PRIMAL

THE AWAKENING



LEARN TO PLAY



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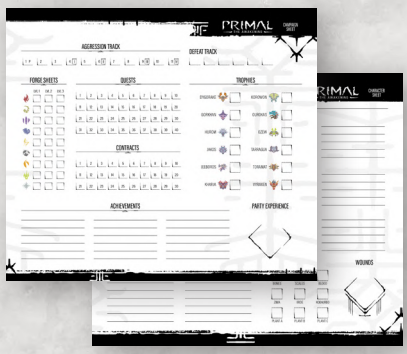
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1. COMPONENTS (PROTOTYPE)



Combat Board
x1



Character & Campaign Sheets
x1



Quest Cards
x2



Hunter Sheets
x4



Action Cards
x104



Mastery Cards
x6



Item Cards
x41



Forge Sheet
x1



Alchemist Sheet
x1



Weapon Cards
x11



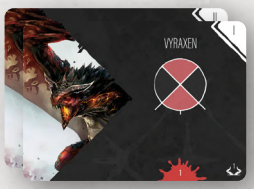
Resource Cards
x30



Herb Cards
x12



Monster Sheets
x2



Stance Cards
x6



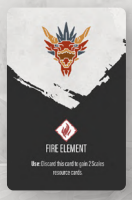
Peril Cards
x7



Objective Cards
x2



Behaviour Cards
x20



Element Cards
x4



Vyraxen
x1



Toramat
x1



Attrition Cards
x10



Great Sword
x1



Great Bow
x1



Hammer
x1



Sword & Shield
x1



Struggle
x10



Damage 1-5
x25



Damage 10-50
x9



Counter
x19



Round
marker x1



Aggro
x1



Threatened
x4



Stamina
x5



Wound Cards
x8



KO
x4



Deplete
x7



Stun
x1



Blind
x1



Armor
x3



Strain
x4



+1 Damage
x2



+1 Attrition
x1



Acceleration
x1



Fire
x4



Brush
x1



Rock
x6



Sand
x2



Plateau
x1



Baethanis
x1



Cyricae
x1



FULL COMPONENT PREVIEW

The prototype includes only the necessary components to play the Prologue and to learn the basics of the game. Here is a quick look at the full components of the game (Core Set).



It is nine years since our expedition landed in the continent of Thyrea, our new home.
Alborea, heart of humankind, grew as our people harvested, hunted and explored.

But we had been warned by the discovery of the megalith, the elders' stone.
Ancient threats are upon us and the Prophecy states the end will not be long in coming.

The sages call it
"the Awakening".

Extract from what remains of "History of Alborea", Unknown author, dated to 89 A.D.





2. OVERVIEW

Primal: the Awakening is a fully cooperative game for 1-4 players set in a fantasy world where humans struggle to survive an untamed wilderness.
Players take the role of hunters embarking on different quests to fight against monstrous creatures, collect loot and unveil mysteries and secrets about the savage world of *Thyrea*.

This Learn to Play book contains the rules for combat and guides the players through the Prologue, which is the introductory scenario as well as the beginning of the campaign.
More advanced topics are included in the Campaign rules, where the rules for Campaign mode and Expedition mode are explained.

CAMPAIGN MODE

The game is designed to be played as a serie of multiple sessions throughout an epic campaign.
During the course of the campaign players unlock different story paths and game content based on their decisions. As the campaign progresses they also level up their own character and gather crafting materials to build weapons, armors and various gear. The campaign mode is fully replayable: after the first run your party will have encountered only a portion of the game content.

EXPEDITION MODE

Campaign mode is not the only way to play. If you prefer quick one-shot scenarios over a long campaign game, the Hunt mode is definitely for you!
In the Hunt mode you select a monster to hunt (choosing from the different available scenarios), follow quick setup rules and enjoy a standalone quest in the world of Thyrea!

3. PROLOGUE

The Prologue is the first act of the campaign and the first step in learning how to play Primal: The Awakening.
Note: always start from the Prologue when you begin a new campaign.

The aim of the Prologue is to introduce the players to the basics of the game guiding them through their first scenario. By the end of the the Prologue, you will have experienced the fundamentals of the gameplay being ready for harder challenges in Campaign mode or Expedition mode.

Read the following introduction, *The Valley of Blood*, and then follow the setup rules at Chapter 4.

The hunt begins!







The Valley of Blood

Prologue

You have been walking for the past few hours entering the depths of the Crimson Woods. The air is warm and an eerie silence has gripped the forest: the wild nature listens to your footsteps.
Red-crowned trees all around you remind of candles and fires heating the forest. The flames remain motionless as if a moment of their burning had been captured; you walk through the paths among them feeling like you were outside of time.

You break out the map. The missing patrol was heading to the "Valley of blood" and you are almost approaching the point indicated by your commander. The wilderness is overwhelming here. All kind of plants and herbs stand in your way, a kaleidoscope of living lights and colors.

Weapons on your shoulders, you advance cautiously as the vegetation gets deeper and the air gets humid and difficult to breathe.

Suddenly, something you never expected: a deep roar in the direction of the Woltyar breaks the silence, followed by groanings of animals and beasts all around you. After being dormant for centuries, the largest volcano in Thyrea has reawakened.
As you find a breach through the forest, you incredulously see ash clouds rising from the caldera and slowly painting the sky in black. The prophecy. Was it right, at the end? Your heart skipped a beat.

The earth violently shakes. "No time for fear", your master used to say. You frenetically run and reach a small clearing. Then you see it:
a large shadow showing up from the darkness in the sky!
It rapidly swoops down on your position but you evade it just in time.

A huge wyvern towers over you and sniffs the air nervously.
You all shout to be heard over the beast's growl and you frenetically stand up forming a line to face the creature.
Its veins filled with the heat of fire pulse and glow all around its muscled body. You see the fury of the volcano itself as the monster's massive jaws ferociously stretch and the light of the flames almost blinds your courage.

But you, hunters, have no time for fear.

