GILLYBOG

1-4 PLAYERS

90 MINUTES

In Gillybog, players are swamp creatures working together to find and rescue their family who have been captured by ruthless hunters. Together, players explore the dangerous forest surrounding their bog and attempt to outsmart the hunters that seek to capture them. Wield the powers of murk and mire to reshape the terrain, heal your friends, and defend your home from those who would call you monsters!

COMPONENTS

1 GREAT BOG TILE

30 FOREST TILES

7 CAMP TILES

16 BOG / HAZARD TILES

4 RISK DICE

13 HUNTER CARDS

12 BASIC ACTION CARDS

30 UNIQUE ACTION CARDS

4 PLAYER TOKENS

3 GILLY TOKENS
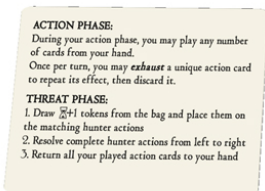
4 REMINDER CARDS

4 HEALTH CARDS

8 GILLY CARDS

25 HUNTER TOKENS

**18 PROTECTION TOKENS**

1 VISION TOKEN

1 VILLAGE BOARD (NOT PICTURED)

SETUP (arrange the components according to the diagram on the next page)

1. Place the **Great Bog tile** in the center of the play area.
2. Place the **Village board** off to the side, and place all hunter tokens on the village.
3. Place a hunter token on the 0 space of the **Support track**.
4. Create separate, **face-down** stacks of the **Forest tiles** and **Camp tiles,** and place them on the board..
   🌱 **For first time players:** remove the Forest tiles and Camp tiles with the sprout symbol first.

5. Create two roughly even stacks of face-up **Bog tiles** on the board. If each stack shows the same type of bog tile on top, move a tile from one stack to the other until they show two different types of bogs.

6. Each player chooses a **Player token,** and places it in the *Den* space on the Great Bog.

7. Each player takes a **Health card**, and places 1 **Protection token** on each section of their health card.

8. Place the remaining protection tokens in a pile, called the **Supply** on the board.

9. Each player takes a set of the three basic action cards: *Run/Grow, Howl/Sense,* and *Sneak/Scare.*

10. Shuffle the **Unique action cards** and place them face-down on the board to create the action deck.

11. Randomly select 3 **Gilly cards**. Return the rest to the box. Place them and the 3 **Gilly tokens** on the board.

12. Assemble the **Hunter deck** based on your desired difficulty level.

> **Easy:** Use the hunter cards: *Lost, Blast, Chase, Close In,* and *Scout.*
> **Medium:** Use *Blast, Chase, Close In, and Scout.* Return *Lost* to the box.
> **Hard:** Use *Chase, Close In,* and *Scout.* Return *Lost* and *Blast* to the box.

