4 cogs delivered score 10+ points.

Scores are doubled when 1 bolt is turned in with your delivery. You may not turn in more than 1 bolt with each delivery.

How does +Scoring work?

The first player to deliver one or more cogs will X off the score he generated, putting his Alvo's initial near the X'd value. The next players to score points will skip the X'd value.

For example, if the first player turns in 1 cog, he will score 1 point. The 2nd player to do so will pass over the X'd value to score 2 points. When the first player scores again, he will skip over the other values X'd out after his.

While it may seem advantageous to hold off scoring until others have scored, each initial you mark beyond your first will also score 2 points.

For example, player 1 regularly turns in 1 cog per delivery, scoring the first 4 spaces. Player 2 turns in 3 cogs, skipping the first 4 spaces. As a result, both players have scored 10 points.

Beyond scoring for signatures, only the last mark along the scoring

track is calculated in the end game score.

Other Scoring Considerations

Unused cogs count as -1 point each at the end of the game, so it is only truly ideal to collect cogs you can successfully turn in.

Each row of unused dice filled will score 1 point. So regularly using your unused dice round to round will gradually add up over the course of the game.

While bolts are worth -2 points each if held at the end of the game, when scoring cogs, you can also turn in a bolt to double the score.

Cog shards are worth -1 point each, but a completed wild cog, made from 3 shards, can be used in place of any cog, and X'd off of your inventory sheet.

End Game

The game ends when the engineer has completed his machine (there are no cogs left to collect) or he has circled the cave 3 times (when an X has been placed in all 3 boxes of each outside hex), or when any player achieves a score of 19 on the tracker. Count up scores as described to the right. The highest scoring Alvo wins.

Take special note of the *Sopavre Sabotage* and *Cave In* events, as these may end the game prematurely with a loss by all players.

If your Alvo's health is reduced to 0, you are eliminated; in this case, the game continues for a maximum of 2 rounds after the first elimination before scoring.

Solitaire At Axel

When playing solitaire, you will compete with the alvo Axel. He X's out a value on the score track each time the Engineer moves. Mark his

initial over these scores. At the end of the game, add each of his initials and multiply by 2 to get his end game score. If his score is higher than yours, Axel wins.

Solitaire At Sopavre

In this variant, the Sopavre attempt to destroy the machine. 10's no longer trigger events. Instead, after the Engineer advances (11), if the X'd boxes outnumber the X'd cogs, you will X out a cog (no points are scored), and shade in a fire symbol on the machine. Your objective is to score 20 points before the Sopavre destroy the engineer's machine.

5-6 Players Variant

After all Alvos have been placed, if you are alone in your hex, you have the option to gain an additional cog of the type indicated on the hex.

2+ Players Cooperative Variant

In this variant, you will not score points. Instead, after placing the Engineer, X out boxes in the outside hexes counter-clockwise from him. To win, you will need to complete the machine before all boxes are X'd, with no more than 2 unused cogs per player.

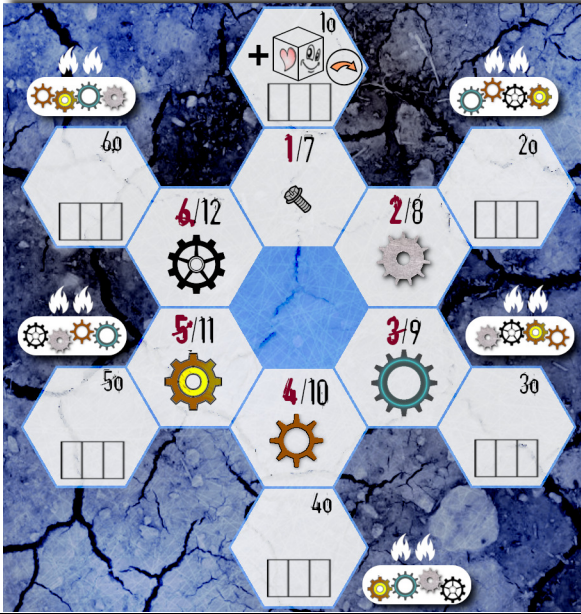
Dedication

Back in December, I was playing Trouble (Hasbro) with my 7 year old nephew, and, all due respect, neither one of us much enjoyed the core mechanisms. (It's an old game; we've come a long ways in 54 years.) That's when we got the idea for +Scoring; rather than sending each other back to start, we would add the pegs we jumped to our movement; the game became more strategic for both of us. Now he regularly asks to play games with his proud uncle. So this game is dedicated to my nephew Lucas. Thanks for the cool idea, bud. I can't wait to try this game with you.

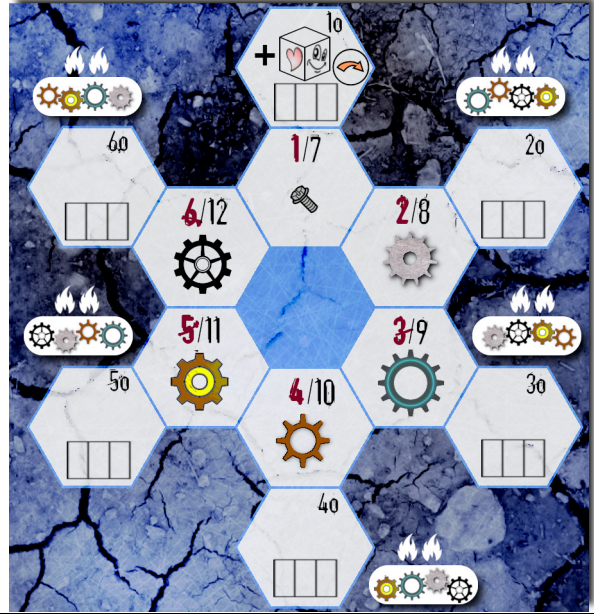
Alvos

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S 1 2 3 4 5 6 7 8 9 10 11



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19

Alvo Name

Inventory

Unused Dice

3

Alvo Name

Inventory

Unused Dice

3

Alvo Name

Inventory

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3

Alvo Name

Inventory

Unused Dice

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Alvo Name

Inventory

Unused Dice

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Alvo Name

Inventory

Unused Dice

3

You will need:
 Two 6-sided Dice

One Alvo marker per player
 One engineer marker

One pencil per player