4. SETUP (2 PLAYER EXAMPLE*)

1. Combat board

2. Monster miniature

3. Hunter miniatures

4. Terrain tokens
   - 4a. Brush
   - 4b. Cyricae
   - 4c. Baethanis

5. Round marker

6. Monster area
   - 6a. Monster board
   - 6b. Behaviour deck
   - 6c. Attrition deck
   - 6d. Stance deck
   - 6e. Peril deck
   - 6f. Objective deck

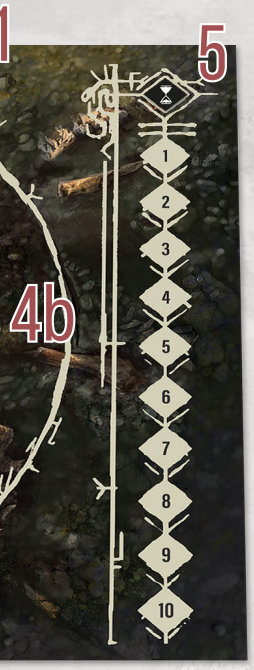
7. Player area
   - 7a. Hunter board
   - 7b. Hunter deck
   - 7c. Equipment cards
   - 7d. Mastery card

8. Tokens









6b



6c



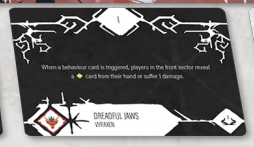
6a



6d



6e



6f



d









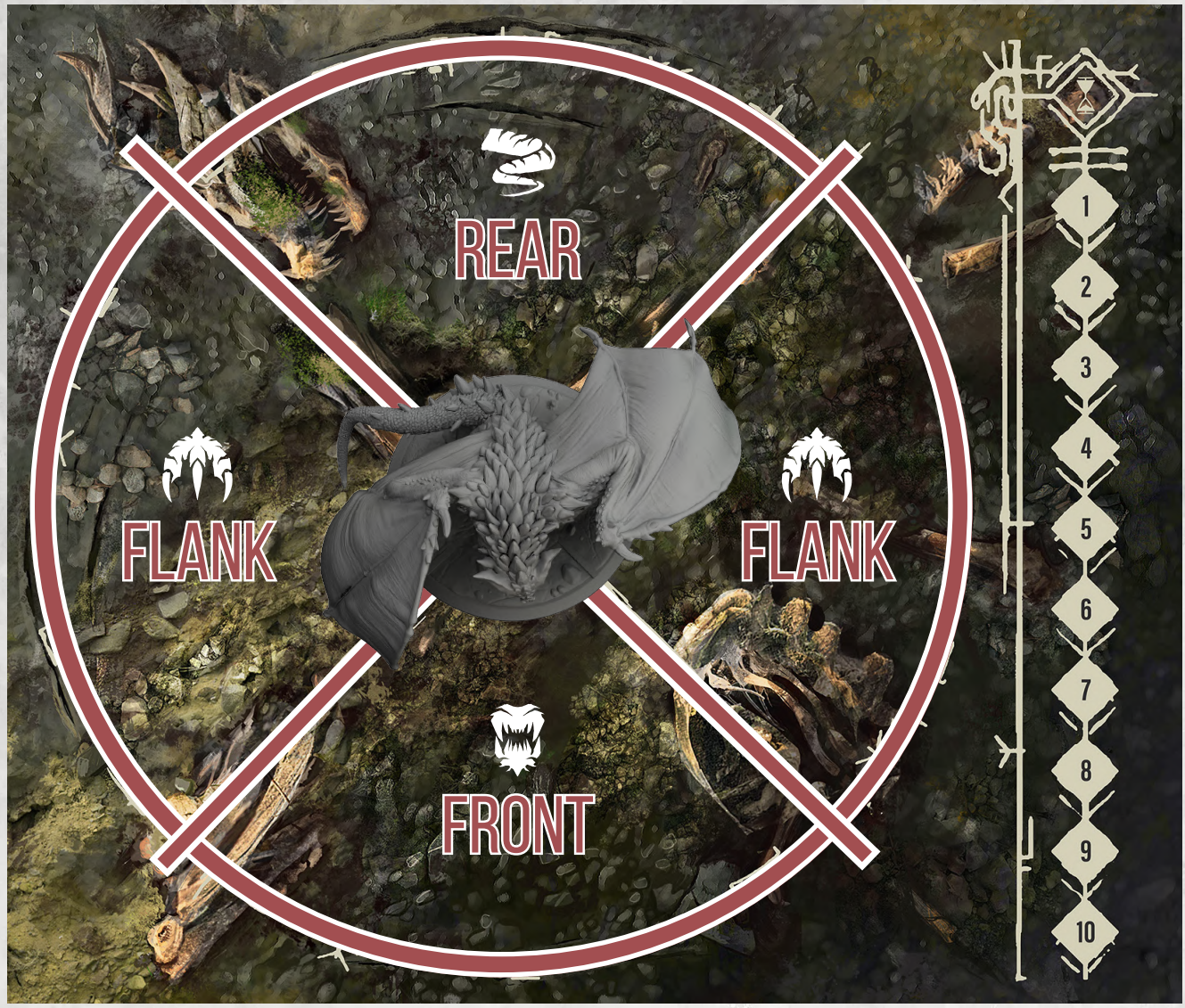


* For a 3 or 4 player setup, simply add the appropriate Player areas and place the additional Hunter miniatures in the front sector of the board together with the models in the example.

4.1 COMBAT BOARD

The combat board represents the location where the scenario takes place.
The monster is placed in the centre of the board to form 4 sectors: Front, Flanks (right and left) and Rear.

During the game the hunters move from one sector to another and the monster changes its orientation based on the players' actions. This means the relative position between hunters and monster dynamically changes having important gameplay implications. The tactical positioning on the sectors is crucial for the players to avoid Monster's attacks, to hit specific weak spots and to complete objectives during the scenario.



Front, flanks and rear sectors



In this example Mirah (1) moves from the Front sector to a Flank sector (2). Rules and requirements for movement will be explained in detail in Chapter 5.



In this example, the Monster changes its orientation turning to Thoreg (1). As a consequence, Thoreg is now in the Front sector while Dareon (2) is in a Flank sector and Mirah is in the Rear sector (3).

TERRAINS

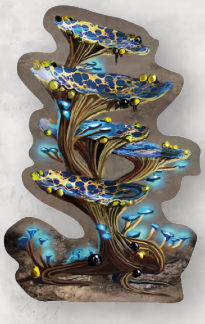
Terrains are used in the game to characterize the surrounding environment. Each Terrain has different rules which are explained in detail in Chapter 7. The setup rules for each scenario specify the type of Terrains to be used as well as their position on the board.
Here are the Terrains you find in the Prologue setup:



Brush



Cyricae



Baethanis

4.1 THE HUNTERS

In *Primal: The Awakening* each player controls a character to form a group of hunters.

During the setup of the Prologue each player chooses their own character among 4 available hunters.
Each hunter belongs to a specific class being bounded to a unique weapon type and combat style.
The choice of the hunter class gives access to a unique set of craftable weapons during the campaign.

SOLO MODE

The minimum size for the hunter group is 2, so if you want to play solo you have to control 2 characters at the same time.

Once the characters have been assigned, each player takes all the components related to their hunter and sets up their play area.