13. Shuffle the hunter deck and place it **face-up** to the left of the village, over the *Zeal* space.

14. Create the **Village deck** by shuffling the remaining hunter actions. Place it **face-down** above the village.

🌱 **For first time players:** Place the 3 forest tiles and 1 camp tile with the sprout symbol, 6 hunter tokens, a gilly token and the vision token as shown in the image to the right. Then, skip to step **18** of Setup.
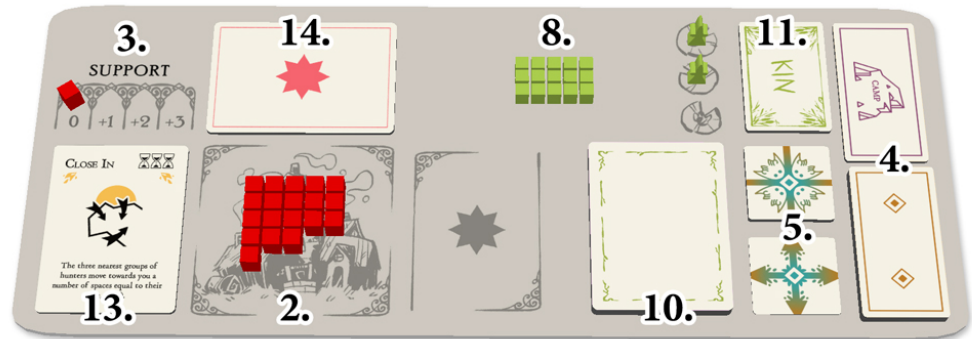
15. Reveal the top 3 **Forest tiles** from the stack. As a team, place each forest tile so that it connects to a different side of the Great Bog tile.
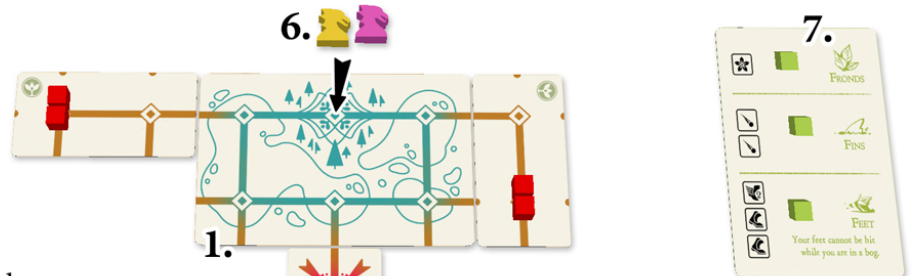
16. Reveal the top **Camp tile** from the stack. As a team, place it so that it touches any tile in such a way that none of its paths are blocked, *and* none of its paths are connected to other paths. On it, place the **Vision token** on the cliff space, and a **Gilly token** on the camp space, tipped over on its back to show that they are captured.

17. Place a pair of **hunter tokens** each forest tile that on a space that is connected to the Great Bog by a path.

18. The player that last set foot in a body of water takes the first turn.

1 - THE MAP & TILES

The action of the game unfolds on the **Map**, the collection of touching tiles in the center of the play area. Over the course of the game, players add **tiles** to the map, changing the terrain and creating new pathways for movement.

Tiles have **spaces** on them, and a number of **paths** leading to and from those spaces. Players and hunters use paths to move across the map from one space to another.
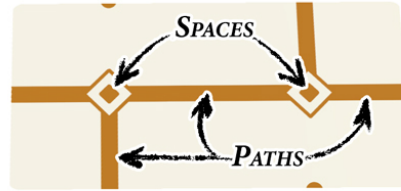
Each forest tile (left) is unique. Each one has 2 spaces and multiple paths.

Some spaces have special effects. **Hazard spaces** hurt or hinder you, like this Watchtower *(pictured left).*

1.1 - PLACING CAMP TILES

Camp tiles are where your fellow gillys are being held and where you can reveal the location of the next camp tile. Each camp tile has a cliff space, and a camp space.

Creating paths to both spaces on camp tiles and moving to those spaces is your primary goal. *See section 5.0 - Winning the Game for more.*

Camp tiles are also where you are taken if you are **captured** by the hunters. *See section 4.3 - Being Captured for more.*

When you place a camp tile, reveal the top tile from the stack, and place it in such a way that none of its paths are blocked, *and* none of its paths are connected to other paths. *Below are examples of valid and invalid camp tile placement.*
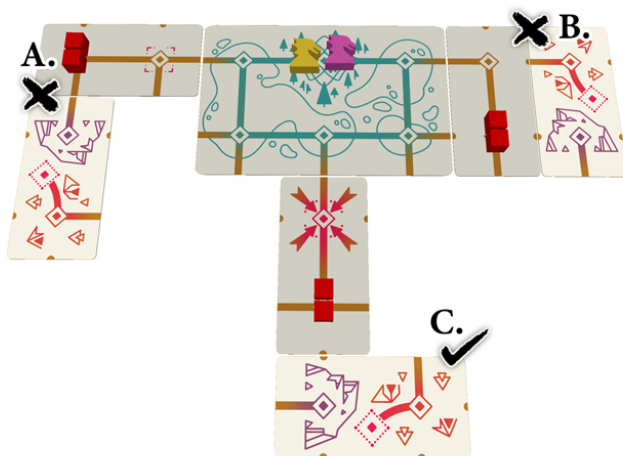
C is the only valid placement, since none of its paths are blocked, or connected to other paths.

