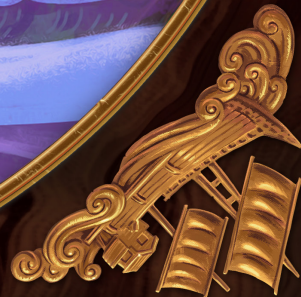
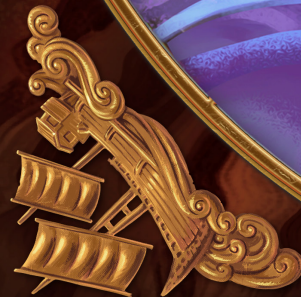


# BōRō *Ambelan*

EXPANSION





# Components

## AMBELAU MODULE



1 GAMEBOARD



5 CANOE TOKENS  
(1 IN EACH PLAYER COLOR)



IBU SPIRIT TOTEM



IBU SPIRIT ALTAR



10 TRIBUTE CARDS



3 DECREE TOKENS



5 GUIDE TOKENS  
(1 IN EACH PLAYER COLOR,  
ALL WITH STRENGTH 1)



1 ELDER CARD



1 AMBELAU COVER TOKEN



2 PLAYER AIDS

## 5TH PLAYER MODULE



1 BOROBUDUR (SHIP)  
PLAYER MAT



1 ESTEEM MARKER



2 FISH MARKERS



5 EXPLORER TOKENS  
(STRENGTH 1, 2, 3, 4, AND 5)

## UKUM MODULE



1 DECREE COVER TOKEN



UKUM SPIRIT TOTEM



UKUM SPIRIT ALTAR



9 OUTLAW  
ISLANDER CARDS



10 TRIBUTE CARDS



1 DECREE  
TOKEN



2 ELDER CARDS

## LAWAN MODULE



20 LAWAN PLOT CARDS

## TOKOH MODULE



10 TOKOH CARDS

## BLESSINGS MODULE



5 BLESSING TOKENS

## LIAISONS MODULE



5 LIAISON TOKENS





# Ambelau

## OVERVIEW

The Ambelau expansion adds seven modules to expand and deepen your games of Buru. These modules may be used individually or in any combination, though we recommend using Ukum, Ambelau, Tokoh, Blessings, and Liaisons together for the most robust experience.

Included in this box are:

- **Fifth Player Module:** This module includes all the necessary components to add a fifth player.
- **Ambelau Module:** The lush volcanic island of Ambelau is just a short trip from Buru. Players may send Explorers to this new region in canoes, where new action spaces await. Ambelau actions let you collect resources, gather fish, recruit Guides, and pay tribute to Ibu, the spirit of growth and life.
- **Ukum Module:** The spirit Ukum represents justice and order on Buru. Players pay tribute to Ukum by exiling those who violate the natural law — especially Outlaws, a new type of Islander.
- **Lawan Module:** Solo & spirit options are included for everything in this expansion.
- **Tokoh Module:** Introduce leaders to your expeditions with asymmetrical starting positions and exclusive special actions for each player that may be taken in lieu of region actions.

▪ **Blessings Module:** Seeking a strong bond with the newcomers, the inhabitants of the island offer support to those most in need — specifically, those with the *lowest* bid in each region.

▪ **Liaisons Module:** The Majapahit King sends a special diplomat with each party, offering a chance at a second action in the same region — but only if the Liaisons can avoid undermining each other's efforts!

## FIFTH PLAYER MODULE

No changes or special rules are required to introduce a fifth player (the red game components). Simply hand out the fifth player's components during setup and include them in each player step through the game.

## STRATEGY

Buru is highly competitive with 5 players, especially without the Ambelau module in play. Here are a few things to consider in larger games.

- During the Afternoon phase, the player with the lowest bid will have few if any choices. Consider bidding more aggressively to win crucial actions, and to deny your opponents those actions.
- Expect fierce competition for Tribute cards before those decks run out. Pay tribute early and often!
- Controlling totems is even more important because more players can translate to much more free Esteem. Triumph to control totems whenever you can.





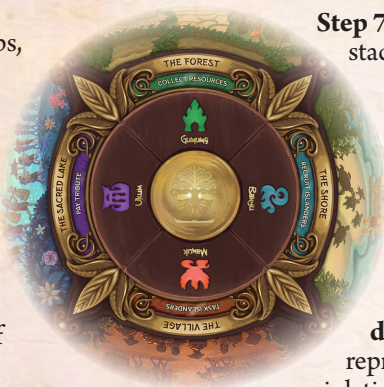
# Ukum



This module adds Ukum, the spirit of order and harmony, and the Outlaws, a new type of Islander known for their troublemaking ways. Paying tribute to Ukum lets you exile Islanders from Buru... and in the case of the Outlaws, earns you bonus rewards in the process.

