

# INSTRUCTIONS

WELCOME TO KUALA'S AMAZING ADVENTURE!

HERE ARE SOME INSTRUCTIONS ON HOW TO PLAY THE GAME AND MAKE THE MOST OF IT.

# COMMUNICATE!

Communication between the players is crucial to solve the riddles you encounter, explore buildings, and make other impactful decisions. Every move you make should be a group decision! With your team assembled, you must decide on where to go together and experience the high-spirited adventures.

### • Decision-making and the Game Leader

To avoid any tension, every decision should be voted by the whole group and accepted by the majority. If you cannot reach a majority, the leader will break ties as the ultimate decision-maker. The leader will either be the eldest of the group or will be chosen by the players.

### • Ensuring full immersion in the game

We advise you to choose a reader who will read the adventure out loud, as if they are the narrator of the adventure, for everyone to really connect with the unraveling tale. Beware that because of the individual storybooks this is only possible if all of the players start at the same location!

# (B) NUMBER OF PLAYERS AND THEIR IMPACT

In Kuala you can play by yourself or as a group of two, three or four players. Each player is a character with his or her own skills. Some specific actions will be listed at the back of each book.

If there are fewer than four players, you may come across an action that has to be carried out by another character. Let's say one passage seems too dangerous for you and you think only Neta can go there, then go back to where you came from. Don't worry, the number of points will take into account the number of players who are part of the adventure so despite the fact that some treasures will be unattainable when playing the game solo it will not hinder your score. To that effect, the total number of treasures you have to find will therefore be smaller with lower player counts than if you are a playing with a team of four players. Additionally some riddles may be harder for some groups more so than others (i.e. groups with younger players may find some riddles more challenging), however this is not a problem as this will be taken into account by the scoring system at the end of the adventure and the appropriate score multipliers. No matter the player count or the players' ages, the game will not penalize you for it!

# (1) OBJECTS AND TREASURES

During your quest, you may find objects that you will consider useful. Each character can possess up to two objects at a time. If you wish to get hold of yet another object but your pockets are full, you must get rid of enough of your items to make room for the new items (as you lack the necessary herculean strength you can not collect rocks, trees, or boats as part of your inventory). If you happen to backtrack or revisit a location, you may not count/collect items or treasures already collected.

## CHARACTER SPECIFIC SKILLS -------

Throughout the adventure each player will be able to spot specific elements or clues that only they can see. In this case, the player who has been given a specific piece of information will be able to go to the panel indicated by the number they can see. The other players will then have to wait for their instructions: If the player sees a panel with their character's initials in the corner of the panel, their teammates will have to stay where they are. If there isn't a panel with their initials, the other teammates will be allowed to join the player.

If two players spot a number only they can see at the same time, only one player will be able to go to the indicated panel. Decide as a team who will go. You can ignore this rule if you chose to play with the Super Search variant. This technique, which must be selected at the beginning of the game, will allow you to explore several hidden panels at the same time. Keep in mind since this makes things easier it will lower your score at the end of the game.

# THE RIDDLES

There are numerous riddles in the game! They are indicated by an icon at the top of the panel. If you solve them you will almost always get an answer which provides the number of a corresponding panel to go to. The solution panel will also bear the same icon to confirm that you have solved the riddle correctly. If it isn't the case, you went wrong somewhere and you have to go back to the panel with the riddle to make another attempt at solving it. Be aware that you may only try again once more to find the correct answer. Making more attempts then you're supposed to will only spoil your fun!

If you cannot find the answer then you must find an alternate route. Sometimes only one player will have to solve a riddle and that player will only be able to ask for help if it is specified in the book. If it is not specified that a player may be helped, the riddle must be solved by that player alone!

# THE JOURNEY

Raloo Pali has given you 5 days to complete your mission. Therefore, every time you see the pictograph shown here Oil you have to tick one day off your mission sheet. Only one day will be deducted on the mission tracker unless otherwise specified regardless how many times you visit that panel. To track this you may tick the box next to the pictograph or note the panel # on your sheet, so as not to count the same day passing several times.

# A FEW TIPS -----

- At the beginning of the game you may choose to play the Great Explorer variant. This will enable you to extend your adventure for as long as you need to, even past the 5 days Raloo Pali has given you. Remember to take this into account on your final score.
- If you are with young adventurers, you may wish to interrupt the game every so often and come back to it later. Another alternative could be to shorten the adventure (end the adventure once 3 days have passed).
- Look at each panel VERY CAREFULLY as many things may be hidden in it: secret passages, objects, traps.
   The more players, the more opportunity for unique interactions there will be.
- Do not hesitate to make notes on your mission sheet whenever needed. It will make it easier to retrace your steps, solve a riddle, etc.
- Please do not cheat! You will only cheat yourself out of the fun of the adventure.
- If you are stuck because you cannot solve a riddle despite your best efforts to do so, just go to our page www.VanRyderGames.com and you will find a document with all the answers.

## YOU'RE READY! PLEASE OPEN YOUR BOOKS TO PAGE 5 TO BEGIN YOUR ADVENTURE!

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