DAREON
Great Sword



MIRAH
Great Bow



THOREG
Hammer



LJONAR
Sword & Shield



Let's see an example for *Dareon, the Great Sword*:



1. Miniature. Take the model related to your character. Players choose the starting position for the hunters on the board based on the options showed in the setup instructions of the scenario. **In the Prologue, all hunters start the game in the Front sector.**

2. Hunter board. The Hunter board includes spaces and slots to organize your play area.

3. Starter deck. Starter decks include only cards with Experience value equal to 1. All other cards with a higher Experience value will be available as deck upgrades during the course of the campaign.

4. Mastery card. Your Mastery card represents a special talent you exhibit in combat. For the Prologue take the Mastery card with Experience value equal to 1.

5. Starting Equipment. Equipment cards define your character's level and strength. You start with Level 1 basic equipment (Base weapon, Base Armor and Base Helm) and one Alemore potion card. You will have the chance to craft wonderful and more powerful equipments during the course of the campaign.



Experience value

4.3 THE MONSTER

Your main objective during a scenario is to defeat a Monster.

Let's learn more about the Monster components:



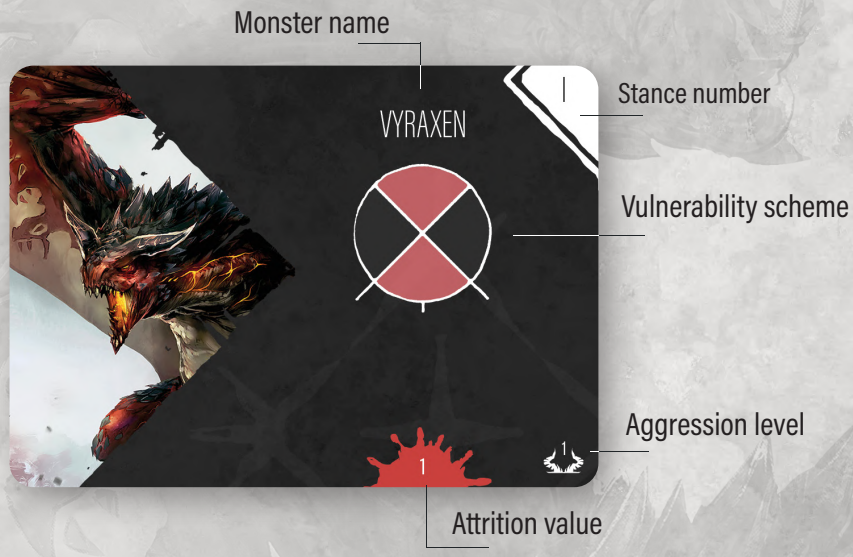


1. Miniature. Each monster is represented by a unique model which is placed at the centre of the combat board.

2. Monster board. The Monster board helps organizing the monster components on the table.
Also, the Monster board features the Monster's Trophy (2a), the Monster's Element (2b) and the Life points table (2c).
The Life point table shows the life points related to each of the Monster's Stances (I, II, III) based on different player count.

3. Stance cards. The Monster starts the game with Stance I revealed (as shown in the image).
Each Monster is represented by multiple Stance cards (see the Stance number on the top right of the card).

Stance card



4. Peril deck. Each Stance has one or more Peril cards associated to it.
Vyraxen starts the game with *Dreadful Jaws*, the Peril card associated to Stance I, the active Stance.
Each Peril card grants passive abilities to the monster. As the Monster advances to the next Stances, new Peril cards come into play to represent the monster getting stronger and more dangerous!

5. Behaviour deck. The Behaviour cards are the core of the monster's AI, representing its action patterns and attacks. At the start of the Prologue, shuffle the Behaviour deck and then place 3 Behaviour cards face-down onto the three dedicated slots in the Monster board (in the image you can see an example of 3 random Behaviour cards). The cards in those slots are considered to be the active Behaviour cards.

6. Attrition deck. Fighting in close combat with a Monster is very dangerous! The Attrition cards represent an additional threat for the players and they will be explained in detail on Chapter 5.

7. Struggle tokens. The Monster collects Struggle tokens during the game which represent a measure of its growing fury and momentum. Removing Struggle tokens to control the Monster is an important part of the game.

8. Objective deck. Based on the specific Monster, players have to complete special objectives which are described on the Objective cards. Rewards for completing them can vary from receiving special attack bonuses to weakening the Monster or even modifying the environment of the fight.

AGGRESSION LEVEL

All Monster components feature the Aggression level symbol (ex:  = Aggression level 1) which represents the difficulty level of the Monster.
As you play through the campaign, you will encounter Monsters at different Aggression levels (the same Monsters can also be encountered at different Aggression levels!).
All components of the Prologue are related to a  Vyraxen.

5. HOW TO PLAY

At the start of the game players arbitrarily assign the Aggro token to one hunter in the group, whose controller becomes the first player. Each player draws 5 cards from their deck and then you are ready for the fight!

MULLIGAN

When drawing cards at the start of the game, players may perform one mulligan.
When performing a mulligan, choose any number of cards in your hand and place them on the bottom of your deck. Then draw that number of cards and then finally shuffle your deck.

A game is played in a series of 10 rounds.

Each round is divided in two phases: **Monster phase** and **Action phase**.

During the Monster phase the Monster collects Struggle tokens and prepares for the fight.
Then, in the Action phase players take their turn in clockwise order, starting from the first player, with the Monster reacting to their actions based on its active Behaviour cards.

5.1 MONSTER PHASE

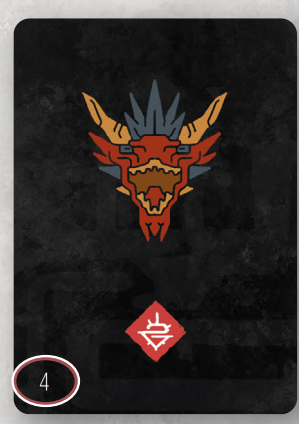
During the Monster phase do the following:

► **Struggle**. The Monster gains 1 Struggle token (1 = 1 per player; this formalism is largely used in the game). Every time the Monster gains a certain amount of Struggle tokens, place that amount of tokens on the monster board.



Struggle token

► **Behaviour Switch** (skip this on turn 1). Discard the active Behaviour card with the lowest Switch value and replace it with the topmost card in the Behaviour deck. If two or three active Behaviour cards have the same Switch value, replace all of them.



Switch value

Behaviour card

STRUGGLE ESCALATION

At any time during the game, if the Behaviour deck is emptied, immediately reshuffle the Behaviour discard pile to form a new Behaviour deck and place 1 Struggle token on the Monster, this procedure is called **Escalation**.

