

The Towers of ARKHANOS

A game by Daniel Alves and Eurico Cunha

5TH player expansion

The magic ruins are attracting more and more people, and now a new magic school joins the party: The Purple Lotus Order answer the call of the king to help build the towers.

Game components

- . 1 game box
- . 9 floor tiles
- . 10 prestige point tokens
- . 8 purple meeples
- . 1 Purple Lotus Order player board
- . 16 translucent dice (4 of each color: pink, purple, yellow and blue)



Setup

Prepare a game of *The Towers of Arkhanos* as normal with these changes:

- 1) Shuffle all the floor tiles from this expansion with the ones from the base game and put them face up in the play area.
- 2) Put all the dice from this expansion inside the dice bag with all the dice from the base game.
- 3) Give to the 5th player the *Purple Lotus Order* player board with all the purple meeples.
- 4) In 5 players games, the first player must pull 6 dice from the bag and roll them to form the dice pool to



be drafted.

5) The game is played as usual during 10 rounds, using the last spot from the Mana Pool player board with the mystical symbol as the 10th round.

6) The mystical round is genuinely magical. The first player rolls the remaining dice from the bag and all players, on their turn, can choose between the rolled dice or any other dice from the mana pool.

The new floor tiles

The floor tiles from this expansion have different pre-requisite, heres all of them in detail:



In this floor, any color dice is allowed as long as they have 6 pips on them. Dice with repeated colors are allowed.



In this floor, dice of two colors are allowed: blue and pink. So, they may be blue 3 and 4, or pink 3 and 4. Any combination of blue or pink 3 or 4 are allowed.



In this floor, dice of different colors are allowed. They can have the same pip number but they can never have the same color.



In this floor, dice of different colors AND different numbers are allowed. Colors and pip numbers can never be the same.



In this floor, dice of two colors are allowed: yellow and purple. So, they may be yellow 3 and 4, or purple 3 and 4. Any combination of yellow or purple 3 or 4 are allowed.



In this floor, dice of different numbers are allowed. They can have the same color but they can never have the same number of the first dice allocated there.



In this floor, only dice of the same numbers are allowed. They can have the different colors but they have to be the same number as the first dice allocated there.



In this floor, only dice of the same colors are allowed. They can have the different numbers but they have to be the same color as the first dice allocated there.



In this floor, like the others, the first dice can have any number and any color, but the next dice has to be wither one pip lower or one pip higher, forming a sequence of numbers. Dice of any color is allowed.

Example: Red player allocates a pink 3 pips dice, so the other players must either allocate a 2 pip or 4 pip dice next.



Credits

Game design: Daniel Alves and Eurico Cunha

Art: Marcelo Bastos, Rodrigo Ramos & Eduardo Cavalcante

Production: CGS - Creative Games Studio

Worldwide distribution: IDW Games

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