

SKÖVENTYR

THE FALLEN ANGELS

In Denmark, it's said that when the rebellious angels were cast from Paradise, there wasn't enough room in Hell, and so some of them ended up on Earth.

Those who fell on the hills and mountains became Trolde; those who landed in the forests became Ellefolks and Huldres; and those who found themselves in houses became Nisses. Some, however, never found a home and roamed the Earth as Formskifters, able to mimic any living creature.

Over the centuries they learned to like Earth and forgot all about their forefathers.

THE SOUL OF THE FOREST

But the Devil, sometimes known as Gamle Erik (Old Eric) in Denmark, hadn't forgotten them... He eventually turned his eye toward their new home and, in order to wield more power over it, decided to grasp the Soul of the Forest.

To escape Gamle Erik, the Soul of the Forest decided to embody itself in one of its animals. All gathered to see which of them would be chosen. The bear was deemed too big, the mouse too small, the fox too cunning. Eventually the Soul chose the most unlikely of the animals: the grumpy badger. From this day on he was to be known as Vogter – the Danish word for guardian.

THE HUNT

Knowing he is unable to catch the Soul of the Forest on his own, Gamle Erik has summoned his most vicious minions on this relentless hunt.

In order to defeat this demonic pack, Vogter must gather allies: Trolde, Ellefolks, Huldres, Nisses and Formskifters. By joining forces with them he will be able to defeat the minions and send Gamle Erik back where he belongs.

But beware! A dark connection lingers between Vogter's potential allies and Gamle Erik, so each time one of them joins Vogter, Gamle Erik might just get closer to his evil goal...

GAME OVERVIEW AND COMPONENTS

Skoventyr is a solo and co-operative game for one to four players.

Gamle Erik is chasing Vogter through the Forest, represented by a ring of Tree cards. If he catches him, the game is lost!

In order to win the game you must help Vogter defeat all of Gamle Erik's Minions. You'll need to gather Ally cards and place them on the Tree cards; once you have enough Allies in the Forest you can defeat a Minion and remove its card from the game.

Instead of placing an Ally from your hand into the Forest you can also discard it from your hand to benefit from a special power.

You get Ally cards by taking them from a display called the Future. The Future can be corrupted by Adversary cards which will force you to move Gamle Erik closer toward Vogter.

The game is inspired by Danish folklore. If want to know more about the creatures and/or are interested in how to pronounce their names, check the lore and pronunciation guide on pages 14-15.

COMPONENTS FOR THE BASE GAME



25 ALLY CARDS

(5 of each of 5 kinds: Ellefolk, Formskifter, Huldre, Nisse, Trolld)

These are the cards you'll either place in the Forest to defeat Gamle Erik's Minions or discard from your hand to activate beneficial powers.

Each Ally card is structured as follows: in the left-hand box , the price you'll have to pay to take the card in your hand from the Future. In the right-hand box, either the power you'll trigger if you discard this card from your hand , or a placement ability .



13 ADVERSARY CARDS

(13 Gamle Erik)

These cards are shuffled with the Ally cards and will therefore appear in the Future. At times you'll be forced to take one of these cards into your hand, which will cause Gamle Erik's pawn to move one step toward Vogter's pawn, bringing you closer to losing! Note that these cards never stay in your hand and are rarely discarded: they immediately go back at the bottom of the deck and might therefore come back to haunt you later on in the game!



6 MINION CARDS

(2 Lindorm, 2 Mare, 2 Genganger)

These cards represent the Minions (values 4/4/3/3/2/2) you must defeat in order to win the game.



8 TREE CARDS

These cards form the playing area and are double-sided: Healthy and Withered.

Note: To make these rules easier to read, we use the following shorthand: "Ally" ("Allies") for "Ally card(s)"; "Adversary" ("Adversaries") for "Adversary card(s)"; "Minion(s)" for "Minion card(s)"; "Tree(s)" for "Tree card(s)".



4 VOGTER CARDS

These cards feature the actions you can take during the game.



1 VOGTER PAWN



1 GAMLE ERIK PAWN

Note: To make these rules easier to read, we use the following shorthand: "Vogter" for "Vogter's pawn" and "Gamle Erik" for "Gamle Erik's Pawn".

COMPONENTS FOR THE EXPANSION MODULES

These two modules are presented on pages 12-13 and can be added to the game either one at a time or together.

