



CHARTAGON

"Dear explorer, Eons of time has passed since the Queen foresaw your subconscious desire to learn about the Chartagon archipelago. And so, she carefully arranged intangible events that would act through space and time that led you to acquire this board game. Do not take this responsibility lightly! According to legend, there are some who will play exactly as according to the ancient past, reaching illumination. Just like beacons, they will share their knowledge and light up the darkness, to spread knowledge of Chartagon and escape the havoc of the world as you know it. We have therefore assembled this box for you, which contains all necessary game components. Do you feel that the time is near? May you be granted vision and seize the moment. Learn to think.

*Best regards / the marshal of
the Royal Academy,
on behalf of the Queen"*

OVERVIEW

Welcome to Chartagon! In Chartagon, your task is to disperse your rangers over the land as you strategically explore its different areas and establish as many research stations as possible. But beware of the competition: others will seek to block your progress and discover the mysteries of Chartagon before you do. Now, please explore the box and booklets or the video tutorials at www.chartagon.com/tutorials!

The game contains: ● The game box with a map ● A map board (many more maps can be downloaded from www.chartagon.com/maps) ● Rules booklet ● 40 x 4 Wooden cubes (posts) in different colors ● 10 x 4 Wooden cylinders (research stations) in different colors ● The main deck (black frame) with 60 discovery cards (marked with a plain/forest/mountain symbol on the back) and 36 opportunity cards (marked with a C-symbol on the back) ● The storm findings deck (red frame) with 5 storm finding cards (with storm symbols on the back) ● The storm points deck (brown frame) with 24 storm point cards (with storm symbols and 1p on the front and back)



The map contains many circle markers called *empty posts*, which are connected by dotted lines, which mark *paths*. Together, the paths and coastlines form areas called *zones*. Each player uses markers with separate colors that represent their exploring rangers. These markers are placed *on posts* (as ranger posts) and *in zones* (as research stations) according to the game rules.

SETUP

● Put the map on the table. ● All players choose 2 opportunity cards of different kinds, that can be used strategically during the game. All cards that you collect during the game are kept on the table, visible for all. ● Create one shuffled face-down deck containing the 9 storm finding cards and one deck with the 24 storm point cards. Place these decks next to the map, as shown in the figure above. ● Shuffle all other cards, both discovery and opportunity cards, together into one large deck. These cards are the *main deck*. Place the main deck face-down as shown in the Overview figure. ● A random player begins the game following the rules below. To randomize, everyone draws (and keeps) one card from the main deck, and the player with the highest #-number starts. Each players' first marker must be placed on any post along the coastline (these are marked with a thick black border).

❧ BASIC RULES ❧

The goal of the game is to make as many discoveries as possible through collecting cards. You take turns, progressing clock-wise, and take two actions every turn:

- 1 { *You place one marker of your color every turn, either as a post or a research station. By placing posts (cubes) along paths, you expand your territory, may block others' exploration, and allow for the creation of research stations. By creating research stations (cylinders), you collect discovery cards that give points, and opportunity cards that perform additional actions during the game. There can never be more than one marker on a post or in a zone (unless you use an irresistible match opportunity card). You cannot pass another player's posts along a path. If you run out of markers you may move one of your posts, but never a research station. If there are no available moves left and you cannot place a marker, you must pass your turn.*
- 2 { *When the marker is placed or passed, you reveal the top card(s) of the main deck:*
 - If it is a discovery card, that terrain becomes available for discovery and it is placed face up next to the map by the corresponding marking. There can only be a maximum of 3 available discovery cards of the same terrain type. If there already are three cards of the same type, the card is instead discarded from the game.
 - OR, if it is an opportunity card, it is placed face-up on the top of the opportunity pile.
 - OR, if it is a storm card, a storm strikes and the storm rules apply (see page 5).

Eventually the main deck will run out, which means that the very cold winter has come and exploration is no longer possible. Everyone then get one last turn before the game is over. To determine a winner, you tally the points from your collected cards. The player with most points is the winner! In the case of a tie, the player who took the last discovery or opportunity card wins.

