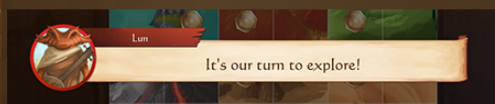


THE BASICS



Each player has a banner that displays Coins, Cards, Markers, and Victory Points. When it is a Player's turn, their banner will unfurl to indicate that they are the Active player.



The game is played in rounds, with each player taking a turn during the rounds.



The game ends on the round when a player gets a total of ten cards in their inventory. However, in the demo version, the game will end at six cards.

STARTING THE GAME



Select the team for each player and whether you will compete against computer or human opponents.

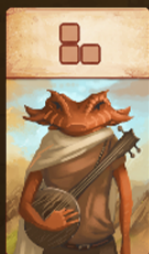


Click on the upper left of the player avatar to set who goes first. A green gem will appear for the player who goes first.

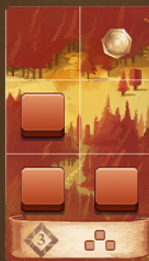


Your pattern orientation is randomly set, but you can change it by clicking the left and right buttons beside the pattern icon below the character.

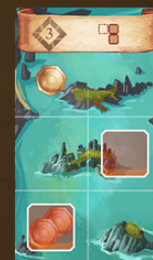
PLACING MARKERS



Each card has the portrait of its character, and an explore pattern that shows how this card will position explore markers on the board.

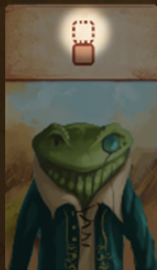


The shape displayed on the card must fit completely within the edges of the map. Each square can only hold one explore marker.



If you place any explore markers on coin symbols, you get a coin for each symbol you have covered!

OPTIONAL MARKERS



Some patterns contain one or more blank markers. These are optional markers that can be used to place an explore marker for a cost of two coins per space.

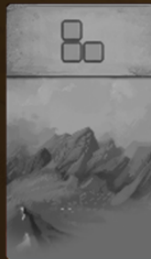


You may use coins that you gain during the same turn to pay for a marker.



Since these spaces are optional, they are allowed to leave the confines of the board.

USED CARDS



After using a card to explore, that character is busy searching and cannot be used again until it rests.

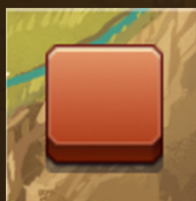


As the start of a turn, if all of a player's cards have been used, then entire team becomes available again.



There is a way to get your character cards back quicker, and that is to pay for an Early Rest. The cost is one coin per active character on your team.

CLAIMING MARKERS



Each player has 24 Explore Markers that they can place on the map. These are returned to the player's inventory when a card is claimed.



At the end of your turn, if all six squares of any land card are occupied by Explore Markers, the lost character there is found! If multiple players have explore markers on a completed card the player with the most claims the card.



If there is a tie for the most markers on a completed card, each tied player enters an auction to win the card. Each player may only bid once or pass, and each bid must be at least one coin greater than the last. A bid of zero coins is allowed.

END OF GAME



At the end of the game, the winner is whomever has the most Victory Points. The number of Victory Points earned on a claimed card is displayed on the lower left of each map card.



Coin amount is used for tie breaking.

If the victory points are the same, the number of coins a player has is used as a tiebreaker.



If this still results in a tie, all of the players that tied share the victory!

GOOD LUCK!



Vera

You now have an understanding of how a basic game of Roam is played. Best of luck finding those poor afflicted wanderers!