Expansion Module: The Lygtemand's Meddling



6 LYGTEMAND CARDS

1 VOGTER CARD
Vogter's Conciliation



Expansion Module: Rescue



6 SEED TOKENS
(3 pairs of identical tokens)



5 HOSTAGE TOKENS
(1 marked with x2)

1 VOGTER CARD
Vogter's Rescue



BASE GAME RULES

SET-UP

- 1 Place 6 Trees in a circle, with the Healthy side up (put the remaining 2 back in the box).
- 2 Place Vogter on one of the Trees. Place Gamle Erik on the Tree that is 3 Trees counterclockwise from Vogter's.
- 3 Place the 6 Minions face up in a line.
- 4 Place the Vogter cards face up on the table.
- 5 Shuffle all Allies and Adversaries to form one face down deck with room for a discard pile next to it.
- 6 Draw cards from the deck and place them face up in a line until there are 3 Allies, setting aside all Adversaries drawn. This line of 3 cards constitutes the Future.
- 7 Each player draws a card from the deck; if it is an Ally, the player keeps the card; if it is an Adversary, the player sets this card aside and draws a replacement card (until an Ally is drawn).
- 8 Shuffle all the Adversaries you have set aside back into the deck.
- 9 The first player to take a turn is the one who was most recently hunted by a monster in a forest; alternatively you can decide together.

Adjusting the Difficulty

You can adjust the difficulty if you want an easier or more difficult game. For a harder game, flip one or more Trees to show their Withered side during set-up (before placing Vogter and Gamle Erik).

For an easier game, add one or two Trees to the Forest during set-up (on the Healthy or Withered side, depending on how much easier you want to make the game).

Designer's note: At standard difficulty, a win rate of roughly 3 out of 4 plays can be achieved playing solo, but this may take some strategic experimentation to achieve. Playing multiplayer can make the game slightly harder, as does combining expansion modules; don't hesitate to add a Tree or two to the Forest during the set-up of your first games.



Set-up for two players at standard difficulty.

Movement

Vogter and Gamle Erik move from one Tree to an adjacent one. If the two are ever on the same Tree, you lose the game!

The ring of Trees represents how far and well-hidden Vogter is from Gamle Erik, not their actual physical positions:

- Vogter always moves clockwise (this means he's escaping Gamle Erik).
- If Gamle Erik moves clockwise , he gets closer to Vogter; if an effect allows you to move Gamle Erik counterclockwise , that means he's losing track of Vogter.

Gamle Erik is right behind Vogter clockwise, meaning he has almost caught him!



Vogter is right behind Gamle Erik clockwise, meaning Vogter is as far away as possible from him (Vogter cannot move any further).



GAME FLOW

Players take turns in clockwise order.

Each turn, you must choose one action on a Vogter card and trigger it.

In the base game you have 4 Vogter cards (the actions will be explained in detail on pages 8-11):



VOGTER'S CALL

Each player starts the game with one Ally in their hand, but you'll need many more in order to win. This action allows you to take one Ally from the Future into your hand (or to get one Adversary out of the way, at least temporarily).



VOGTER'S GAMBIT

If the Future does not hold the cards you need, or is corrupted by too many Adversaries, this action allows you to get replacement cards -but at the cost of damaging a Tree, which can lead to the Forest getting smaller (making it easier for Gamle Erik to catch Vogter)!



VOGTER'S COMMAND

This action allows you to use the precious Allies you have gathered in your hand to either place them in the Forest or discard them to trigger their beneficial effect.



VOGTER'S WRATH

This is the action that will allow you remove Gamle Erik's Minions from the game and get closer to victory.

Note:

- Vogter cards stay on the table throughout the game.
- You may choose the same action several turns in a row.
- If an action has several steps, you must do all the steps of that action.
- If a card has more than one action choose one of those actions (in the base game, Vogter's Command lets you choose between Position and Mission; in the Lygtemand's Meddling module, Vogter's Conciliation lets you choose between Rally and Commit).

AFTER YOUR TURN'S ACTION:

- If you have more than 5 cards in your hand, you must discard cards until you have exactly 5.
- If there are fewer than 3 cards in the Future, you must refill it.

Refill the Future



- ① If there are fewer than 3 cards in the Future after your turn's action, you must refill it.



- ② Shift cards to the left to fill holes.



- ③ Add cards one by one from the deck face up, left to right until there are 3 cards.

All players are allowed to show their hand to the others at any time; when it's your turn you can ask the other players for advice, but ultimately it's up to you to make the call on what to do.

You continue taking turns until one of the endgame conditions has been met.

END OF THE GAME

Victory/Defeat:

- The game is won immediately when the last Minion is removed.
- The game is lost immediately if Gamle Erik is on the same Tree as Vogter.