❧ ESTABLISH RESEARCH STATIONS ❧

Research stations require support (food, water, specimen collections, etc.) from nearby posts. Therefore, a player can establish a research station only if the player already has markers on at least three posts that border an unoccupied zone. *A research station is marked by placing a cylinder marker at the center of an unoccupied zone. If the player has three (3) surrounding posts, he/she/they may take the top card of the opportunity pile. If the player has four (4) or more posts, he/she/they may take the top card of the opportunity pile AND claim all available discovery cards for a terrain type within that zone:*

- If the player has at least one marker on a bordering plain post (beige), he/she/they can take *all* plain cards.
- OR, if a player has at least one marker on a bordering forest post (red), he/she/they can take *all* forest cards.
- OR, if a player has at least one marker on a bordering mountain post (brown), he/she/they can take *all* mountain cards.

IMPORTANT: Building research stations take time, and after establishing a research station, you always reveal 3 new cards from the main deck instead of 1!!!

EXAMPLE: in the map on page 1, all players can establish a research station during their turn:

Orange player can take the orange zone, and may take the opportunity card, because he/she/they has only three surrounding posts.

Blue player can take the blue zone, and may take the opportunity card. He/she/they can also take the three mountain cards OR the two plain cards, because he/she/they has four surrounding posts (mountains and plains).

White player can take the white zone, and may take the opportunity card. He/she/they can also take the two plain cards OR the forest card, because he/she/they has four surrounding posts (forest and plains).

PLACING POSTS

Just like in reality, it is faster to travel across the plains, a bit slower to travel through the forest, and a very slow struggle through the mountains. The Chartagonian coasts are very rugged, and coast lines are not considered paths. During each turn, you choose where to expand your exploration by *starting from any one of your placed markers*, and perform *one* of the following actions:

- move along one path (dotted line) and place the next marker at an adjacent post —————→ 
- OR move along two paths and pass one empty forest post (red) —————→ 
- OR move along two paths and pass one empty plain post (beige) —————→ 
- OR move along three paths and pass two empty plain posts (beige) —————→ 
- OR move from a research station owned by the player to any vacant post along its border
- OR bypass these rules by using an opportunity card or a water way.

WATERWAYS



Rivers and lakes provide easy transportation that you can use to circumvent blockades from others. Placing a marker at a water-post (indicated by a blue ring and small wave), gives you access to that whole river system. You can then place a marker on any free water-post connected to that river system during your following turns.

EXAMPLE OF PLACING POSTS



Turn 1. Blue player places the marker on a harbor post. The posts that are available to the player turn are indicated here by blue circles. Blue player waits for other players to take their turns (their markers are not shown here).



Turn 2. Blue player chooses to put his/her marker on the available mountain post. Now, more empty posts become available for the next move.



Turn 3. Blue player chooses next to put the marker on an empty forest post, to further increase his/her influence on the island. The game continues like this until all discovery cards are taken or discarded... Good luck, blue player!

❧ OPPORTUNITIES ❧

Life is full of opportunities that are only available for short periods. In Chartagon, these brief moments of opportunity are represented by the opportunity pile, where the available top card is constantly changing. If you establish a research station you may take the top card from the opportunity pile. *You may use one, and only one, opportunity card per turn, and the used card is then discarded.*



Huts. There are native folks on Chartagon, which are friendly but primitive, and their settlements are marked with a hut symbol on the map. *If you establish a research station where there is a hut, you may draw an additional opportunity card from the opportunity pile for each hut.* These extra opportunity cards are an attractive bonus.



More details: These opportunity cards give one extra point for each card in the players' possession at the end of the game. These cards have no effect, but are instead collected. There are 12 cards in total.



Epic exertion: Use this opportunity card to push your limits in an extreme effort; after you have placed a post, you may immediately place another post adjacent to the one you just established. The card does not apply to establishing research stations, only posts. There are 4 cards in total.