## SETUP

In each of the following setup steps, take these additional actions.

**Step 1:** Place the round Decree cover token on top of the Triumph Reward spaces at the center of the board, with each section oriented towards its region. Now, a player who is Triumphant at the Sacred Lake claims the Ukum totem instead of gaining 1 Esteem.



**Step 4:** Add the Outlaw Islander cards to the Islander deck before shuffling. Outlaws are identified by the  in the top left corner, and the  icon in the bottom right corner of the card.

*Important: Unless you are also playing with the Ambelau module, return the **Tyrant** to the box. This Outlaw requires both the Ukum & Ambelau modules to function.*

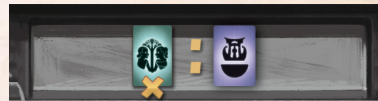
**Step 5:** Place the Ukum spirit altar with either side facing up alongside the other altars at the Sacred Lake (choose or randomly select the face up sides). Shuffle the Ukum Tribute deck and place it above the Ukum spirit altar.

**Step 6:** Add the Ukum Elder and Elder Outlaw cards to the Elder deck before shuffling.

**Step 7:** Add the Altar of Ukum Decree to the Decree stack before shuffling.

## PAYING TRIBUTE TO UKUM

You may pay tribute to Ukum in the same way as any other spirit. Being the spirit of justice and order, Ukum is only interested in one thing — ejecting the unworthy. Thus, **there is only one cost when paying tribute to Ukum: discard an Islander from your tableau.** This represents the Islander being exiled or shunned for violations of the natural law of the island.



## UKUM TRIBUTES

Ukum is not as revered as other spirits of the island, so tribute to the spirit is worth fewer Esteem than to Banyu, Gunung, or Manuk (see the Ambelau Player Aid for details).





## THE UKUM TOTEM

Each round, the player who is Triumphant at the Sacred Lake claims the Ukum totem (rather than gaining 1 Esteem, as in the base game). The player who controls this totem gains 1 Esteem each time any player pays tribute to Ukum.

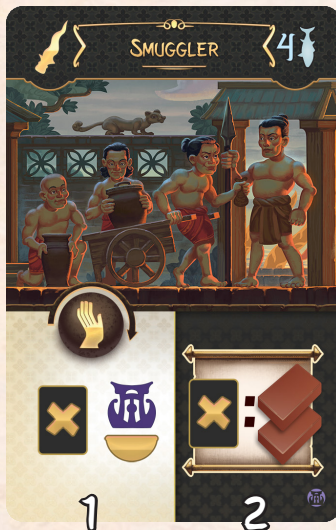
## OUTLAWS

These thieves, pirates, and rogues threaten justice and order on Buru... in direct defiance of the spirit of Ukum.

Unlike other Islanders, Outlaws have no explicit utility when added to your tableau (remember: they're bad guys!). Instead, they have two functions:

**1. When you task an Outlaw, you must immediately discard the tasked Outlaw to Pay Tribute to Ukum.** There is no additional cost to pay tribute to Ukum in this way — discarding the tasked Outlaw pays the Tribute cost.

**2. Whenever an Outlaw is discarded** (as a result of being tasked OR to pay tribute to Ukum at the Sacred Lake), you gain the bonus shown in the black field of that Outlaw card.



*Example: Becky tasks the Smuggler. First, Becky immediately pays tribute to Ukum by discarding the Smuggler from her tableau. She draws an Ukum Tribute card. Second, because she discarded the Smuggler, she also gains 2 clay. This is the discarding effect shown in the black field of the Smuggler card.*

## STRATEGY

Ukum introduces many new and interesting strategies for scoring Esteem, and different ways to capitalize on your Islanders as well. Here are a few things to consider.

- Paying Tribute to Ukum converts Islanders you may no longer need into Esteem. This is especially helpful in the last few rounds of the game. Consider discarding Islanders that don't match your Elder goals, or those with abilities that don't support your evolving plan.
- Paying Tribute to Ukum is cheap, as Islanders are recruited with fish. It's an excellent option when resources are tight.
- Outlaws can be tasked to pay tribute to Ukum. This means you can pay tribute even if you don't compete at the Sacred Lake. Additionally, tasking an Outlaw to pay tribute to Ukum happens before the Sacred Lake is resolved. This lets you gain bonus Esteem from the Ukum totem before you potentially lose it.
- The reward for discarding an Outlaw is equivalent in value to its fish cost. Paying Tribute with an Outlaw not only "pays for" the card, you gain a few bonus Esteem for the trouble!