STRUGGLE & UNLEASH ABILITY

The Monster uses Struggle tokens to boost its Behaviour cards effect and activate its Unleash ability. **When the Monster would gain Struggle tokens but it already has 10 or more,** the Unleash ability is triggered. If it is not specified differently, the Unleash ability effect is the following: **all players immediately suffer damage equal to the Attrition value of the active Stance.** After the Unleash ability has been activated **remove 5 Struggle tokens** from the Monster.

Note: Monsters' Peril cards may grant special Unleash abilities that replace or modify the standard one.

5.2 ACTION PHASE

In the Action phase players take their turn in clockwise order starting from the first player, the player who has the Aggro token.

The Monster does not have a specific action window, but it dynamically reacts to the actions performed by the players, depending on its active Behaviour cards.

Let's start by learning how a player turn works and then we will explore the Monster's AI system in detail.

5.2.1 PLAYER TURN

A player turn is divided in Movement and Sequence subphases.

MOVEMENT

At the start of their turn, a player decides if they want to move into an adjacent sector on the board or if they want to stay in their current sector instead.

If a player decides not to move but to remain in their current sector, **they immediately take the Threat token.**

If they decide to move, a player must pay a Stamina cost of 1 (see Stamina Cost for more details on page 22). Then, the player places their hunter miniature in a sector which is adjacent to the current one.

Whenever you move into a different sector on the board, if you have the Threat token, immediately discard it.

Note: unless specified otherwise, when performing a movement action, a player can only move by 1 into an adjacent sector.

THREAT

Being Threatened can be dangerous: you are an easy target for the monster, which in game terms it means you take a larger risk of suffering damage from Attrition (see Attrition damage on page 30 for more details).
Moreover, Behaviour cards and Peril cards effect may interact with the Threatened condition .



Threat token

STAMINA COST

Your hand of cards represents both your combat options and your Stamina. When you perform a movement or when you play an Action card from your hand, you must pay a Stamina cost. Such a cost must be paid by generating Stamina. Stamina is generated by discarding cards from your hand: the cards you discard generate a number of Stamina points equal to the number of on the bottom left of the cards.

Note: you may discard multiple cards in order to generate the required Stamina points to pay a cost.
However, **any Stamina points that are generated beyond the cost are lost**.



Ironblast has a Stamina cost of 3

You discard Heavy Smash (1 Stamina point) and Adrenaline (2 Stamina points) in order to pay the cost of 3.





TERRAIN RULES

Another important reason why players may want to move on the board is to take advantage of Terrains. Here below you can find rules for the Terrains included in the Prologue:



Brush

Brush: When you start your turn in a sector with a Brush terrain or when you enter a sector with a Brush terrain, you may decide to place your miniature onto that terrain tile. If you do, name a player and immediately stop your turn. You will continue your turn after the player you named.

Note 1: You cannot use the Brush terrain if you are in the Front sector.

Note 2: Brush terrain can be used only by one player at a time.



Baethanis

Baethanis: When you start your turn in a sector with a Baethanis terrain, you may Heal 1 (remove 1 damage token from your Hunter board) for each Baethanis in your sector.



Cyricae

Cyricae: When you play an Attack card, if there is a Cyricae terrain in your sector, deal additional damage to the Monster equal to your Weapon level (see more details on Weapon level at page 29).



Fire
front: red
back: yellow

Fire: Fire terrains can be **red (front)** or **yellow (back)**. Fire terrains enter the game on their red side. At the end of a round, remove all yellow fire terrains from the game and flip all red fire terrains to their yellow side.

Players in a sector with a Fire terrain (red or yellow) cannot play any cards from their hand (i.e. they skip the Sequence step of their turn; see the next page for details on Sequence).

If you are instructed to place a Fire terrain in a sector where there is already a Fire terrain, deal 1 damage to all players in that sector instead.

Terrain Interaction : When you place a Fire terrain on a sector, remove all Brush terrains from that sector.

SEQUENCE

After Movement, **a player can play up to 5 cards from their hand to form a Sequence of Action cards**.

In order to play a card from their hand, a player must first pay its Stamina cost.

Note: when playing a card you must resolve any game effect related to that card before being able to continue your Sequence.



Action card

AGGRO

Cards have a red or grey Aggro symbol.



Cards with red Aggro symbol are called Aggro cards.
When you play an Aggro card, you immediately take the Aggro token.



Aggro token

Action cards can be Offensive or Defensive and they come in four different types each one associated to a different color:

Offensive



Attack card

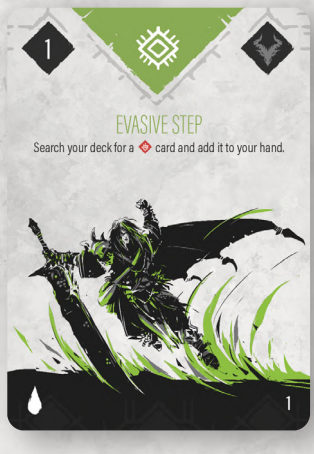


Maneuver card

Defensive



Parry card

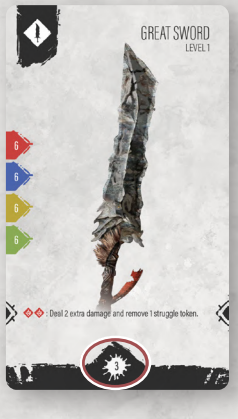


Dodge card

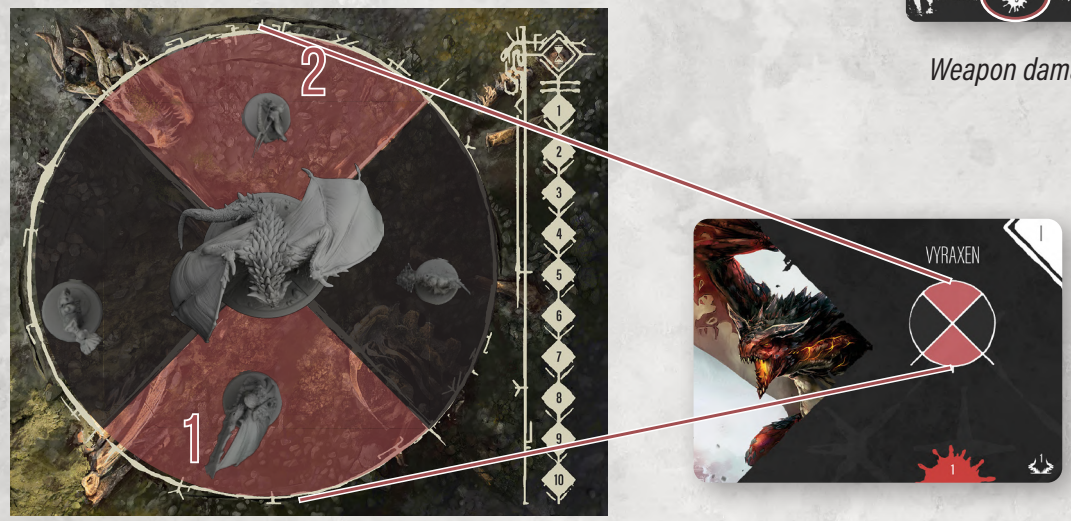
When you play a card in your Sequence you apply the ability text of that card. Then, also resolve a specific effect depending on the card type. Action cards specific effects are listed below:

