

Sleeping Gods

PRIMEVAL PERIL

1-2 players, ages 13+, 2-4 hours

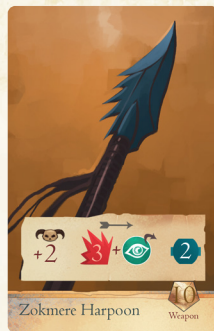
COMPONENT LIST



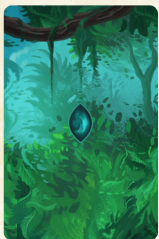
5 Synergy Tokens



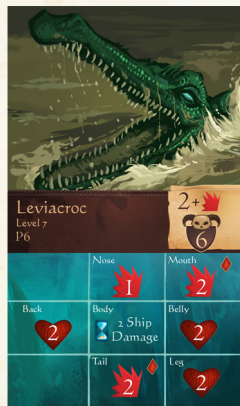
Captain Token



7 Adventure Cards



30 Ability Cards



10 Enemy Cards



10 Fatigue Tokens



5 Crew Boards



Status Tokens
(4 each of venom and weakened)



Ship



10 Command Tokens



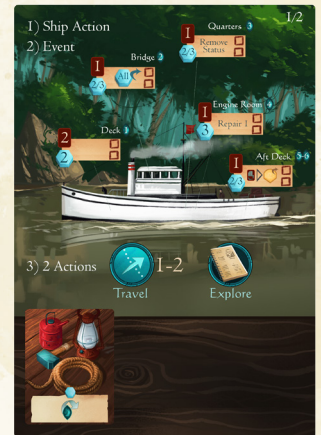
11 Ship Damage Cubes



30 Damage Tokens
(wooden)



Ship Action Figure



Ship Board



4 Combat Action Tokens

Note: If you are assembling this at home, you'll need to find tokens to use for command, damage, combat action tokens, the ship action figure, and ship damage cubes.

Not Pictured:

- This Rule Book
- Storybook
- 4 Map Boards
- Captain's Journal Sheet

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INTRODUCTION

Sleeping Gods: Primeval Peril is a short adventure spin-off of *Sleeping Gods*. It is meant to introduce you to some of the rules in *Sleeping Gods* and let you experience a piece of the world of the Wandering Sea. Follow the instructions in this booklet to set up the game. You also must read specified pages from the *Sleeping Gods* rule book, which are listed later in this booklet.

SETUP

1. Place the map boards in the center of the table with map 1 at the top. Only 1 map should ever be visible at a time. Place the ship in the region that contains the number 1 location.

2. Place the ship board near the map boards. Place the ship action token on the ship board.

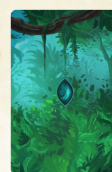
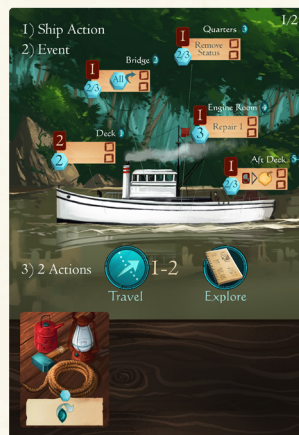
3. Place the Captain Jim Twine crew board near the ship board, in the center of the table. Distribute the remaining 4 crew boards among the players. If playing with 2 players, give each player 2 crew boards. If playing solo, you control all crew boards. Each player places their crew boards in front of them. Place the synergy tokens nearby.

4. Shuffle the ability deck and place it near the ship board. Decide who will be the first player and give them the captain token.

5. Place the adventure cards and enemy cards near the ship board, each type face down in their own pile.

6. Place the storybook near the board. Place all remaining tokens near the ship board.

7. Give each player (not each crew member) 1 command and 1 ability card.



HOW TO PLAY

Before you start to play, read these sections in the *Sleeping Gods* rule book.

Basics 6-9

Turn Overview 10

Event 12

Action: Travel 13-14

Action: Explore 15

Spending Command 17-18

Challenges 19-20

Combat 21-27

Keywords 28

Defeat 28

Adventure Cards 29-30

Ability Clarifications 34

Enemy Ability Clarifications 35

Icons 40

CHANGES FROM SLEEPING GODS

Some rules have slight alterations from *Sleeping Gods*.

2 Actions: You only have access to travel and explore. When you travel, you do not draw fate, but instead choose to travel 1 or 2 spaces. *For example, if you use both of your actions to move, you could move a total of 4 spaces.*

Ship Board: The *Harpy* ship board (pg. 5) has slightly altered actions, described on the next page. Also, the *Harpy* can only take 10 ship damage.

Food & Artifacts: Keep track of your food and artifacts on the Captain's Journal sheet. Mark a box for each food or artifact that you gain, and erase the mark when you use a food or lose an artifact.

Eating Food: You do not use food to cook recipes as in *Sleeping Gods*, and there are not different types of food. **Instead**, at any time (except in the middle of a travel or explore action), you may lose 1 food to restore all health and remove all fatigue **from 1 crew member**.

Events: Instead of drawing an event card, draw fate and check the event section on the Captain's Journal. There are two event tables. Check the event on the table according to the map board the ship token is currently on.

Example: Jason draws fate 3. The ship standee is on map 3, so the event is "Aggressive Vultures." Jon must complete a challenge of STRENGTH 6. He decides not to have any crew participate and hopes to draw fate 6. He draws fate 4, a failure, and takes the consequence of -3 health.

Quest Cards: Instead of gaining quest cards, you simply write keywords on the Captain's Journal sheet.

Time Track: Each time the ability card draw deck is depleted, mark a time box (starting from left to right) on the Captains Journal when you reshuffle it. Your final time box affects your end-game score.

PRIMEVAL PERIL SHIP BOARD "HARPY"

Draw 1 ability card.
If playing solo, gain 2 command.
If playing with 2 players, gain 3 command.
Also remove any command tokens placed on **crew members** (even those controlled by other players) and adventure cards and return them to the supply.

Draw 1 ability card. If playing solo, gain 2 command. If playing with 2 players, gain 3 command.
Then remove 1 venom or 1 weakened token from a crew member.

Draw 1 ability card and gain 3 command. Then remove 1 damage from any ship room.

Draw 1 ability card. If playing solo, gain 2 command. If playing with 2 players, gain 3 command.
Then you may discard 1 ability card from your hand to remove 1 fatigue token from a crew member.

Draw 2 ability cards and gain 2 command.

You may place a command here at any time to redraw fate (as long as there isn't already a command token here).

1) Ship Action
2) Event

Bridge 2
Deck 1
Aft Deck 5-6

Quarters 3
Engine Room 4

Remove Status
Repair I

2/3
2/3
2/3
2/3

I
I
I
I

I/2

3) 2 Actions
Travel I-2
Explore

4