# Ambelau

Ambelau is a small volcanic island located about 20 kilometers from Buru. The people of Ambelau have their own language, culture, and even their own spirit: Ibu, a force of growth and life embodied by the island's lush forests and rich bounties. By sending your Explorers to the Ambelau region, you can net extra resources, pay tribute to Ibu, and recruit local Guides to join your party.

## SETUP

When playing with Ambelau, follow these steps **instead of those in the base game**.


1. Place the Buru board in the center of the table within reach of all players. Place the Ambelau cover token over the template between the Village and Sacred Lake regions. Place the Ambelau board against the Buru board with the cover token pointing to it. Place the supply of clay, palm, and ebony resources nearby.

2. All Players: Choose a color and take the matching player mat, plus 5 Explorer tokens, 1 Guide token, 1 Esteem marker, and 2 fish markers in that color. Flip your player mat to the Ambelau side. This side is identified by the  in the bottom right corner. Place your Guide token face up on the Guide space of your player mat. Place your Esteem marker on the 0 space of the Esteem track. Place your Explorer tokens face down on your player mat. Place 1 Fish marker on the 0 space of your player mat, and the second Fish marker next to your player mat. Place your canoe in the starting space of the Ambelau region. This is the only time more than one canoe may occupy a space at the same time.

3. Place the 4 spirit totems in the Totem Start area of each of their corresponding regions: the Gunung totem in the Forest; the Banyu totem at the Shore; the Manuk totem in the Village; and the Ibu totem at Ambelau.

4. Shuffle the Islander cards and place them as a deck face down near the Shore region of the Buru board.

5. Place the Ibu spirit altar near the Ambelau region, and the other 3 spirit altars next to the Sacred Lake region of the Buru board. For each altar, choose or randomly select the face up side. Shuffle each Tribute deck and place it in the notch on the matching spirit altar.

6. Add the Ibu Elder card to the Elder deck. This card is identified by the  in the bottom right corner. Shuffle the Elder cards and place the deck near the Sacred Lake region of the Buru board.

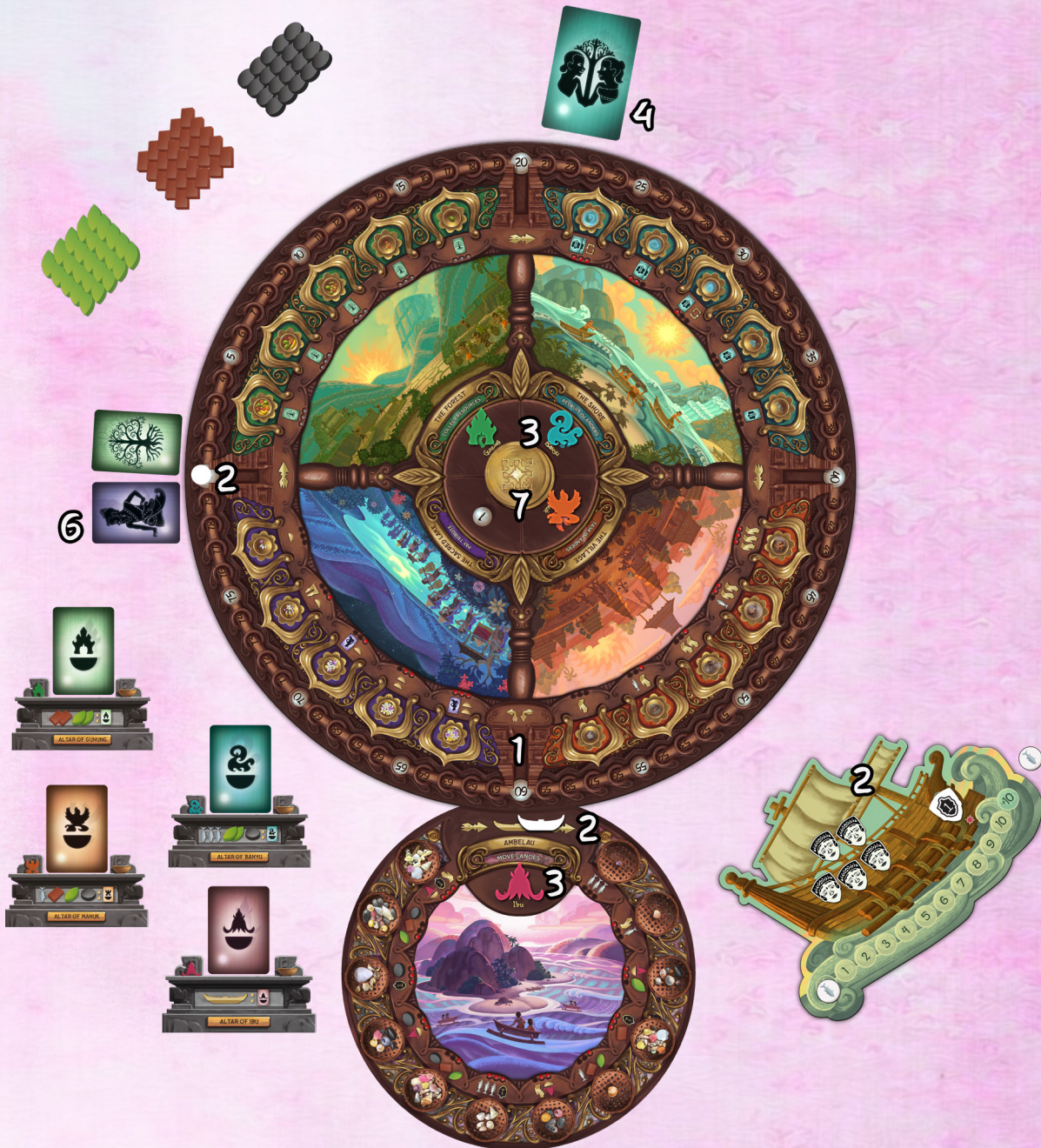
7. Add the 2 Ambelau Decrees and the 1 Altar of Ibu Decree to the Decree stack before shuffling. Place 10 of these tokens as a face down stack in the center of the Buru board. Discard the remaining tokens to the box without looking at them.