THE ACTIONS IN DETAIL

VOGTER'S CALL

- 1 If the leftmost card of the Future is an Adversary you must choose this card. Otherwise, choose any card from the Future.
- 2 Resolve the effect in the card's left-hand box  (see page 16 for a description of each effect).
If you cannot resolve it fully, or do not want to, you must do a Risk Draw instead.
- 3 Add the chosen card to your hand.

Risk Draw

Follow this procedure for a Risk Draw:

- 1 Reveal the top card of the deck.
 - a) If it is an Adversary, Gamle Erik moves twice toward Vogter (i.e. from the Tree he is on to the next clockwise adjacent Tree and then again to the next clockwise adjacent Tree).
 - b) If it's an Ally, nothing happens.
- 2 Put the card you revealed at the bottom of the deck.

Note: A Risk Draw always allows you to add the chosen card from the Future to your hand without having to resolve the effect in the left-hand box, no matter whether you revealed an Adversary or an Ally as the top card of the deck during the Risk Draw.

Discarding a Card/Putting a Card at the bottom of the deck

Some effects will instruct you to put a card at the bottom of the deck  : place the card face down at the bottom of the deck.

Note:

- This is not to be confused with discarding a card, which means placing the card face up on the discard pile.
- You are allowed to look through the discard pile at any time, but not the deck.

VOGTER'S GAMBIT

Damage a Tree, then put any number of cards from the Future at the bottom of the deck.

Damaging or Healing a Tree

If you're instructed to damage a Tree  :

- 1 If there is at least one Empty Withered Tree in the Forest, choose one of those Trees and discard it.
- 2 If there is no Empty Withered Tree in the Forest, choose one Empty Healthy Tree and flip it to its Withered side.

If you're instructed to heal a Tree:

Choose one Empty Withered Tree and flip it to its Healthy side.

Empty Trees

A Tree is Empty if it has neither Vogter, Gamle Erik or an Ally on it.

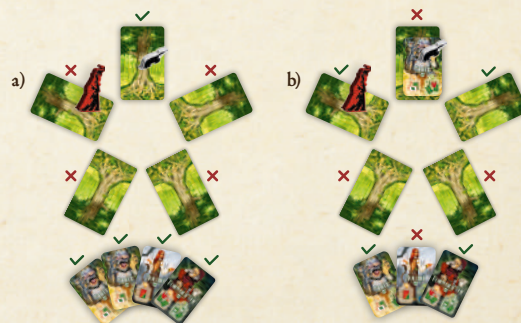
Note: Only Empty Trees can be flipped or discarded.

VOGTER'S COMMAND: POSITION

Choose one Ally in your hand and place it on a Tree that has no Ally on it.

If there are no Allies in the Forest, then your Ally must be placed on the Tree Vogter is on. Any further Ally must be placed on a Tree without an Ally next to any Tree that does have an Ally.

Important: All Allies in the Forest must be of the same kind (exception: Formskifter, see page 16).



a) No Ally is in the Forest. Any Ally can be placed from your hand on the Tree Vogter is on.

b) A Troll has been placed in the Forest. Only a Troll or a Formskifter can be placed, on a Tree adjacent to the Tree with the Troll.

Note:

- You can only place an Ally from your hand (not directly from the Future).
- The left-hand  and the right-hand  boxes on the Ally are not relevant when placing it in the Forest.

Exception: if an Ally shows the  icon, special rules will apply to this Ally (see Formskifter on page 16).

Hidden and Exposed

When you place an Ally on a Tree, orient it the same way as the Tree. It is said to be Hidden. If Gamle Erik moves onto a Tree with a Hidden Ally on it, he ignores the Ally.

Some effects will instruct you to Expose an Ally . To do this, turn it perpendicular to the Tree it's on. The Ally is now considered Exposed. If Gamle Erik is ever on a Tree with an Exposed Ally, discard this Ally.

Note: The only differences between an Exposed and a Hidden Ally is that an Exposed Ally is discarded if it is on a Tree with Gamle Erik, and that you cannot Expose an Ally if it's already Exposed. For all other purposes and rules, Exposed and Hidden Allies are considered to be identical.

Since Allies are placed Hidden in the Forest, it is allowed to place an Ally on the same Tree as Gamle Erik.



HIDDEN



EXPOSED



VOGTER'S COMMAND: MISSION

Most of the Allies have a helpful ability in their right-hand box . To trigger that ability, discard the Ally from your hand. See page 16 for a description of each ability.