1.2 - PLACING FOREST TILES

When you place a forest tile, reveal the top forest tile from the stack, and place it on an edge of the map, so that at least one of its paths connects to another path. *Below are examples of valid and invalid forest tile placement.*
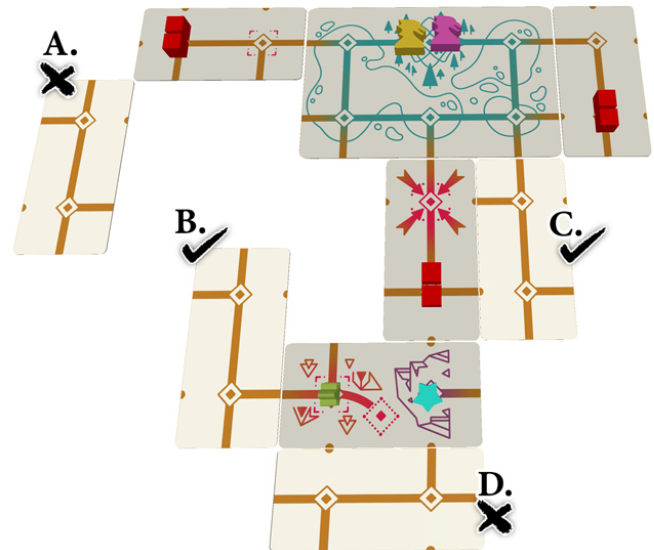
A. This placement is invalid. **When placing a tile of any type, at least one of its edges must be flush with another tile.**

B. This placement is valid since one of its paths connects to another path already in the map. It's okay that the players can't reach it yet.

C. This is also a valid placement. **It's okay to block off paths when placing tiles.**

D. This forest tile is invalid since none of its paths connect to other paths.

3.

2 - GAMEPLAY OVERVIEW

Gillybog is a cooperative game. The players win by saving all 3 of their fellow gillys from hunter camps, then meeting up to perform the final ritual to save the Great Bog. The players lose if any one player is captured by the hunters **twice**.

Each player's turn is broken into two phases, an **action phase** and a **threat phase**. After a player finishes their turn, play passes to the next player in clockwise order. Players continue taking turns in this way until they win or lose.

3 - ACTION PHASE

In the action phase you may play *any number* of action cards from your hand, and resolve their effects one at a time. Actions allow you to expand the map, move across it, move hunters, and more.

There are two types of action cards: **Basic** and **Unique**. Each player starts the game with the same **basic** action cards: *Run/Grow, Howl/Sense,* and *Sneak/Scare.*

When you play a basic action card, choose one of its actions and resolve its effects.

*For example, when you play **Run/Grow**, you may choose to resolve the effect of **Run**, or the effect of **Grow**, but not both.* When you play a **Unique** action card, simply resolve its effects.

After resolving the effects of an action card of either type, keep it in front of you. The number of action cards you play will determine how many risk dice you must roll in the threat phase.

You may choose to end your action phase after playing *any number* of action cards.

To gain a **unique** action card, you must play all the cards in your hand in one turn. Unique action cards have a variety of powerful effects and are kept for the remainder of the game.

If you play the last card in your hand, after resolving its action, reveal the top two cards of the action deck. Choose one card to add to your hand and put the other card on the bottom of the deck. This ends your action phase automatically.

2.1 - COOPERATION AND COMMUNICATION

Players are free to discuss strategy openly. Listen to your fellow players, but don't be afraid to take risks or make your own plans. There is rarely just one "best" move.

As players add tiles to the map, it grows and changes. How it grows dramatically impacts how the game plays out.

When adding tiles to the map, allow other players to make suggestions - they might see something you missed. However, the player placing the tile always has the final say.

RUN
Move any number of spaces.

— OR —

GROW
Gain (1) protection. If you are on a forest tile, place a bog tile over your space.

HOWL
Enhance the next player's actions. They may add one to (numbers).

— OR —

SENSE
Place a forest tile. If that tile connects to your space, place (1) additional tile.