You are now ready to play!

## AMBELAU WITH THE UKUM MODULE

You can play Buru with the Ukum and Ambelau modules at the same time. Simply follow the setup steps for both modules. In this case, the Tyrant is added to the Islander deck.







# THE AMBELAU REGION

The Ambelau board presents a new region, situated between Buru's Village and Sacred Lake. Ambelau operates differently than Buru's regions in a few key ways:

## A. Region Name and Summary

Acting in Ambelau lets you move your canoe a number of spaces along the Canoe track.

## B. Totem Start / Triumph Rewards

Place the Ibu spirit totem on this space at the beginning of the game. When you are Triumphant in the region (i.e. when you bid Explorers with the greatest total Power in the region), take this totem.

## C. Wilderness

The bidding area where you place Explorers face down in the Morning phase.

## D. Starting Canoe Space

Each player's canoe token is placed here during setup. This is the only time multiple canoes may occupy the same space.

## E. Canoe Track

Canoes move around this track when Explorers are sent to Ambelau.

## RESOLVING THE AMBELAU REGION

Ambelau is resolved in the Afternoon phase of each round, after the Village and before the Sacred Lake. Follow these steps to resolve Ambelau.

### a. Reveal Explorers

Flip over all Explorers in the region. Reveal and declare your Power as normal.

### b. Winner is Triumphant

The player with the greatest total Power in Ambelau claims the Ibu totem and any Decrees in the region.



## c. Move Canoes & Take Actions

Beginning with the Triumphant player, move your canoe up to a number of spaces along the Canoe track equal to your total Power, minimum 1 space. Follow these rules when moving your canoe:

- You must move clockwise.
- You may move less than your total Power, but you must move at least 1 space.
- Count both occupied and unoccupied spaces when moving.
- You must end your move in an unoccupied space. Canoes may never share a space.
- If you cannot reach an unoccupied space (all spaces within your available movement are occupied), move clockwise to the first unoccupied space.
- If you reach the end of the track, skip over the starting space and continue to the next clockwise space. No canoe may occupy the starting space after moving out of it.



**Immediately resolve the action of your ending space.** You may apply any, all, or none of the action's effect, in any order you wish.

Once the Triumphant player resolves their action, the player with the next highest Power in Ambelau moves their canoe and resolves their action. Play proceeds in order from highest to lowest Power, until all players with Explorers in Ambelau have moved their canoe and resolved an action.

**Example of Resolving the Ambelau Board**  
Becky (red player), Sonia (yellow player), and Kat (purple player) have all placed Explorers in Ambelau during the first round of the game. The players have just resolved the Village region, and now resolve Ambelau.

First, all players reveal their explorers: Becky has bid 4 Power, while Sonia and Kat have both bid 3 Power. Becky is Triumphant and collects the Ibu totem. There are no Decrees here this round.

Next, the players move their canoes. Since Becky is Triumphant, she moves her canoe first. She must move 1 space, and may move up to 4 spaces clockwise on the track (since she bid 4 Power). Becky opts to move 4 spaces and places her canoe on the 1 ♦ space. She immediately places her Guide face down on her player mat to remind her she can use it next round, then collects 1 clay from the supply.