ACTION CARDS EFFECT

ATTACK CARD: When you play a card, deal damage to the monster equal to your Weapon damage value.
cards can be played ONLY if you are in a **Vulnerable Sector,** which are the sectors indicated by the Vulnerability scheme.



Weapon damage



Following the Vulnerability scheme in the Stance card, Vyraxen's Vulnerable sectors are Front and Rear. So, only players (1) and (2) can play Attack cards.

MANEUVER CARD: Immediately remove 1 Struggle token from the Monster.

/

PARRY/DODGE CARD: Dodge and Parry cards, which are Defense cards, do not have any special effect when they are played in the Sequence. However, it is very important to have them in the Sequence in order to avoid Attrition, which is resolved at the end of the player's turn (see Attrition damage on page 30 for more details).

DEALING DAMAGE

When you deal damage to the Monster, place the corresponding amount of damage tokens onto the Monster board. **When you deal damage, if the total damage on the Monster board reaches or exceeds the corresponding Life points of the active Stance, that Stance is complete and the game immediatley advances to the next Stance**. If that happens do the following:

► remove the active Stance card from the game and reveal the next one following the Stance number order (I, II, III).

► remove damage tokens from the Monster equal to the Life points value related to the completed Stance.

► trigger the **When revealed** effect of the new active Stance.

Then, the player turn continues normally.

Note: **if players complete the final Stance, they immediately defeat the Monster** (see Victory conditions on page 39).



Stance II

PLAYING CARDS OUT OF YOUR TURN

A player can support allies out of turn in two different ways:

► **Assist**: at any time during another player's turn, you may discard a card with the Assist keyword from your hand, if you do, the active player immediately draws 1 card.
Note: a player may Assist the same ally only once per turn.

► **Reactions**: abilities that have the **Reaction** keyword can be triggered out of your turn being played as a response to a specific situation in the game, which is specified in the ability text.



Assist keyword



Reaction Example

SEQUENCE EXAMPLE 1

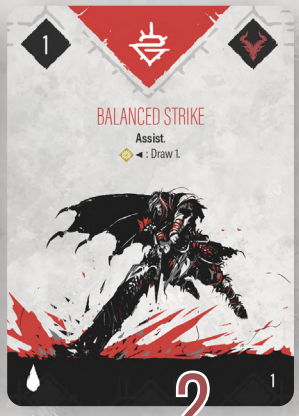
The order in which you play the cards in your Sequence can be very important in the game. For example, many abilities require a specific sequence in order to trigger their effects.





Sequence





1. The first card you play in your Sequence is *Reactive Guard*. The symbol ► means that if the next card you play in your sequence is a , you apply the related effect; in this case you add 2 damage multiplied by your Weapon level (2).

2. By playing *Balanced Strike*, which is a , you deal damage to the Monster and you benefit from the bonus of *Reactive Guard*. Also, the card says that if the previous card in the sequence is a (◄), which it actually is, you draw 1 card.

SEQUENCE EXAMPLE 2





Sequence







Here you can see a powerful combo with *Frontal Assault* and *Knockout* triggering the bonus damage from *Whirlwind*. Also, *Knockout* lets you Stun and confuse the monster since its condition ( ) is met.

SIMULTANEOUS TRIGGERS

It may happen that multiple effects trigger at the same time when playing a card. In that case, unless differently specified in the card text, **the active player decides the specific order of activation for the different effects.**

WEAPON AND EQUIPMENT

In the Prologue you start with very basic Equipment cards, but as you play advanced scenarios the role of your equipment will become more and more important. Here is the anatomy of Equipment cards:



Weapon card

* Your weapon determines your deck composition. In this example, your deck must include 6 Attack cards, 5 Manoeuvre cards, 4 Parry cards and 4 Dodge cards.



Armor card

* Your total Life points are equal to the sum of your equipped Armor and Helm Life point value.

MASTERY CARD

The Mastery is an ability that you unlock during the course of the fight.
Follow the Focus condition indicated on the Unfocused side of your card in order to collect counters on it. When you collect a number of counters equal to the card's Focus value, the Mastery becomes Focused: flip it on its Focused side and obtain its powerful ability text for the rest of the scenario.



Unfocused side



Focused side

In the example above, when you play two Attack cards one after the other in your Sequence, place a counter on the Mastery. When you have 2 counters on this card, the Mastery gets Focused.

Players have access to multiple Mastery cards during the campaign mode so they have the chance to customize their playstyle (see more details in the Campaign rules).

ATTRITION DAMAGE

When you declare your Sequence is complete, you must check for Attrition damage. When you check for Attrition damage, reveal 1 card from the Attrition deck. Its **Attrition value indicates how many Defense ( ) cards you must have in your Sequence to avoid Attrition damage**.
Attrition damage is indicated in the Monster's active Stance card.
If you are Threatened, you must reveal 2 Attrition cards instead of one and take the highest Attrition value between the two.



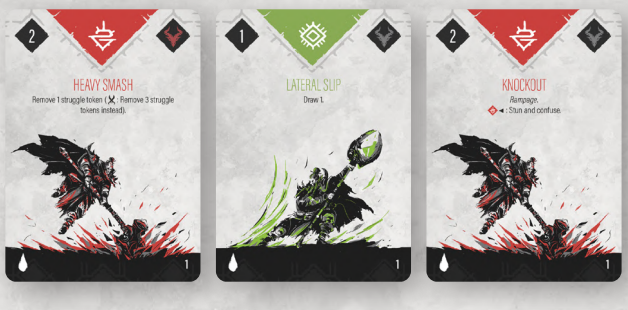
Attrition card

ATTRITION EXAMPLE 1

Alice has a Sequence of (see the image below). The revealed Attrition card shows 1 Defence symbol ( ); since she has 1 Defence card in her Sequence she does not take any damage.