SNEAK
Move up to (2) spaces. You may ignore (1) attack and (1) hazard.

— OR —

SCARE
Move a group of hunters in line of sight (1) space. Return a hunter in that group to the village.

SWIM
UNIQUE ACTION

If you are in a bog space, travel to a bog space up to (3) spaces away, ignoring paths.

*Pictured above - the three basic action cards, and "Swim", one of the 30 unique action cards.*

The following pages in this section explain the effects of each basic action and introduce important concepts that apply to the game more broadly.

3.1 - Run (basic action) 🐉

With the **Run** action you can quickly cover a great distance. You may even run through multiple groups of hunters, as long as you can withstand their attacks.

When you use the *Run* action, **move** your player token any number of spaces.

Below is an example of a potential Run action.
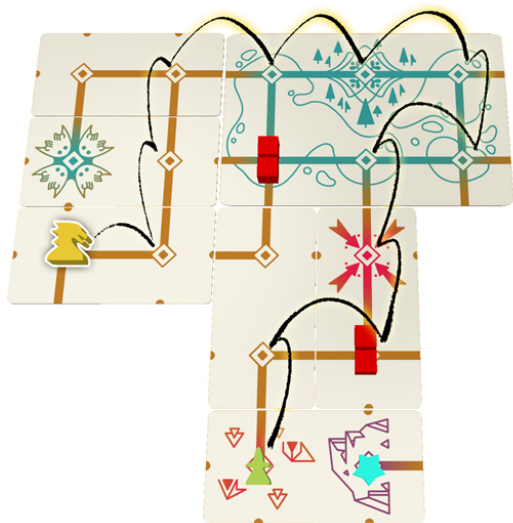
Mia is the yellow player. *She could move 12 spaces to the gilly token. This would be a risky move, however. In order to get there she would first have to pass through an Ambush hazard and 2 hunters.*

3.2 - Movement & Travel

Players (and hunters) move along paths from space to space.

If you move to or through a group of hunters they **attack**, but your movement does not end, unless the result of those attacks causes you to be captured. *See section 4.2 for more on hunter attacks.*

If you move to a space with a *Vision* token or *Gilly* token your movement ends. You must take another action to move further. The special spaces *Snare* and *Tunnel* also end your movement.

Some effects use the word **travel** instead of move. Travelling is a special type of movement that allows the travelling piece to ignore paths.

When you travel, remove the traveling piece from the map and place it at the destination described in the effect.

3.3 - Grow (basic action) 🌱

The **Grow** action lets you protect your limbs from future hunter attacks and turn your current patch of forest into a bog by placing a **bog tile**.

Bog tiles are placed *over* a space on forest tiles, permanently covering that space and any paths underneath. They also have special effects.

When you use the *Grow* action, place (1) protection token from the supply on a *limb* on your health card. Then, if you are on a forest tile, place a bog tile over your current space.

When you place a bog tile, you may choose the top tile of either stack. Replace any tokens that were in that space on top of the bog tile.

After placing a bog tile, move tiles from the top of one stack to the other until they each show different types of bog tiles.

Below is an example of a Grow action.
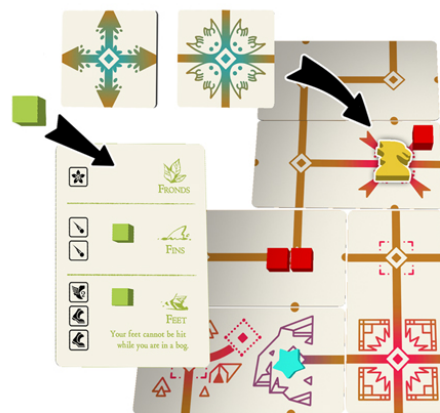
Mia uses the Grow action (above). She places a protection token on her Fronds, then places one of the available bog tiles over the hazard space she's on. By doing so, (below) Mia has created a path to reach the vision token.
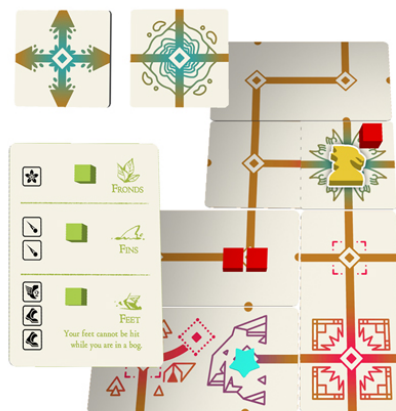
3.4 – Howl (basic action)

The *Howl* action lets you empower an ally, enhancing their actions no matter where they are on the map.