Kat and Sonia both have 3 Power. Kat is the Emissary, however, so she moves her canoe next.

Kat opts to move the full 3 spaces and places her canoe on the 1 ♠ space. She immediately pays tribute to Ibu, collecting the top card from the Ibu Tribute deck. Becky gains 1 Esteem since she has the Ibu totem. Kat then collects 1 palm from the supply.

Finally, Sonia must move her canoe up to 3 spaces. Kat is occupying the space Sonia wanted, and the first two spaces of the Ambelau track don't interest her either. She moves 3 spaces and since two canoes cannot occupy the same space, she jumps past both Kat and Becky. She ends her move on the 1 ♣ space. Sonia gains 1 fish, and collects 1 palm and 1 clay from the supply.

With all player actions resolved, play continues on to resolve the Sacred Lake.


**d. Resolve the Next Region (Sacred Lake)**  
When each player with Explorers in Ambelau has moved their canoe and resolved an action, resolve the Sacred Lake as normal.









## AMBELAU ACTIONS




Each space on the Canoe Track has rating, just like action spaces in other regions. Use these to determine the utility of each space, and when playing with the Ambelau module in Lawan Mode (see page 11).



 (⊕): Gain 3 fish

  (⊕): Gain 1 fish + task an Islander




  (⊕⊕): Pay tribute to Ibu + gain 1 palm



  (⊕⊕⊕): Gain your Guide next round + gain 1 clay

   (⊕): Gain 1 palm, 1 clay, and 1 fish




  (⊕⊕): Pay tribute to Ibu + task an Islander




  (⊕⊕): Gain your Guide next round + gain 3 fish

   (⊕⊕⊕): Gain 1 palm, 1 clay, and 1 ebony

  (⊕⊕): Pay tribute to Ibu + gain 1 ebony

  (⊕⊕): Gain your Guide next round + gain 1 ebony

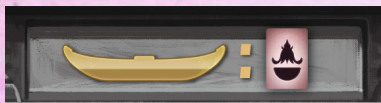
   (⊕⊕⊕): Gain 1 palm, 1 clay, and 1 ebony

   (⊕⊕⊕): Pay tribute to Ibu + gain your Guide next round + task an Islander

### PAY TRIBUTE TO IBU

Ibu is highly revered by Ambelau's people, but not on Buru. Thus, you may only Pay Tribute to Ibu on Ambelau, not at the Sacred Lake.

To Pay Tribute to Ibu, end your canoe's move on an Ibu Tribute space on Ambelau.



### Ibu Tribute Cards

Each of these is worth fewer Esteem than a Banyu, Gunung, or Manuk Tribute card. However, each Ibu Tribute card is worth the Esteem shown + 1 additional Esteem for each other Ibu Tribute card you have at the end of the game.

*Example: At the end of the game, you have 3 Ibu Tribute cards worth 1, 1, and 2 Esteem, respectively. Since you collected a total of 3 Ibu Tributes, each of those Tributes is worth 2 additional Esteem. Your total Esteem from Ibu Tribute cards is 11 (1 + 1 + 2 + 6).*

### The Ibu Totem

Each round, the Triumphant player on Ambelau claims the Ibu totem. Each time any player pays tribute to Ibu, the player who currently has Ibu's totem gains 1 Esteem. There is no limit to the number of times a player may gain this bonus in a round.

### Strategy

Paying tribute to Ibu has no cost other than ending on a particular space, but those spaces are few and far between on Ambelau. Plan carefully and bid Explorers aggressively to maximize the benefit of these spaces.

### GAIN YOUR GUIDE

When playing with the Ambelau module, each player can periodically gain access to a Guide — a sixth, Power 1 Explorer representing a scout recruited from Ambelau. Your Guide has a silhouette on the number side to differentiate it from your normal Explorers.



During setup, place your Guide face up on the Guide space of your player mat.

**You do not have access to your Guide every round.** You only gain your Guide by taking the Gain Your Guide action in Ambelau, or by discarding the Tyrant Outlaw.



When you gain your Guide, flip the token face down on your player mat to indicate that you can use it in the following round. You will be able to place 5 Explorers in regions during the next Morning phase, rather than 4 as normal. If you place Explorers in every region, including Ambelau, you will take an additional action in the Afternoon phase!

**You only keep your Guide for 1 round.** In the Dusk phase, place your Guide face up in its space on your player mat. You may gain your Guide again by taking the Gain Your Guide action or discarding the Tyrant. It is possible to gain your Guide and use any Explorer while you have the Guide to gain your Guide again. In this way you can enjoy your Guide's assistance for multiple rounds in a row.