Attrition deck



Sequence

ATTRITION EXAMPLE 2

Since Bob is threatened, he reveals 2 Attrition cards from the Attrition deck and he takes the highest revealed value which is 2 . Since he has only 1 Defence card in his Sequence, he suffers 1 Damage, as indicated in the Monster's Stance card.



Attrition deck



Attrition damage



Threat token



Sequence

LIFE POINTS & KO

When you suffer damage place 1 damage token on your Hunter board. When the damage you sustain reaches or exceeds your total Life points you are immediately KO'd.
If that happens:



Damage token

- interrupt your turn (in case you are the active player)
- discard your hand
- add a Wound card on top of your discard pile
- place a Deplete token on both your Armor and Helm cards
- lay down your miniature on the board indicating the hunter is knocked down
- take the KO token and place it on your Hunter board on its red side

A KO'd player is not eliminated from the game: it takes 2 rounds to recover.
During the next rounds, when it would be your turn, do the following:

1st turn after the KO:

- flip the KO token on its black side.

2nd turn after the KO:



KO token

- discard the KO token
- remove all damage tokens
- draw up to your hand-size limit
- stand your miniature back up on the board
- **your turn ends immediately afterward (ignoring Threat and Attrition)**

At this point you are considered back in the game!

DEPLETE

Deplete tokens are placed on Equipment cards to indicate that the item is damaged. A Deplete token halves (rounded down) the Life points of an Armor or Helm card or the Damage value of a Weapon card (yes, some monster may break your weapons!). Deplete tokens are kept from session to session during campaign mode and can be removed by spending resources (more on that in the Campaign rules).



Deplete token

WOUND CARDS

Wound cards are cards that do nothing other than making your deck less efficient. Indeed, when you draw a Wound card from your deck you immediately have to discard it (following its Reaction ability text).
In campaign mode, when these cards are added to your deck, they permanently become part of it. Players must keep Wounds from session to session until they spend resources to heal them (more details in the Campaign rules).



Wound card

END OF A PLAYER'S TURN

After checking for Attrition damage, your turn ends following these steps in order:

- **Discard all cards in your Sequence** following the order in which you played them (the last card in your Sequence becomes the top card in your discard pile).
- **If you end your turn having 2+ cards in your hand, take 1 Stamina token** and place it on your Hunter board.
  Note: you cannot have more than 1 Stamina token on your Hunter board.
- **Refill your hand** by drawing cards from your deck until you have 5 (your base hand-size).
  Note 1: if you have more cards in hand than your hand-size value before the refill step, discard cards from hand in order to meet your hand-size value.
  Note 2: **at any time during the game, if you must draw and your deck is empty, suffer damage equal to your Weapon level, then reshuffle your discard pile to form a new deck and proceed drawing.**
- The Monster orientates facing the Aggro player.
- Pass your turn to the next player.

When all players have completed their turn, the round ends.

STAMINA TOKENS

A Stamina token represents a bonus Stamina point you can use later in the game.
When you have to pay a Stamina cost, **you may discard a Stamina token to generate 1 Stamina point**.



Stamina token

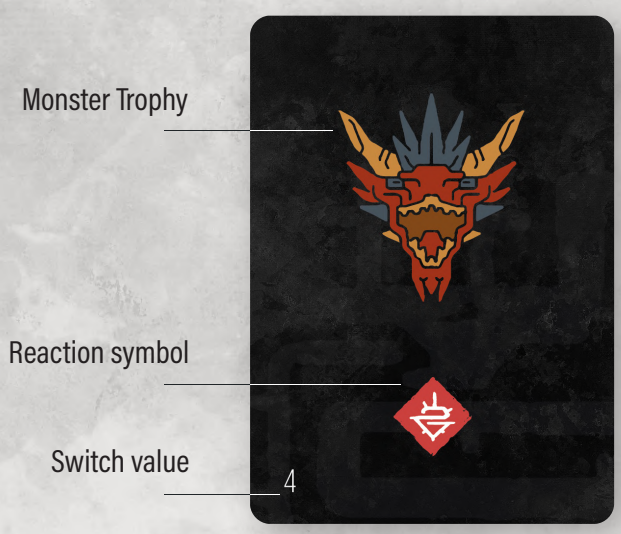
5.2.2 AI SYSTEM & MONSTER REACTIONS

The Monster reacts to the players' actions based on its active Behaviour cards, which are placed face-down on the Monster board.

On the back side of a Behaviour card there is a Reaction symbol representing a specific event that triggers the Monster Reaction. When you trigger a Reaction, turn the related Behaviour card face-up and resolve its ability text.

Note: **the event that triggers a Behaviour card must be completely resolved** before turning that Behaviour card face-up and resolving it. **If an event triggers two Behaviour at the same time, players choose which card to reveal and resolve first.**

After a Behaviour card has been completely resolved, discard that card and replace it with the topmost card in the Behaviour deck. **There must always be three active Behaviour cards in play.**



Behaviour card (back)



Behaviour card (front)

STRUGGLE BOOST

Boost effects are part of the Ability text of the card: they can be enhancements that modify the card effect or they can be additional effects as well, based on the card.

When a Behaviour card is turned face-up, if the Monster has enough Struggle tokens, it spends an amount of Struggle equal to the card's Struggle value in order to activate the Boost effect.

REACTION SYMBOLS

All the Reaction symbols you need to know in order to play the Prologue are explained below.
A full list of Monsters' Reaction symbols can be found at page 44.

: When a player plays an Attack card from their hand.

: When a player plays an Manoeuvre card from their hand.

: When a player plays an Parry card from their hand.

: When a player plays an Dodge card from their hand.

: At the end of the round, before any other "at the end of the round" effect.

: When another Behaviour card is triggered (before that card gets discarded).