When you use the *Howl* action, it has no immediate effect during your turn. Instead, it benefits the next player in turn order, **enhancing** the effects of actions they take on their turn. Keep this card in front of you until the end of that player's turn to remember that it is in effect.

While your actions are enhanced, add +1 to all numbers inside the parenthesis of your action's effects. You may also trigger the *enhanced* effects of certain unique action cards.

3.5 – Sense (basic action)

The *Sense* action allows you to explore your surroundings and reveal more of the forest.

When you use the *Sense* action, place a forest tile as shown in section 2.2. If that tile connects *directly* to your space, you may then place (1) additional forest tile.

In the image below, Tile **A** is directly connected to Mia's space, while tile **B** is not.

*If Mia placed tile **A** with the Sense action, she could place (1) additional forest tile, since tile **A** connects directly to her space. If Mia's action were enhanced, she would add 1 to the number in Sense's effect, and get to place a third forest tile.*

3.6 – Sneak (basic action)

The *Sneak* action lets you move more safely than running, but only a short distance.

When you use the *Sneak* action, move up to (2) spaces. During this movement, you may ignore (1) attack or hazard.

3.7 – Groups, Adjacency, Line of Sight

A group of hunters is any number of hunter tokens in a single space. Even a single hunter token alone in a space is considered a group.

The maximum size for a group of hunters is 6. If there are ever more than 6 hunter tokens in a space, move half of them (rounded down) to an **adjacent** space of your choice.

Spaces are considered adjacent if they are connected by a path, with no spaces in between. *E.g. Only the indicated spaces are adjacent to Mia.*
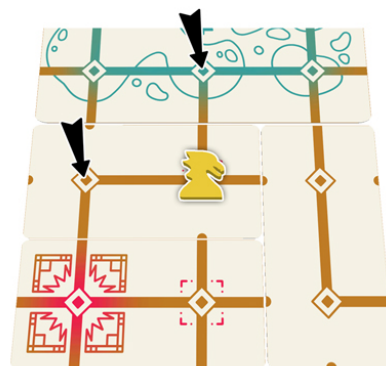
Any two things are in **line-of-sight** of each other if there is a straight line of paths between them. Tokens on that path do not block line-of-sight. *E.g. Both of the indicated groups of hunters are in Mia's line-of-sight.*
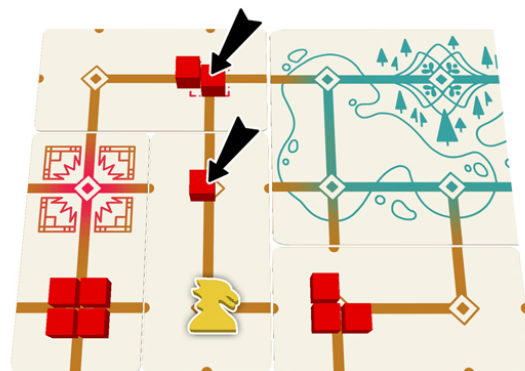
3.8 – Scare (basic action)

The *Scare* action lets you frighten hunters out of your way and send one back to the village.

When you use the *Scare* action, Move a group of hunters in line-of-sight (1) space. Then, return a hunter in that group to the village.

4.0 - Threat Phase

When you choose to stop playing action cards, or end your action phase by gaining a unique ation card, the threat phase begins.

At the start of each threat phase, you resolve the top card of the hunter deck. These cards do things like placing more hunter tokens on the map, moving them towards you, and attacking if you're in line-of-sight.

Each hunter card has between 1 and 3 timers in the top right. For each action card you played beyond this number, you roll a risk die, then resolve all dice rolled.