Note:

- Only Allies in your hand can be discarded in this way (not Allies in the Forest nor in the Future).
- The left-hand box  on the Ally is not relevant when you discard it for its right-hand box  ability.

VOGTER'S WRATH

- ➊ Remove a Minion from the game whose value is less than or equal to the number of Allies in the Forest.
- ➋ Shuffle the deck (only the deck –never shuffle the discard pile and the deck together).
- ➌ Choose one of these rewards:

Run: Move Vogter clockwise to any Tree with an Ally on it, then discard all Allies in the Forest.

Note:

- Vogter can only move clockwise and only through Trees with Allies on them.
- You may decide not to move Vogter.

Revenge: Discard all Allies in the Forest, then discard one Adversary from the Future.

Note: This is the only way (in the base game) to discard an Adversary, and thus get rid of it once and for all.

Restoration: Discard all Allies from the Forest, then heal one Tree (see page 9 on damaging or healing a Tree).

Note: You must do all three steps of this action, which means you cannot choose Vogter's Wrath if the number of Allies in the Forest is lower than the strength of the weakest Minion in play.

EXPANSION MODULE: THE LYGTEMAND'S MEDDLING

With their light, Lygtemands lure your allies astray making them unable to find Gamle Erik's minions. Fortunately, Lygtemands love a good story, so once an ally has told them one, they'll reveal the way back with their shining auras and even help Vogter.

COMPONENTS

6 LYGTEMAND CARDS

These cards are double sided:



Confusing



Rallied

1 VOGTER CARD
Vogter's Conciliation



SET-UP CHANGES

Set up the game as normal with these changes:

- ① Place 1 random Lygtemand on top of each Minion with the Confusing side up.
- ② Place the Vogter's Conciliation card next to the Minion cards.



The two actions of the new Vogter card are:

Rally

You cannot choose the Rally action if there is already one Minion without a Lygtemand on it. Choose a Confusing Lygtemand, and put an Ally from your hand that matches the Ally shown on the Lygtemand on the bottom of the deck (the Lygtemand with the "?" -Leaf allows you to choose the type of the Ally).

Then remove the Lygtemand from the Minion (thus uncovering this Minion, leaving it "vulnerable" to be removed from the game by Vogter's Wrath), flip it on its Rallied side and put it next to the Future.

Commit

Remove 1 Rallied Lygtemand from the game, then reveal cards from the deck until you reveal an Ally. Put this Ally on top of the deck and put the other cards (if any) at the bottom.

OR

Remove 2 Rallied Lygtemand from the game, then reveal cards from the deck until you have revealed at least 1 Adversary and 2 Allies. Put 2 Allies on top of the deck in any order, discard 1 Adversary and put any remaining card(s) at the bottom in any order.

Changes to Vogter's Wrath

Vogter's Wrath has an extra requirement: you can only target a Minion if it is vulnerable (i.e. it doesn't have a Lygtemand on it).

EXPANSION MODULE: RESCUE

Gamle Erik has taken some of your allies hostage and forced their kin to stay put. As if this weren't enough, his minions have stolen the Seeds of Renewal that could allow the Forest to grow strong again. Free the captives to get the help of your allies and retrieve the Seeds to sow new hope for the Forest!

COMPONENTS



6 SEED TOKENS
(3 pairs of identical tokens)



5 HOSTAGE TOKENS
(1 marked with x2)



1 VOGTER CARD
Vogter's Rescue

SET-UP CHANGES

Set up the game as normal with these changes:

- ① Before shuffling the deck search it for one copy of each Ally and place these cards face up on the table. Randomly place 1 Hostage token face up on each of these cards.
- ② Place Vogter's Rescue next to these cards.
- ③ Shuffle the 6 Seed tokens, then randomly place 1 face up on each Minion.

Hostages

As long as a Hostage token is on an Ally, you cannot use Vogter's Command on an Ally of this kind (i.e. you cannot place an Ally of this kind in the Forest, nor can you discard an Ally of this kind from your hand to benefit from its ability).

Note: When playing with The Lygtemand's Meddling module, you can Rally a Lygtemand even if the Ally shown on it has a Hostage token.

Vogter's Rescue

You can discard a Hostage token by activating Vogter's Rescue: Damage a Tree, remove 1 Hostage token on an Ally (damage a Tree twice if the Hostage token has x2) from the game, then put the Ally that was below the token on top of the deck.

Seed Tokens

When a Minion is removed from the game, place the Seed token that was on it in the center of the Forest.