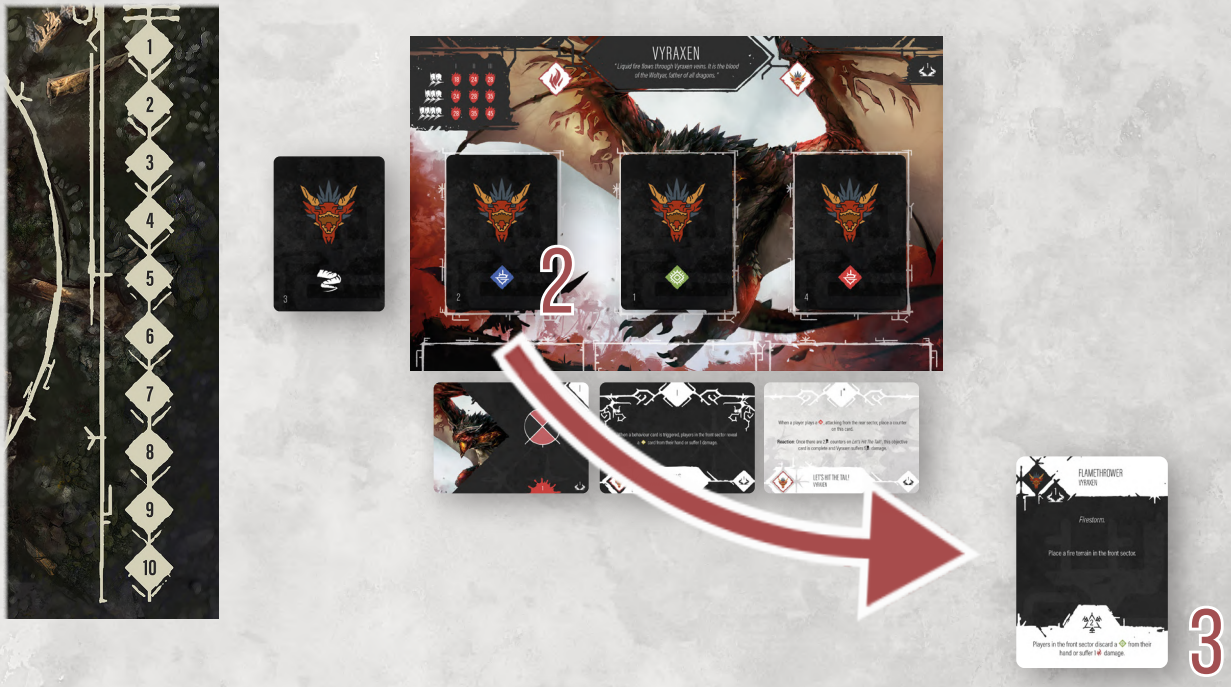
: When a player starts their turn in the Front sector.

: When a player starts their turn in the Flank sector.

: When a player starts their turn in the Rear sector.



MONSTER REACTION EXAMPLE 1





1. Alice plays *Rapid Blow* ( ) from her hand and she resolve its effects.

2. Then, the Reaction symbol is triggered.

3. Alice reveals the Behaviour card and she resolve its effects.

Finally, Alice discards that Behaviour card and she replaces it with the top card in the Behaviour deck. Alice continues her turn by eventually playing other cards in her sequence.

MONSTER REACTION EXAMPLE 2



1. Bob plays *Knockout* ( ) from his hand and he resolve its effects.
2. Then, the Reaction symbol is triggered.
3. Bob reveals the Behaviour card and he resolves its effects.
4. Before replacing the Behaviour card, the Reaction is triggered.
5. Bob reveals the related Behaviour card and he resolves its effects.

Finally Bob discards both Behaviour card (2) and (4) replacing them with the top two cards from the Behaviour deck.

PERIL CARDS

Peril cards are powerful passive abilities which are related to the different Monster's Stances (the matching Stance is indicated by the Stance number at the top center of the card).
When the Monster advances to a new Stance, Peril cards are replaced with the ones matching the new Stance.

However, exceptions to this rule are Peril cards having the symbol * near the Stance number. Those Peril cards show up normally when the related Stance is revealed, but then they stay in play until the end of the game.



OBJECTIVE CARD

Objective cards represent special opportunities for the players to get bonuses or advantages during the game if they meet specific conditions which are explained in the card text.

Just like Peril cards, Objective cards are associated to specific Stance cards: they show up in the game when their associated Stance is revealed and they are removed from the game when the associated Stance is complete. However, Objectives which have the symbol * in the Stance number stay in play until the end of the battle.





ELEMENTAL DAMAGE

Monsters can deal elemental damage (Ex: 1 = 1 fire damage; 1 = 1 crystal damage etc). This type of damage interacts with the element of your Armor and Helm cards. For the scope of the Prologue, since your base Armor and Helm cards are neutral (they have no elemental strength or weakness!), you can ignore this aspect.
This will be covered in detail in the Campaign rules.



5.3 END OF ROUND

At the end of the round, after all players took their turn, advance the round marker by 1 on the round track on the board: a new round begins from the Monster phase.

END GAME CONDITIONS

VICTORY CONDITIONS

Players immediately win the game if they complete the final Monster's Stance.

Note: some scenarios may have special victory conditions.

FAILURE CONDITIONS

- Players immediately lose the game if, at any time during the scenario, it happens that they are all KO'd at the same time.
- Players lose the game if round 10 ends and they did not reach any Victory condition.
  This represent the players being exhausted and unable to stand against the Monster.

LET'S PLAY!

Now you learned the basics of the game and you are ready to start playing!
Note: if you need to check the meaning of specific keywords or symbols of the cards, you can find all the explanation for them in Chapter 7.

6. END OF PROLOGUE

Read the following paragraph in case of victory. Then, you are ready to continue your journey through the world of *Primal: The Awakening* by reading the Campaign rules.

The rumbling from the Woltyar becomes an unearthly roar, a sound that none of you has ever heard before. The earth shakes again while the monster lies on the ground staring at you and burning with rage until its last breath.
You are exhausted. The sky gets darker while you examine and harvest the monster carcass: it is a Vyraxen. This species is one of the most ancient types of tree existing on Thyrea. That will be an exciting news for the Oracle and his scholars.

The missing patrol probably met the creature and the death with it.
Many of you are injured and the threat of the Woltyar is looming. You decide to return to the Garrison to report. It is a long time since any expedition came across such a ferocious and aggressive beast. Something tells you this is just the beginning...

DEFEAT

In case of defeat, repeat the combat until you achieve victory in order to start the campaign.
Normally, a defeat in a scenario has consequences on the campaign progress (based on the specific scenario rules), but the Prologue is an exception being the starting point of the story.

Don't be discouraged if you have lost your first game! Monsters are tough and they are designed to offer a challenging experience. If your group agree on that, the difficulty level of the campaign can be adjusted based on your preferences. (see more about that in the Campaign rules).

REWARDS

You definitely deserve some great rewards for defeating a Vyraxen! However, you need to learn how to keep track of rewards and resources you collect first. Read the Campaign rules to discover which rewards you unlocked during the Prologue and to start learning how to play the campaign mode.

7. GLOSSARY

7.1 KEYWORDS, TRAITS AND SYMBOLS

Traits are written in *italics* and they have no inherent effect on the game. Instead, some card abilities reference cards that possess specific traits. (examples of traits: *Aim*, *Slash, Rampage* etc.).

Keywords are written in **bold** and they are associated to a specific game effect.