### Strategy

Guides are only Power 1 but provide significant strategic advantages by letting you place 5 total Explorers during the round. Here are a few ways to get the most out of your Guide.

- In most rounds when you have your Guide, you will be the last player to place an Explorer during the Morning phase. Leverage this position by holding your most powerful Explorers for this last placement. This lets you see when and where your opponents have committed Explorers before making your strongest bid.
- With 5 total placements, you have the chance to act in every region, including Ambelau. Exploit this by placing your Guide in a region where few or no opponents have Explorers.
- Use Explorers as a reserve force, boosting your Power in regions where you are concerned about being outbid. Even a 1 Power boost to a Power 5 Explorer can make the difference between Triumph and second place.

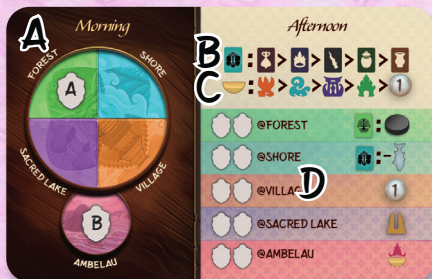






# Ambelau Lawan

This expansion includes 20 Plot cards developed for use with the Ambelau & Ukum modules. You can use these new cards to round out your games to as many as 5 players. When playing the Lawan Mode with both of these modules, use these cards instead of the Plot cards included with the base game.



**A. Morning Phase – Explorer Placement:** The region map now includes Explorer placements on Ambelau.

**B. Afternoon Phase – Recruiting Preferences:** This line now includes the Outlaw Islander cards.

**C. Afternoon Phase – Tribute Preferences:** This line now includes the Ibu & Ukum spirits.

**D. Double Placement Bonuses:** This table now includes a bonus for the Ambelau region, as follows:

- **Ambelau:** When the Lawan acts at Ambelau, it gains the bonus shown (it gains its Guide OR gains 1 Ibu Tribute card at no cost). If the Lawan gains an Ibu Tribute card and there are none left to be drawn, this bonus is ignored.

**Note:** When playing with this expansion and Lawan, it is possible a Lawan can pay tribute away from the Sacred Lake and / or out of turn. The Sacred Lake Esteem bonus for double placement on some Plot cards is in effect through the entire Afternoon phase and applies anytime the Lawan pays tribute, whether at an altar or through other means.

## SPECIAL AMBELAU LAWAN RULES

- **Guides:** A Lawan may gain its Guide, either from the Ambelau island track or from the Ambelau double placement bonus. When a Lawan has its Guide, draw an additional Plot card to determine its placement.
- **Ukum Tributes:** A Lawan will only pay tribute to Ukum by discarding an Outlaw. It will never discard another type of Islander to pay tribute to Ukum.
- **Playing without Ambelau or Ukum:** While it is recommended to play Lawan with both the Ambelau and Ukum modules, you can play without one or the other. When playing without Ambelau and placing a Lawan's Explorers, redraw any Plot card that places Explorers on the second island. When playing without Ukum, simply skip over Ukum in the tribute priority line on all Plot cards.

All other rules from the Lawan Mode presented in the base game are unchanged (*see Buru Rulebook, page 17*).





# Tokoh

*The Majapahit expeditions to Buru are not all the same. Each expedition leader is unique, with their own individual style and advantages.*

The Tokoh module represents the character of your expedition's leader, granting each player an asymmetrical starting benefit and an exclusive special action you may use *instead* of acting in a region.

## SETUP

After shuffling Decree tokens in Step 7, deal two Tokoh cards to each human player (Lawan never receive these cards). Each player chooses one of these cards and places it face up next to their player mat. Unchosen Tokoh cards are discarded to the box.

Immediately collect the benefits shown under "Start" at the top of your Tokoh card.

## TOKOH ACTIONS

Your Tokoh card also includes an exclusive action space — a special skill unique to your expedition's leader. You may use your Tokoh action any time you would choose an action during the Afternoon phase, *instead* of choosing an action in a region.

When it is your turn to take an action in a region, you may place the Explorer token(s) you bid in that region on the action space of your Tokoh card, then resolve the Tokoh action. Play then continues to the next highest Power in that region, as normal.

Each player's Tokoh action is exclusive, and no player may use another player's Tokoh action. Your Tokoh card contains an action space, and once this space is occupied by your Explorer token(s), you may not take the action again in the same round.