Life boat: This opportunity card lets you move from one harbor post to any other available harbor post during your turn. There are 4 cards in total.



Irresistible match: Instead of adding an additional post or research station during your turn, this card allows you to instead change another player's adjacent post to your own. OR you may establish a research station in an already occupied zone. There are 4 cards in total.



Lucky mistake: Using this opportunity card allows you to take discovery cards as if you had 4 surrounding posts, even if you only have 3 surrounding posts. OR you may move across a zone instead of along paths before placing a post. There are 4 cards in total.



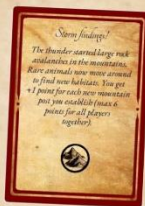
Antidote OR disease: You improve medical treatments and get 2 points extra at the end of the game for every skull in your research stations. OR disease spreads, so you remove your newly placed post and all adjacent posts. There are 4 cards in total.

STORMS AND STORM FINDINGS

When a storm card is drawn from the main deck, the storm strikes immediately and with great devastation. Storms result in all players removing their northern-, southern-, eastern-, or western-most posts, as indicated on the card. *Research stations are not affected by storms.* Place the drawn storm card face-up beside the map as indicated in the overview figure on page 1, so that everyone can keep track of which storms has passed. You remove 3+stormNr-nrPlayers posts, so every storm increases the number of posts to remove. In 2 player games, that becomes 2, 3, 4, and 5 posts for the four storms. In 3 player games that becomes 1, 2, 3 and 4 posts. In 4 player games that becomes 0, 1, 2, and 3 posts. If you lose all of your posts and don't have any research station(s), you are allowed to keep one post, as far from the disaster direction as possible.



However, natural disasters also bring new opportunities, and after a storm has destroyed the posts, you can make new discoveries due to the storm. *Take one card from the storm finding deck (red frame) and place it face-up next to the storm card.* Next, make sure there are 6 storm point cards (brown frame), worth 1 point each, next to the storm finding card (see the overview figure on page 1). The players can then race to collect these points by following the instructions on the storm finding card. Once all 6 storm point cards are collected, no more storm points can be gained from that storm direction. There can only be one “active” storm at a time, and if another storm strikes before all storm points are collected, the new storm cards will cover the old cards. You better hurry to take the storm points before they are lost! Also, remember to claim them, since you cannot claim storm points retroactively!



THE FIRST GAMES

You have now read about posts, research stations, opportunities, and storms, and are ready to play! The first time you play you need to learn the basics, and you should expect that everything will be a bit slow. We recommend that you use only approximately half the main deck the first time you play. Once you have a handle on the basics you can use the whole deck, changing the game experience. This is also true when playing with different number of players: the importance of discoveries, opportunities, storms, and the geography of the map will change dramatically depending on the number of players. This makes Chartagon a varied game; we encourage you to try playing in a variety of different ways and contexts to find what suits you best. On the next pages, you will find further extensions that you can try later!

~ CHARTAGON ADD-ONS ~

On this page you will find additional game components that add variations and different strategies that can be used. You can find more game components at www.chartagon.com, or you can make your own. Different add-ons fit different people, so once you feel familiar with the basic rules, try some variations and discover what suits you best. Remember to decide which add-ons to use before you start playing!

~ EXTRA GAME COMPONENT: SURROUND AND SCATTER ~

With this game component you may surround groups of opponents' markers and remove them from the map. To do so, there must be no available paths from the surrounded group of markers to an empty post, and no harbor posts within the group. If a group of markers have a connection to a harbor, that group of markers is safe. Water ways does not count as paths, so you may surround groups what can use water ways. This game component is typically used in competitions (see last page).

~ EXTRA GAME COMPONENT: ARCHIPELAGO ~

Use more than one map in the same game, to expand game play. There are plenty of maps on www.chartagon.com that you can order or download to print at home. Use life boats to travel between the islands. You might need to add another deck of cards, or use the deck twice, to play with more than one map. It is important to keep a good balance between space (on the map) and time (the size of the deck).