Below you will find the complete list of keywords and symbols you find on the cards:

HUNTER KEYWORDS

► **Assist**: if a card has the Assist keyword, at any time during another player's turn, you may discard that card from your hand to immediately have the active player draw 1.

► **Blind**: place the Blind token on a Peril card in play. That Peril card is considered to be blank until the end of the round (discard the Blind token at the end of the round).

► **Confuse**: when you Confuse the Monster you may discard up to 2 active Behaviour cards replacing them with the top-most cards in the Behaviour deck.

► **Consume**: you may choose to activate this effect at the start of the Monster phase. After the activation, remove this card from the game.

► **Heal X**: remove X damage from your Hunter board.

► **Move**: you can place your Hunter in an adjacent sector on the board

► **Opening**: if the card is played as the first card in your Sequence, trigger the Opening ability.

► **Quick Assist**: like Assist, but after discarding the card, you also draw 1.

► **Recycle X**: discard X cards from your hand and then draw X cards.

► **Start**: you may trigger the related ability at the start of your turn. Note: if more than one Start ability triggers, you decide the order of activation.

► **Stealth**: cards with the Stealth keyword do not trigger any eventual / / / Monster Reactions.

► **Strain** (token): during the refill your hand step at the end of your turn, draw 1 card less for each Strain token you have; then, discard those tokens.

► **Stun**: place the Stun token on an active Behaviour card: that card cannot be triggered until the end of the round (discard the Stun token at the end of the round).
Then, choose another player to deal its Weapon damage to the Monster for each they have in hand.

► **Volley X**: discard X cards from the top of your deck; deal your Weapon damage to the monster for each discarded this way.

► **Vulnerable**: when you inflict Vulnerable, the next time in the round the Monster suffers damage, that damage is doubled.

MONSTER KEYWORDS

► **Armor** (token): when you play an Attack card, if the monster has an Armor token, discard it and cancel the damage the card would have dealt (both Weapon damage and eventual additional damage from the card ability).

► **Acceleration** (token): during the Struggle step of the Monster phase, the Monster collects 1 extra Struggle for each Acceleration token it has.

► **Bonus damage**: when a Boost effect reads Bonus damage +X, it means all damage dealt by that Behaviour card is increased by X.

► **Escalation**: the Monster is said to escalate when it gains Struggle as a consequence of its Behaviour deck being emptied (see more on page 20).

► **Upkeep**: this effect is triggered after the Struggle step of the Monster phase.

ACTION CARD SYMBOLS

/ / / : this symbol represents your Weapon level. (*i.e. when you are instructed to deal 2 additional damage, you must multiply your weapon level by two and then add that amount of damage to your attack.)*

: this symbol refers to an Attack card. When this symbol is followed by ":" and an ability, it means that ability activates when you play an Attack card from your hand.

: this symbol refers to an Manoeuvre card. When this symbol is followed by ":" and an ability, it means that ability activates when you play an Manoeuvre card from your hand.

: this symbol refers to an Parry card. When it is followed by an ability, that means the ability activates when you play an Parry card from your hand.

: this symbol refers to an Dodge card. When it is followed by an ability, that means the ability activates when you play an Dodge card from your hand.

[*Trait*] ◄: this symbol, followed by ":" and an ability, means that when you play this card from your hand, the ability activates if the previous card in your Sequence has that [*Trait*].

►: this symbol, followed by ":" and an ability, means that if the next card you play in your Sequence is a card of that type (in this case, a RED), at that moment, the ability activates.

◄: this symbol, followed by ":" and an ability, means that when you play this card from your hand, the ability activates if the previous card in your Sequence is a (of course this may happen with any other card type).

: the effect which follows this symbol is activated only if your Mastery is Focused (see Mastery card at page 30)

7.2 TERRAINS



Baethanis: When you start your turn in a sector with a Baethanis terrain, you may Heal 1 (remove 1 damage token from your Hunter board) for each Baethanis in your sector.



Brush: When you start your turn in a sector with a Brush terrain or when you enter a sector with a Brush terrain, you may decide to place your miniature onto that terrain tile. If you do, name a player and immediately stop your turn. You will continue your turn after the player you named.

Note 1: You cannot use the Brush terrain if you are in the Front sector.

Note 2: Brush terrain can be used only by one player at a time.



Cyricae: When you play an Attack card, if there is a Cyricae terrain in your sector, deal additional damage to the Monster equal to your weapon level.



Fire: Fire terrains can be **red (front)** or **yellow (back)**. Fire terrains enter the game on their red side. At the end of a round, remove all yellow fire terrains from the game and flip all red fire terrains to their yellow side.

Players in a sector with a Fire terrain (red or yellow) cannot play any cards from their hand (i.e. they skip the Sequence step of their turn; see the next page for details on Sequence).

If you are instructed to place a Fire terrain in a sector where there is already a Fire terrain, deal 1 damage to all players in that sector instead.

Terrain Interaction : When you place a Fire terrain on a sector, remove all Brush terrains from that sector.



Plateau: If you end your turn in a sector with a Plateau, you may climb it by putting your miniature onto the Terrain token.

When a Monster Reaction is triggered while you are on top of a Plateau, you can jump onto the Monster's back". If you do:

► Remove your miniature from the board, put it onto the Behaviour card that is being triggered and prevent that Reaction.

► Then, reveal the top card from the Attrition deck and discard the top card from your deck: compare the Attrition value with the Stamina points ( ) of the latter. If the Stamina points are equal or higher than the Attrition value, **deal your Weapon damage to the Monster**, otherwise you suffer Attrition damage and you are "thrown onto the ground".

When you are thrown onto the ground, choose a sector on the board and put your miniature into that sector.

As long as you are not thrown you may repeat the action to prevent other Reactions.
Note: at the start of your next turn, get down from the Plateau or, if you are still "on the Monster's back", you are thrown onto the ground.



Rock: When you receive damage from Attrition, you may remove a Rock terrain from your sector in order to prevent that damage.



Sand: When you move from a sector with a Sand terrain, the Stamina cost for the movement is increased by 1.

7.3 REACTION SYMBOLS

: When a player plays an Attack card from their hand.

: When a player plays an Manoeuvre card from their hand.

: When a player plays an Parry card from their hand.

: When a player plays an Dodge card from their hand.

: At the end of the round, before any other "at the end of the round" effect.

: The event that triggers this Reaction symbol is explained in a Peril or Objective card in play.

: When another Behaviour card is triggered (before that card gets discarded).

: When a player starts their turn in the Front sector.

: When a player starts their turn in the Flank sector.

: When a player starts their turn in the Rear sector.

: When the monster changes its orientation.





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Primal: The awakening Learn to play v0.75

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