Finally, you return all of your played action cards to your hand, and discard the hunter card you resolved, ending your turn.

Note: Being the clever creatures that you are, you always know the next move the hunters will make, since the hunter deck is face-up. Plan accordingly during the action phase.

**Each threat phase, perform the following steps in order:**

1. Resolve the effect of the face-up hunter card on top of the hunter deck.
2. If you played more action cards than the number of timers on that hunter card, roll a number of risk dice equal to the difference. Resolve all rolled dice in the following order.

   Add the value of all boots together. Move the **nearest** group of hunters that many spaces towards you .

   If you are in line-of-sight of hunters, lose 1 protection token from your *fins*.

   Miss! Nothing happens.

3. Return all of your played action cards to your hand (except *Howl*, if you played it). Discard the top card of the hunter deck to the hunter discard pile face-down. Your turn ends, and the next player begins their turn.
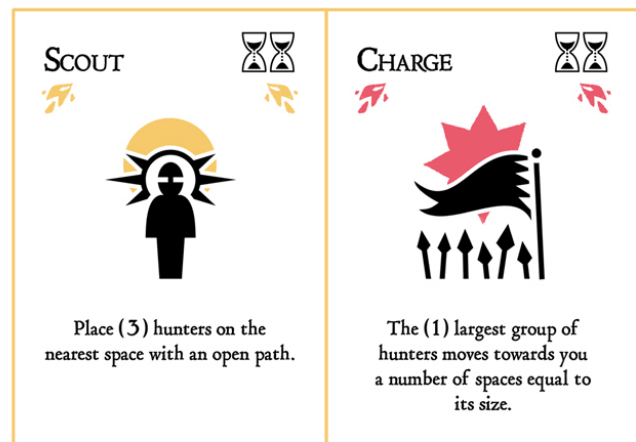

Hunter cards come in two types, basic and advanced. Basic hunter cards start in the hunter deck, while advanced cards are added gradually.

4.1 - Nearness

Many hunter cards reference the nearest group of hunters or the nearest space with an open path. **Nearest** is in reference to your player token unless otherwise specified, and means "the shortest distance away along a connected path".

Below is an example of nearness.
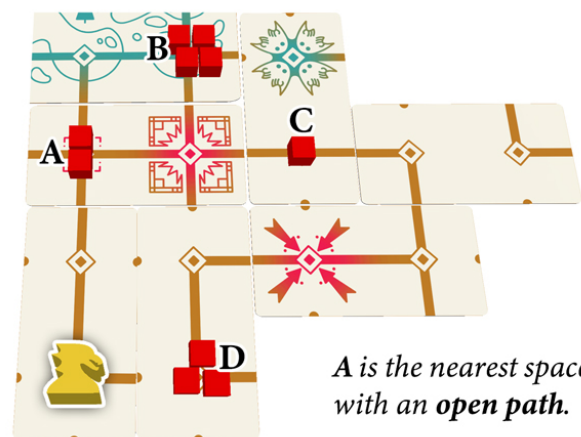

*A is the nearest space with an **open path**.*

*The group of hunters labeled **A** is 2 spaces away from the yellow player token, making it the nearest group. Group **B** and group **C** are the next nearest groups, both 4 spaces away.*

*__Whenever there is a tie in distance,__ the player may choose which one counts as being the nearest. Group **D** is the least near, at 9 spaces away.*

4.2 - Hunter Movement & Attacks

When hunters move, they always follow the shortest path to their target. If there are multiple paths of the same length, they take the path with the least bog spaces. If each path has the same number of bog spaces, the player chooses which path the hunters take. *For example:*
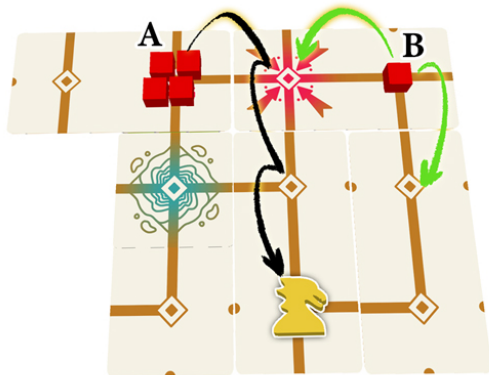
*When moving group **A**, there are two paths of equal distance leading to Mia. Therefore, the hunters follow the path that has fewer bog spaces. Group B is the same, except there are no bog spaces on either path, so Mia chooses which path the hunters take.*

When a group of hunters moves to a space with a player token, they stop moving, and any additional movement that group had is ignored. Then, each of those hunters **attacks** that player.