If at the beginning of your turn there are two identical Seed tokens in the center of the Forest, remove both of these Seed tokens from the game and retrieve a discarded Tree. Put this Tree on its Healthy side between any two adjacent Trees in the Forest so that it does not put Vogter any further ahead of Gamle Erik than he currently is.

LORE AND PRONUNCIATION

THE ADVERSARY AND HIS MINIONS

Gamle Erik appears in a lot of Danish folktales but, perhaps surprisingly, not always in a particularly terrifying manner. He can be easy to dupe, and is often outsmarted (if not plainly roughened up) by clever (or just very strong) folk-people. Yet he is always a force to reckon with – and even if he is sometimes beaten, the Devil is never definitively defeated.

Unlike him, many of the darker creatures that haunt these folktales are rarely presented in a light or fun manner – but a bold hero will still be able to kill or banish them from this world.

The **Lindorm** is a terrifying giant monster, in some books wrongly translated as "dragon" or "snake" (it is actually somewhere in between), that guards treasure and gobbles up anyone who comes near (except for the occasional hero who manages to slay it).

The **Mare** is an elusive being said to bring nightmares, a feature still present in the vocabulary: in Danish the word for "nightmare" is "mareridt", literally the "ride of the Mare" (on the poor sleeper's chest...).

In Danish "**Genganger**" means "(someone who) walks again", and countless folktales mention revenants, often encountered on roads. These poor souls usually end up being conjured back into the earth (but not always without having left a victim or two in their wake before that).

THE ALLIES

Though clearly not on the evil side like the above-mentioned bunch, most of **Vogter's** allies are nevertheless presented in a rather ambiguous manner throughout the folktales.

Ellefolk can be very helpful and wise beings, but their merry dances have led more than one creature to lose their way for days – if not their minds once and for all...

Likewise, the enchanting, persuasive (and hollow-backed) **Huldre** also has a dangerous and destructive side. The **Trold** is a formidable monster, not always violent but neither particularly subtle nor stealthy.

The tales are full of **Formskifters**, and if most of these shape-shifters turn out to be the most precious allies, they are still suspected of colluding with the Devil. Fundamentally a house dweller, the **Nisse** doesn't like to be alone in the forest. Sometimes presented as ill-tempered (especially if deprived of his well-earned rice porridge), he is usually a blessing in the house, taking care of chores and keeping everyone around healthy.

Many names may at first seem like tongue twisters. This should help you approximate the Danish pronunciation.

Ellefolk: 'el-le-folk (le as in level)

Formskifter: 'form-skif-ter (ter as in chapter)

Gamle Erik: 'garm-le eh-'rig (le as in level)

Genganger: 'gehn-gang-uh

Huldre: 'hull-re (re as in genre)

Lindorm: 'lin-urm

Lygtemand: 'lyck-teh-man (ly as in lying)

Mare: 'ma-re (ma as in mama)

Nisse: 'knee-sch

Skoventyr: 'scow-ehn-tier

Trold: 'truhl (tru as in truck)

Vogter: 'wok-ter (ter as in chapter)

Note that "Skoventyr" is not an actual word, but a contraction of "Skov" (forest) and "Eventyr" (fairytale).

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THE ALLIES

HULDRE



Damage a Tree.



Take any two cards from the Future (it doesn't matter whether the leftmost card is an Adversary) into your hand, ignoring their left-hand boxes. You may choose to take Allies and/or Adversaries. You may give one or both cards to any player(s).

TROLD



Expose two Allies.



Move Gamle Erik counterclockwise up to three times (you may decide not to move Gamle Erik).

NISSE



Move Vogter one step clockwise to a Tree with a Hidden Ally, then Expose that Ally.



Put two different non-Nisse Allies from the discard pile at the bottom of the deck.

THE ADVERSARY

GAMLE ERIK



Move Gamle Erik one step clockwise.



If this card is in your hand, you have to put it immediately at the bottom of the deck.

ELLEFOLK



Put an Ally from the Future at the bottom of the deck.



Look at the top 4 cards of the deck. Put any of them (0 to 4) in the order of your choice at the bottom of the deck and put the rest on top (also in the order of your choice).

FORMSKIFTER



Move Gamle Erik one step clockwise.



This ability is different from the abilities of your other Allies: you do not have to discard the Formskifter from your hand but may place it on a Tree even if there is (are) already one (or several) Ally(ies) of another kind in the Forest.

Note that if there are only Formskifters in the Forest, no other kind of Ally can be placed.