## LONGER GAME VARIANT

For advanced players and groups looking for a longer or higher-scoring game, simply shuffle 12 Decree tokens to form the center stack rather than 10. The game will last 6 rounds instead of 5. All other rules remain unchanged.





# Blessings

*The people of Buru are known for their great generosity in support of the fortunate and the unfortunate alike.*

This module rewards a player who bids *lowest* in a region with that region's **Blessing token**. This represents the charity and help of Buru's residents. A Blessing token may be spent in a subsequent round to increase the player's Power in that region, giving them a competitive edge thanks to the people of Buru.

## SETUP

After placing the spirit totems in Step 3, find the 5 Blessing tokens — one for each region — and place each in the wilderness of its associated region (e.g. place the Forest Blessing in the Forest wilderness, the Shore Blessing in the Shore wilderness, and so on). If you are not playing with the Ambelau Module, return the Ambelau Blessing to the box.



## GAINING A BLESSING

Blessings are a compensation for the player who bids the *least* Power in a region. During the Choose Actions step of each round, while resolving a region, the player who chooses their action last *also* collects that region's Blessing — either from the wilderness or from the player holding it, if it was not used this round. Place this Blessing token next to your player board, in sight of all players. You may have any number of Blessing tokens at a time.

If you are the only player to bid in a region, you must choose to collect *either* the region's Triumph reward (for having the highest Power) *or* its Blessing token (for having the lowest Power). You cannot be both the strongest and weakest in a region at the same time!

Also, you must bid at least 1 Power in a region to gain that region's Blessing token. Only the presence of your Explorers makes you eligible to receive a Blessing.

## USING A BLESSING


When you hold a region's Blessing and bid an Explorer into that region, you may place the Blessing token under the Explorer so the "+1 Power" text is visible to the sides of the Explorer. You may only use a Blessing token in the matching region (e.g. you may not use the Forest Blessing at the Sacred Lake).

When Explorers are revealed in the Afternoon phase, your total Power in a region where you used a Blessing increases by 1.





A Blessing token does not count as an Explorer, and cannot be placed in a region by itself. It only enhances the Power of an Explorer placed with it.

*Example: Becky bid the least Power in the Village this round, so she chooses her action last. She chooses the  action, then collects the Village Blessing token from Sonia, who holds the token from a previous round. Becky places the token next to her player board.*

*In the following round, when Becky places her first Explorer in the Village, she places her Explorer under the Village Blessing and places both in the Village wilderness. During the Afternoon phase, Becky's Explorers are revealed — 2 Power and 1 Power — which are added together with the Village Blessing for a total of 4 Power.*

## STRATEGY

Though a +1 Power bonus is slight, a Blessing can really change the equation when deciding on your bids. Consider the following:

- When you hold a Blessing, you have an inherent advantage over the other players — but only for a short time and only on one part of the island. You can use this advantage to secure an action you really need, or to avoid a tie, but if you don't invest in the region the following round the Blessing will go away. Press your advantage while you can!
- Use a Blessing tactically to make it tougher for opponents to second-guess your Explorer bids. For instance, by placing your 5 Power Explorer in one region, and your 4 Power Explorer in another with a Blessing, you can effectively get two 5 Power bids in a single round. This can be very handy if you also hold, or sit close to the Emissary. Alternately, you could place your 5 Power with your Blessing to win a crucial region or beat out an opponent who repeatedly relies on the Emissary to win ties. You could even use a Blessing to fake out the other players, committing it with a low-Power Explorer while you focus heavily elsewhere.

- When an opponent holds a region's Blessing, you know they'll probably focus there in the next round. Use this information to guess where your rivals may send Explorers, and spot potential opportunities for your own bids.







# Liaisons

*Your expedition includes a royal Liaison, sent by Gajah Mada himself to assist you. While these Liaisons are poor explorers, their skills at negotiation can sometimes create additional opportunities for your party... so long as they're not foiled by their court rivals!*

When using this module, each player gains a **Liaison token** that represents a diplomat accompanying your party. Unlike other Explorers, your Liaison has no Power. Rather, they let you potentially take a second action in a region, after all other players have acted there. However, if more than one Liaison is revealed in a region, all Liaisons are immediately removed and no players take a second action in that region. Their competing efforts undermine each other and none are successful!



## SETUP

During Step 2, each player also finds their Liaison and places it face down on their player mat with the rest of their Explorers. Each player starts each round with 6 Explorer tokens instead of 5 (plus a Guide for those who qualify, if playing with the Ambelau Module).

## USING YOUR LIAISON

A Liaison is used like an Explorer and follows all the same rules, except as follows.

### 2. The Morning Phase

Each player will now place 5 Explorers rather than 4, keeping one back to fish as usual.