For each attack, roll a risk die and lose 1 protection token from the corresponding limb on your health card, or from your current space. Return lost protection tokens to the supply.

Lose 1 protection from your *fronds*.

Lose 1 protection from your *fins*.

Lose 1 protection from your *feet*, **unless your player token is in a bog space.** (*Because your feet are under water*)

Important Note: Risk dice rolled during attacks are only used to determine which limbs are hit, and have no other effect!

4.3 - Being Captured

You are **captured** if an attack would cause you to lose protection from a limb that has none. **When you are captured, resolve the following steps in order:**

1. Skip to step **3** of the threat phase immediately. If you are in the middle of resolving an effect, ignore the rest of that effect.
2. You are injured! Choose an action card from your hand, and tuck it under your health card, face-down as an **injury**. That action is lost for the remainder of the game. **If this is your second injury, the players lose the game.**
3. Reveal the top camp tile from the stack. Place it as shown in section 1.1. Place the nearest group of hunters and your player token in the camp space. Your turn ends.

When you are captured the first time, the hunters underestimate you and you're able to escape on your own. You continue taking turns as normal, with one fewer action card.

4.4 - Support

Over the course of the game, the village's support of the hunters grows, adding new cards to the hunter's deck and making all of their cards more powerful. **When the last card in the hunter deck is discarded,** resolve the effects of *Zeal* printed below immediately:

1. Advance the hunter token on the support track to the next space.
2. Add the top card of the village deck to the hunter discard pile.
3. Shuffle the hunter discard pile, and place it face-up to create the new hunter deck.

Like action cards, hunter cards have a number in parenthesis in their effects. **When you resolve a hunter card**, add the village's current support to the number in parenthesis.

4.4 - THREAT PHASE EXAMPLE

After playing 4 actions, Mia chooses to end her action phase and begin the threat phase. **1.** *She resolves the top card of the hunter deck,* **Chase.** *It moves the nearest group of hunters towards her a number of spaces equal to its size. Both groups are 2 spaces away, so Mia chooses the smaller one.*

2. *She played 3 more actions than the number of timers on Chase, so she rolls 3 risk dice.*
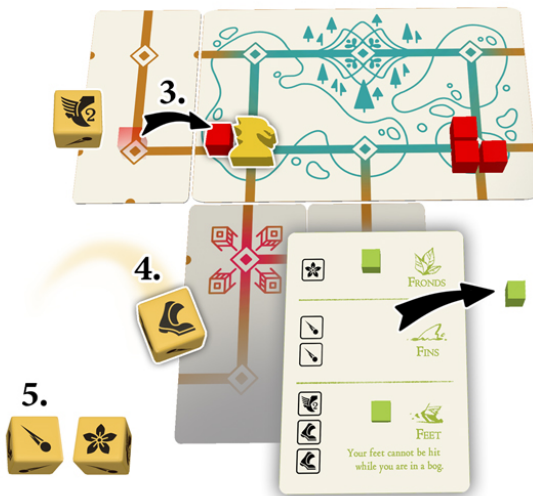
3. *She resolves the boot first. It would move the hunter 2 spaces, but it stops moving when it reaches her. Since it moved to her space, it* **attacks!**
4. *Mia rolls a risk die to resolve the attack and gets a boot. It would hit her feet, but she's in a bog.*
5. *Next is the blast die. She's in line-of-sight of hunters, so she loses 1 protection from her fins.*
6. *From here, she would return her played action cards to her hand, discard Chase, and end her turn.*

5.0 - WINNING THE GAME

To win the game, players need to save 3 of their fellow gillys from the hunter's camps, then meet up to perform the final ritual that protects the Great Bog.