~ EXTRA GAME COMPONENT: THE FIRST CREW ~

The Queen got to know Chartagons location from a trading ship that drifted far off its route during a storm. A few crew members made a scouting expedition, but never returned. The last camp for the lost crew is marked by a post with double circles, and those who venture to this camp only find abandoned ruins. However, with this game component, 7 members of the first crew have in fact survived and have become scattered across the island. When setting up the game, draw two cards for each surviving crew member that is to be placed on the map and place the survivor in the zone according to the x and y coordinates at the bottom of the cards (one card for x and one for y, or simply drop 7 markers on the board and see where they land). Repeat this for each survivor that is placed on the map. Indicate the survivor by using a uniquely colored marker, or two markers of different colors on top of each other. You can save the survivor by establishing a research station in that survivor's zone, rewarding you to take and keep 2 cards of the main deck.



~ EXTRA GAME COMPONENT: THE SACRED ANIMAL ~

The sacred animal is a very shy creature, and it is up to the players to decide whether it appears during the game or not. Some people say it is a deer, some that it is an ox, and others think it is a unicorn, but no one knows for sure. If you play with the sacred animal, it is placed (represented by a marker of its own color, or another unique marker of some kind) in the zone containing the center of Chartagon ~ at the start of the game. *After you have placed your marker, you can choose to move the sacred animal across a path between two posts, into an adjacent zone. The animal may not be moved to the last zone it was in previously, or be moved across a path that is connected with two markers (any colors).* If you manage to establish a research station where the animal currently is, you may take and keep 5 cards from the main deck for revealing the true nature of the animal, and the sacred animal will no longer move during the game.

~ EXTRA GAME COMPONENT: CURSED ZONES AND SUPER-HUTS ~



With this game component there are also dangerous areas, and these are marked with a skull. If you want to establish a research station where there is a skull, you will be faced with set-backs in the form of diseases, poisoning, internal conflicts etc. These set-backs will make your research attempts in that zone futile, and it is impossible to establish research stations. Because these zones must stay empty, the "medical breakthrough" opportunity cards become worthless. Also, each research station with a *but is worth 20 points at the end of the game*, making it critical to prevent your competition from taking huts!



❧ CHARTAGON COMPETITIONS ❧

The fastest way to start playing Chartagon is to play competitions. The standard rules include many random events, making all games unique and unpredictable. However, in competitions you use alternative rules that exclude randomness, which is useful for competitions and tournaments. You do this by completely removing the cards and research stations, and only place posts (read the “Placing posts” section). Each player may use 2 different opportunities, and marks the used opportunity by placing a marker at the corresponding icon on the map. You also use the add-on game component “Surround and scatter”. If a player cannot place a marker, he/she/they has to pass their turn. The game continues until all posts are taken, and the player with the most posts win. This game mode emphasizes learning a new skill, and players will get better over time. To improve your skills, it is important to play many games and with many different people. You may also use many different maps, which you can get from www.chartagon.com.

❧ A FINAL WORD ❧

We hope that you will enjoy the world of Chartagon. The more you play and the more you read about the islands, the more you will discover. For example, there is a mobile app on Google Play called Chartagon Weather, which can be used to add atmospheric sounds while you play. Also, this is the first game in a series of four within the same world. The other games will show you the very beginning, and the very end, of the Queens bloodline, and give more details to other important characters and events (take a peek at card #68, #69, #89 for very special hints!). While each game fits a variety of different ages, the current game is not intended for very young children. However, we encourage you to use the maps and cards any way you want and to find more explorers to share experiences with! Be creative, make your own add-ons!

Good luck exploring!

❧ CREDITS ❧

The Chartagon game was first discovered and documented by Pär Nyström. More details were found by Kim Astor, Joshua Juvrud, Hans Nyström, Johanna Lieb, Klara Nylén, Moa Nylén, Anna Nylén, Amanda Lindqvist, Anton Gerbrand, Cin, and many others. Corrections and improvements are welcome.

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Produced at least since 2018 with care.