### 3. The Noon Phase

If the Explorer left on your player mat is your Liaison, you collect no fish (since Liaisons do not have Power).

### 4. Afternoon Phase

#### a. Reveal Explorers

If, after flipping over all Explorers, there is more than one Liaison in a region, immediately return all Liaisons in that region to their player mats. Those Liaisons have no further effect on the region, or in the round. No player benefits from them.







### b. Winner is Triumphant

Since Liaisons do not have Power, they cannot be Triumphant in a region on their own.

### c. Choose Actions




If your Liaison is the only one in a region, do not stack and place it with your other Explorers when you choose an action. After all players have resolved their actions in the region, you gain a special Liaison action. This action occurs after the normal action order, and so it triggers no other effects (such as rewarding Blessings).

To take a Liaison action, place your Liaison on any remaining action space in that region, pay a number of fish equal to the gems shown under that action space, and resolve the action.

If there are no remaining action spaces to choose from, or you cannot or choose not to pay this fish cost, skip your Liaison action and resolve the next region.



*Example: Sonia, Kat, and Becky are playing with the Liaisons Module. When resolving the Shore, it is revealed both Kat and Sonia placed their Liaisons there. Both these Liaisons are returned to Kat and Sonia's player mats.*

*Then, at the Sacred Lake, Becky's 4 Power Explorer and Liaison are revealed. No other Liaisons are here because Kat and Sonia already committed their Liaisons at the Shore. Becky acts once in Power order. After everyone has resolved their actions, Becky may take an additional action in the region. She chooses the   action, which is rated . Becky pays 1 fish to take the action, and then play proceed as usual.*

## LIAISONS WITH OTHER MODULES

### LIAISONS AT AMBELAU

Since Liaisons do not have Power, Liaisons placed at Ambelau do not move your canoe. Canoes only take the action when they *end* their movement, which means Liaisons placed at Ambelau have no effect. They can still be handy for bluffing however!

### LIAISONS & BLESSINGS

Liaisons do not benefit from Blessings (they have no Power to increase). Placing only a Liaison and Blessing in a region yields no action at all.

Further, Liaisons do not count for earning Blessings and may not earn Blessings on their own. They are



not counted when determining the lowest bid in a region, and their special action is taken after a Blessing is rewarded. When a Liaison is the sole Explorer in a region, leave that region's Blessing where it is — as if no one had placed Explorers in the region.

## LIAISONS & TOKOH

You may use a Liaison to take your Tokoh action as normal. Since Tokoh actions have no gems, using them with a Liaison cost no fish.

## STRATEGY

Liaisons adds an exciting gambling element to Buru. While it's common to “go bust,” getting that second action in a region can be tremendously rewarding. Here are some tips to consider for getting the most out of your Liaisons.

- Playing with Liaisons means you can theoretically place an Explorer in every region of the board, even when playing with Ambelau, but consider whether that's helpful to you. A Liaison on its own cannot be Triumphant, cannot earn a Blessing, and yields no actions in the region if any other Liaisons are present.
- It's often superior to use your Liaison as a gamble to maximize a region's yield. By placing it alongside another of your Explorers, you are guaranteed at least one action there, with a chance of two.
- Use your Liaison as a way to hinder *other* players' strategies. When you don't have a particular use in mind for your Liaison, place it where you think your opponents may be positioning their Liaisons to disrupt their chances of scoring a second action there.
- Liaisons promote unorthodox placement strategies, like placing your Liaison alone so you can dedicate multiple Explorers elsewhere. When successful, this bluff cost you few opportunities and surprises your opponents with a high-Power bid right where you need it.

- In a 5-player game, consider using the Ambelau and / or Tokoh modules to prevent the rare instance where a player wins a Liaison action but has no second action to take.





# Ambelau

## Original Game Design

Alex Flagg, Taran Lewis Kratz, Stephen Selego

## Development

Alex Flagg and Taran Lewis Kratz

## Production & Editing

Patrick Kapera

## Art Direction & Graphic Design

Dann May

*Quillsilver Studio*

## Illustration

Enggar Adirasa and Dann May

## Cultural Consultants

Kris Ardianto, Kevin Hendranata

*Ketchup Games*

Buru ©, Ambelau ©, Crafty Games ®,  
and all related logos and marks are trademarks  
of Crafty Games, LLC.

All rights reserved.

No part of this product may be reproduced  
without specific permission.

For comments, questions, & suggestions,  
email [service@crafty-games.com](mailto:service@crafty-games.com).

Made in China.

[www.crafty-games.com](http://www.crafty-games.com)

[www.burugame.com](http://www.burugame.com)