To save a gilly, you'll need to find the camp where they are being held, create a path to that camp by placing tiles, move to that gilly, then return them to the Den space in the Great Bog.

5.1 - FINDING CAMPS

The first camp tile is placed during setup. On it, there is a gilly token waiting to be rescued, and a vision token on the cliff.

When you move to the vision token, place a camp tile as described in section 1.1.

Move the vision token in your current space to the cliff space on the newly placed camp tile. Then, place a kin token on the camp space tipped over on its back to show that they are captured.

If all the kin tokens have been **saved**, or are already on the map, do not place a camp tile when you move to the vision token.

5.2 - SAVING GILLYS & FINAL RITUAL

When you end your movement on a space with a tipped over gilly token, stand their token up and reveal one of the gilly cards to see who you rescued. Read their name and effect, then keep that card in front of you. **You may trigger the effects of any gilly in your space.**

When you move, 1 gilly token in your space moves with you automatically. When you end your movement on the *Den* space, you **save** the gilly that moved with you: Place their card nearby, and their token on that card. **Once a gilly is saved, any player may trigger their effects, regardless of their location.**

Once all 3 gillys have been saved, players can perform the final ritual to win the game. To do so, all players must meet at the location of the vision token. When they do, the ritual is completed - and the players win the game.

6.0 - Effect Spaces

These are spaces that have a variety of special effects. They impact movement, line-of-sight, and more. There are two types: **Hazards** and **Bogs**. You don't need to know all of these effects to start playing, simply refer back to this page as they come up during play.

6.1 - Hazards

Hazard spaces are found on many forest tiles, and represent areas where the hunters have set up traps and other obstacles.

Ambush
When a player moves to or through an *Ambush* space, they suffer 1 **attack**, as if there were a hunter in that space.

Watchtower
While you are in line-of-sight of a *Watchtower* space, you are in line-of-sight of the hunters. Resolve effects accordingly.

Snare
When you move to a *Snare*, your movement ends. Any remaning movement you had is lost.

Some unique actions have an effect that triggers after movement. If a *Snare* ends that movement prematurely, ignore the rest of that action's effect.

Designer's Note: The visual design of effect spaces will be changed in the next prototype to ensure they are more easily differentiated from one another.
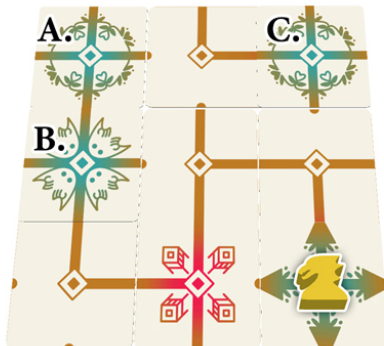
6.2 - Bogs

The six bog spaces found on the **Great Bog tile** have no special effect, but like any bog space, they protect your feet from attacks.

Bog spaces with special effects are listed below. They are primarily found on bog tiles, but there are a few on forest tiles.

Mud Bank
When a group of hunters moves to a *Mud Bank*, their movement ends. Any remaining movement that group had is lost.

Sanctuary
When a Sanctuary is placed, place 2 protection tokens on it.

When you would lose protection from a *limb*, you may remove 1 protection token from your space instead.

Haunted Bog
When a group of hunters ends their *movement* in a *Haunted Bog*, return 1 hunter in that group to the village.

The effect of the Haunted Bog occurs before attacks. *For example:*
*If you are in a haunted bog and 2 hunters move into your space, return 1 to the village, then resolve 1 **attack** from the remaining hunter.*

Tunnel
You may *travel* from a *Tunnel* to any bog space within 3 spaces, ignoring paths, and end your movement. *For Example (Left):*

*Mia is on a **Tunnel** space. When ignoring paths, Bog **A** is 4 spaces away, so she cannot travel to it. Mia can travel to bog **B** or bog **C**, since both are within 3 spaces when you ignore paths.*